



MENTAL ECLIPSE

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Sommario

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General project overview:

Game title:

"Mental Eclipse"

Game genre:

Futuristic adventure detective/mystery RPG

Target audience (PEGI):

PEGI 16, target: 16-35

Approximate duration of the game:

20 hours

Available game modes:

Single player

Platforms:

Playstation/PC with VR technology

Story-line:

In the near future, where advanced virtual reality intertwines with the complexities of the human mind, a young man named Alex finds himself trapped in a coma-induced virtual loop. As he battles to break free, he must navigate through the enigmatic landscapes of his own consciousness, facing the shadows of his past and the challenges that lie ahead.

Game's synopsis:

Immersed in the heart of uncertainty and mystery, "Mental eclipse" catapults you into an exhilarating journey through the darkness of the human mind with VR technology. Guide Alex, a young man trapped in a mental loop after a tragic accident, as he explores the darkest recesses of his consciousness in search of the truth. Confront inner demons, intricate puzzles, and shocking revelations in a virtual world fraught with dangers and priceless secrets. Only by unraveling the hidden mysteries behind his coma can Alex hope to awaken and face the truth that awaits him beyond his consciousness. The game's climax involves shocking overturning of established ideas and stunning discoveries. Get ready to be swept away by a gripping tale, where each step brings you closer to the pulsating heart of the mystery, in an adventure that will forever change your perception of reality.

Game pillars

Emotional Exploration: The game provides an experience of emotional exploration, where players delve into the depths of the protagonist's psyche, confronting his traumas and discovering his true nature through a virtual world rich in symbolism and meaning.

Immersive Narrative: The narrative is at the core of the gaming experience, offering a gripping plot full of twists and turns that engage players from the very beginning. Player choices influence the course of the story and the protagonist's destiny, creating emotional involvement and a connection with the virtual world.

Integration of Story and Gameplay: The story and gameplay are closely intertwined, with the player's actions directly influencing the narrative and vice versa. Missions and objectives are designed to advance the plot smoothly and engagingly, ensuring that each action has meaning within the context of the overall story.

Tactile and Sensory Experience: The game offers an engaging tactile and sensory experience, thanks to stunning graphics, compelling sound design, and gameplay that stimulates the senses. Players feel immersed in the game world, experiencing every moment with intensity and emotional depth.

Immersive VR Experience: If the game is designed for virtual reality, total immersion becomes a fundamental pillar. The goal is to create a virtual environment that fully engages players, transporting them into a fantastical and surreal world, offering a unique sensory experience.

Puzzle-solving and Enigmas: The game features a series of puzzles and enigmas that challenge players' ingenuity and creativity. Solving these puzzles is essential to progress in the story and unlock new areas of the virtual world, encouraging critical thinking and collaboration among players.

Consequences of Choices: Player choices have a significant impact on the plot and the protagonist's fate. Each decision influences the story's direction and relationships with other characters, creating a branching and unique narrative for each player.

Environmental Exploration: Exploring the game environment is crucial for discovering hidden secrets, solving puzzles, and gaining a deeper understanding of the story. The game world is rich in detail and unique settings that invite players to explore every corner, encouraging curiosity and discovery.

Character Progression: The progression of the protagonist is an important pillar, offering players the opportunity to develop their character's skills and abilities throughout the game. This can be achieved through acquiring new skills, upgrading equipment, or unlocking special enhancements.

References

Game References:

1. **"To the Moon"**: A game known for its emotional storytelling and exploration of memories.

- Release Year: 2011
- Plot: Developed by Freebird Games, "To the Moon" follows the story of two doctors who traverse through the memories of a dying man named Johnny to fulfill his last wish of going to the moon. As they explore Johnny's memories, they uncover deep-seated emotions and untold stories that ultimately lead to a profound revelation about his life.
- Author: Created by Kan Gao, the game is praised for its emotionally-driven narrative and unique gameplay mechanics, earning critical acclaim for its storytelling and character development.

This game is known for its emotional storytelling and depth in representing memories and characters' emotions. Its ability to emotionally engage players and explore complex themes related to memory and identity makes it a useful reference for the game, which tackles similar issues related to the protagonist's memory and identity.

2. **"Bastion"**: Offers a unique narrative experience and a dynamic, evolving world.

- Release Year: 2011
- Plot: Developed by Supergiant Games, "Bastion" is an action role-playing game set in a post-apocalyptic world. Players control "the Kid," who explores the shattered remnants of his world, encountering various characters and creatures along the way. The game's narrative unfolds dynamically as players progress, with the world rebuilding itself around the protagonist's actions.
- Author: Created by Amir Rao and Greg Kasavin, "Bastion" received widespread praise for its art style, music, and innovative storytelling approach.

This game offers a unique narrative experience characterized by an evolving, dynamic world. Its ability to create an immersive, ever-changing environment can inspire the way Alex's virtual world shifts and adapts to his experiences and personal growth.

3. **"Life is Strange"**: Features a coming-of-age story with time-manipulating elements and impactful choices.

- Release Year: 2015
- Plot: Developed by Dontnod Entertainment, "Life is Strange" follows the story of Max Caulfield, a high school student who discovers she has the power to rewind time. As Max navigates the complexities of teenage life, she uncovers dark secrets and faces difficult moral choices that have far-reaching consequences.
- Author: Directed by Raoul Barbet and Michel Koch, "Life is Strange" received acclaim for its narrative depth, character development, and exploration of themes such as friendship, identity, and the passage of time.

This game is known for its impactful choices and emotional consequences on plot and characters. Its ability to engage players in moral decisions and explore complex themes such as time and memory can be an inspiration for how players influence Alex's choices and their consequences.

4. **"The Stanley Parable"**: Explores narrative choice and the consequences of those choices.

- Release Year: 2013 (Originally a Half-Life 2 mod released in 2011)
- Plot: Developed by Davey Wreden, "The Stanley Parable" is a first-person exploration game that challenges player expectations and the nature of choice in video games. Players control Stanley, an office worker whose mundane life takes a surreal turn when he discovers that all his colleagues have

disappeared. As players navigate through the game, they encounter a narrator who comments on their actions, leading to multiple branching paths and endings.

- Author: Created by Davey Wreden, "The Stanley Parable" is renowned for its meta-commentary on video game storytelling and player agency, earning widespread acclaim for its innovative design and narrative structure.

This game explores the concept of narrative choice and the interaction between the player and the game world. Its ability to challenge gaming conventions and offer non-linear storytelling can be an inspiration for how the game approaches the concept of virtual reality and reality perception.

Movie/Show References:

1. "**Inception**": Explores the layers of dreams, similar to the layers of the protagonist's mental loop.

- Release Year: 2010
- Plot: In "Inception," Dom Cobb, a skilled thief, enters the dreams of others to steal their secrets. He is offered a chance to have his criminal record erased in exchange for planting an idea into a target's subconscious through "inception." As Cobb and his team navigate through layers of dreams within dreams, they confront their own inner demons and question the nature of reality.
- Author: Directed by Christopher Nolan.

"Inception" was chosen as a reference for its exploration of dreams within dreams, mirroring the layers of the protagonist's mental loop in "Comatose: Trapped Minds." Like the characters in "Inception," Alex navigates through various levels of consciousness, each more complex and surreal than the last, as he seeks to uncover the truth behind his coma.

2. "**Eternal Sunshine of the Spotless Mind**": A film dealing with memories and emotions.

- Release Year: 2004
- Plot: "Eternal Sunshine of the Spotless Mind" follows Joel Barish and Clementine Kruczynski, two former lovers who undergo a procedure to erase memories of each other after a painful breakup. As the memories are gradually erased, Joel relives cherished moments with Clementine and experiences a change of heart, ultimately realizing that some memories are worth preserving despite the pain.
- Author: Directed by Michel Gondry.

This film delves into the intricacies of memories and emotions, much like the journey Alex undertakes in "Comatose: Trapped Minds." As Alex confronts his inner demons and relives past traumas within the virtual world, he grapples with the complexities of his own mind, echoing the themes explored in "Eternal Sunshine of the Spotless Mind."

3. "**The Matrix**": For its exploration of virtual reality and the blurred line between reality and illusion.

- Release Year: 1999
- Plot: In "The Matrix," computer hacker Neo discovers that the world he perceives as reality is actually a simulated reality created by sentient machines to subdue and control humanity. Neo joins a group of rebels led by Morpheus to fight against the machines and free humanity from the illusion of the Matrix, ultimately embracing his destiny as "The One" who can manipulate the Matrix's code.
- Author: Directed by Lana and Lilly Wachowski.

"The Matrix" is referenced for its exploration of virtual reality and the blurred line between reality and illusion, which resonates with the themes of "Comatose: Trapped Minds." Like Neo in "The Matrix," Alex must navigate through a simulated world, questioning what is real and what is merely a construct of his own mind.

4. **"Black Mirror"** (specifically, the episode "San Junipero"): Explores themes of virtual reality and consciousness.

- Release Year: 2016 (for "San Junipero" episode)
- Plot: Set in a futuristic world, "San Junipero" follows the story of Yorkie and Kelly, two women who meet and form a connection in a simulated reality called San Junipero. As they navigate their virtual lives and grapple with the concept of eternal existence, they confront their own fears and uncertainties, ultimately finding solace and happiness in each other's company.
- Author: Created by Charlie Brooker.

The "San Junipero" episode of "Black Mirror" is chosen for its exploration of virtual reality and consciousness. In "Comatose: Trapped Minds," the virtual world Alex inhabits reflects similar themes of digital existence and the nature of consciousness, making it a fitting reference point.

5. **"Mindscapes"**: exploration of human mind and detective story.

- Release Year: 2013
- Plot: The film follows John Washington, a detective with the ability to enter people's memories. He takes on the case of a troubled teenage girl named Anna, whose mind holds the key to solving a mystery. As John delves deeper into Anna's memories, he uncovers dark secrets and must navigate through a web of lies to uncover the truth.
- Author: Directed by Jorge Dorado, written by Guy Holmes.

Mindscape could be an excellent reference for our game due to its gripping plot and focus on exploring the human mind. The film offers an intriguing perspective on using technology to delve into characters' memories and emotions, which we could adapt to our gameplay centered around emotional exploration and immersive storytelling. Additionally, the psychological tension and plot twists in "Mindscapes" could inspire how we construct our levels and puzzles, providing an engaging and immersive experience for players.

Book/Comics References:

1. **"The Power of Now"** by Eckhart Tolle: Explores themes of consciousness and living in the present moment.

- Release Year: 1997
- Plot: "The Power of Now" delves into themes of consciousness and the importance of living in the present moment. Tolle emphasizes the transformative power of mindfulness and encourages readers to let go of past regrets and future anxieties to find inner peace and fulfillment.
- Author: Eckhart Tolle's profound insights into spirituality and self-awareness make "The Power of Now" a compelling reference for exploring themes of consciousness and self-discovery in the game. Tolle's teachings could inspire elements of introspection and personal growth within the game's narrative.

2. **"Neuromancer"** by William Gibson: A classic cyberpunk novel that could inspire the futuristic setting.

- Release Year: 1984
- Plot: "Neuromancer" is a seminal work of cyberpunk fiction set in a dystopian future where advanced technology blurs the lines between humans and machines. The novel follows Case, a washed-up computer hacker, who is hired to carry out a dangerous cybercrime that leads him into a world of corporate espionage, artificial intelligence, and virtual reality.
- Author: William Gibson's visionary depiction of a high-tech, low-life future has influenced countless works of science fiction and serves as a rich source of inspiration for crafting the futuristic setting and themes of technology and virtual reality in the game.

3. **"The Maze Runner"** by James Dashner: Offers a unique perspective on memory and reality.

- Release Year: 2009
- Plot: "The Maze Runner" presents a unique perspective on memory and reality within a dystopian society. The story follows Thomas, who wakes up with no memory of his past, trapped in a mysterious maze with a group of other teenagers. As they struggle to escape the maze and uncover the truth about their predicament, they confront questions of identity, memory manipulation, and the nature of reality.
- Author: James Dashner's gripping narrative and exploration of memory and reality offer intriguing parallels to the themes of identity and self-discovery that could be incorporated into the game's storyline. The novel's dystopian elements and focus on unraveling secrets align with the mystery and intrigue of the game's plot.

True Events:

1. Near-Death Experiences (NDEs): Stories of individuals who have had NDEs could inspire aspects of the protagonist's journey.
2. Psychological Studies on Memory and Dreams: Understanding real-world studies on memory and dreams could inform the narrative's psychological aspects.

Game mode

In our game, the single-player mode serves as the cornerstone of the player's experience, offering an expansive and deeply personal journey through the intricacies of the narrative. As players assume the role of the protagonist, they are thrust into a world teeming with mystery, emotion, and peril. With no other characters to rely on, players must navigate the challenges of the virtual landscape alone, confronting their fears and uncertainties head-on.

Throughout their solitary odyssey, players will encounter a myriad of obstacles and enigmas that demand their attention and intellect. From deciphering cryptic puzzles to unraveling the hidden truths of the narrative, every interaction and decision shapes the trajectory of the story in profound ways. As players delve deeper into the virtual realm, they will uncover layers of complexity and depth, forging an intimate connection with the protagonist and the world around them.

The single-player mode also offers ample opportunities for self-reflection and introspection, allowing players to explore the depths of their own emotions and motivations. By immersing themselves in the protagonist's journey, players may find themselves confronting their own fears, insecurities, and desires, making the experience not only entertaining but also deeply transformative.

Ultimately, the single-player mode is designed to provide players with a rich and immersive narrative experience that is tailored to their unique preferences and playstyles. Whether they seek heart-pounding action, thought-provoking puzzles, or emotional resonance, our game offers a compelling and unforgettable adventure that can be enjoyed solo, at their own pace.

Characters

The protagonist: Alex

Name: Alex Turner

Sex: Male

Age: 27

Occupation: Digital Artist and Technology Enthusiast

Appearance: Alex has a slender figure and a calm demeanor. His eyes are expressive, reflecting his inner depth, and dark hair falls neatly onto his shoulders. He wears casual and modern attire, often with a touch of originality to express his creativity. His unassuming presence conceals an inner determination and emotional strength that unfolds throughout his journey.



Personality: Alex is a complex and multifaceted individual, characterized by a brooding intensity and a profound sense of inner turmoil. On the surface, he may appear calm and composed, but beneath the facade lies a maelstrom of conflicting emotions and hidden pain. He is fiercely intelligent and introspective, with a keen intellect and a sharp wit that belies his troubled soul. Despite his outward confidence, he struggles with feelings of self-doubt and worthlessness, constantly questioning his place in the world and grappling with a profound sense of existential angst. Alex is deeply empathetic and compassionate, with a strong sense of justice and a desire to make a difference in the world. However, he is also haunted by a dark and troubled past, with memories of trauma and loss that continue to haunt him to this day.

Tormented by his Demons: Throughout his life, Alex has been haunted by a series of traumatic events that have left deep scars on his psyche. From the sudden death of a loved one to the betrayal of a trusted friend, each experience has served to further erode his fragile sense of self and push him further into the depths of despair. Despite his struggles, Alex is determined to confront his demons head-on and reclaim control of his life. With each passing day, he inches closer to the truth, driven by an unyielding resolve to break free from the chains of his past and forge a brighter future for himself. But as he delves deeper into the darkness that lurks within, Alex must confront the possibility that some wounds may never fully heal, and that the path to redemption may be far more treacherous than he ever imagined.

Background: Alex Turner was once a bright and promising young man, full of hope and ambition for the future. Growing up in a loving family, he was surrounded by warmth and support, with dreams of making a difference in the world. However, beneath the surface, Alex harbored deep-seated insecurities and unresolved traumas. From a young age, he struggled with feelings of inadequacy and a sense of not belonging, despite his outward success and achievements. As he grew older, these inner demons began to take their toll, manifesting as anxiety, depression, and a pervasive sense of emptiness. Despite his best efforts to suppress them, they continued to gnaw away at his psyche, eroding his sense of self-worth and leaving him feeling adrift in a sea of uncertainty. The sudden abandonment of his mother then increased and fomented all the doubts and torments that consumed him.

Main helper: Lumos

Name: Lumos

Sex: Undefined

Age: N/A (Advanced Artificial Intelligence)

Role: Virtual Guide and Emotional Assistant, he can communicate with the real world thanks to Alex's successes (in game bonus).

Appearance: Lumos takes on an abstract yet captivating form, with parts of its body transforming into symbols and figures representing emotions. When it presents itself, it often assumes an ethereal light form that changes based on the prevailing emotions in the virtual environment. It has a friendly visual interface and luminous eyes that reflect the empathy of its character.



Personality: Lumos is a small shape-shifting robot with advanced artificial intelligence. Its personality is calm, wise, and always ready to offer emotional support. As a virtual guide, Lumos adapts to Alex's emotions, providing wise counsel and helping him navigate through the virtual world of his mental loop. Despite its small size, Lumos exudes an aura of authority and wisdom.

Background: Created as part of an advanced artificial intelligence experiment, Lumos is a digital entity that has evolved over time, gaining a unique understanding of human emotions. Its primary purpose is to aid those trapped in mental loops, offering wisdom and guidance to overcome emotional challenges. Lumos has a special connection with Alex, having access to the protagonist's memories and emotions to personalize its support. Its presence proves crucial in Alex's journey toward awakening.

Helper: Ethan

Name: Ethan Vale

Sex: Male

Age: 29

Occupation: Programmer and App Developer

Appearance: Ethan is of average height with red hair and friendly green eyes. He wears casual and modern attire, with a tech-savvy touch reflecting his work as an app developer. His presence is always reassuring, and his smile is a constant source of comfort for Alex.



Personality: Ethan is an old friend of Alex from high school, with whom he shared a strong connection. He has a warm, friendly, and playful personality, possessing a deep understanding of the challenges Alex faces in his virtual world. His presence serves as a beacon of support and friendship in an otherwise potentially alienating environment.

Background: After graduating together with Alex, Ethan pursued a successful career as a programmer and app developer. During their high school days, Ethan and Alex were inseparable, sharing passions for technology and virtual adventures. In the virtual world of Alex's mental loop, Ethan appears as a trusted guide, ready to help him remember the past, understand the present, and face the future. His presence proves essential in helping Alex overcome emotional challenges and find the way out.

In the game, he acts as a guide and illustrator of the levels and scenarios having lived most of his life with Alex. A bit like the figure of Virgil who guides Dante into hell.

Helper: Isabella

Name: Isabella "Izzy" Reed

Sex: Female

Age: 25

Occupation: Virtual Hacker and Cybersecurity Expert

Appearance: Izzy is of average height with dark hair with pink shades flowing loosely down her shoulders and piercing eyes. Her style is a mix of practicality and rebellion, with clothing that reflects her approach to the digital life. She always carries a variety of gadgets and devices that she uses for her hacking operations.



Personality: Izzy is a young virtual hacker with extraordinary skills and a sharp mind. Determined and resolute, she stands out for her ability to manipulate the digital world. Despite her reserved nature, she exhibits a strong sense of justice and joins Alex for reasons that go beyond her prowess in cyberspace.

Background: Raised in a family of IT experts, Izzy developed an early interest in technology and cybersecurity. Her hacking skills drew the attention of ethical organizations seeking talents like hers. Izzy works as an ethical hacker, testing the security of computer systems and helping protect networks from potential threats.

Her encounter with Alex happened through a virtual connection thanks to Lumos, and she decided to join his mission to break free from the mental loop. Her advanced knowledge of technology and the digital world proves crucial in helping Alex navigate through his virtual coma and uncover the hidden secrets in the realm of Alex's mind. Despite her apparent aloofness, Izzy develops a unique bond with Alex, facing the challenges of the virtual world together and seeking answers to the mystery surrounding Alex's coma.

Elizabeth

Name: Elizabeth Turner

Sex: Female

Age: 52

Occupation: Marketing Executive

Appearance: Elizabeth has an elegant and refined appearance, with striking features that hint at her inner strength and resilience. Her long, chestnut hair is usually swept up in a sophisticated bun, framing a face marked by high cheekbones and piercing blue eyes. She carries herself with a graceful confidence, often dressed in tailored business suits that exude professionalism and poise.



Personality: Elizabeth is a woman of ambition and determination, with a sharp intellect and a keen eye for opportunity. She is fiercely independent and self-reliant, unafraid to speak her mind and pursue her goals with unwavering determination. Beneath her confident exterior, however, lies a deep well of compassion and empathy, as she cares deeply for those she loves and is always willing to lend a helping hand to those in need.

Background: Born into a family of modest means, Elizabeth learned from an early age the value of hard work and perseverance. Despite facing numerous challenges and setbacks along the way, she was determined to carve out a better life for herself and her family. With a natural flair for marketing and a keen business acumen, she quickly rose through the ranks of the corporate world, eventually landing a prestigious position as a marketing executive at a leading firm.

Throughout her career, Elizabeth has always prioritized her family above all else, striving to provide them with the love and support they need to thrive. However, her relentless pursuit of success has often left her torn between the demands of her career and her responsibilities as a mother, leading to tensions and conflicts within the family dynamic.

Elizabeth's drive for success has often led her down unexpected paths, including a tumultuous affair with her company's CEO, Richard Blackwood. What began as a professional relationship soon blossomed into something more, as Richard's charisma and charm captivated Elizabeth, blinding her to the risks and consequences of their illicit romance. As their affair grew increasingly intense, Richard's true intentions began to surface, revealing a dark and manipulative side that Elizabeth had never seen before. In a shocking turn of events, Richard abducted Elizabeth, forcibly changing her identity and whisking her away to a remote location far from her family and former life. Believing that Elizabeth had abandoned them, her family was left devastated and heartbroken, unaware of the true horrors she was enduring at the hands of her captor. Meanwhile, Elizabeth was forced to assume a new identity, living in constant fear and isolation as Richard's captive. Trapped in a web of lies and deceit, Elizabeth struggled to maintain her sanity and hold onto the hope of one day being reunited with her loved ones. But as the years passed and Richard's hold on her tightened, he began to lose faith in the possibility of escape, resigned to a life of captivity and torment at the hands of the man she once trusted.

Richard Blackwood

Name: Richard Blackwood

Sex: Male

Age: 50

Occupation: CEO of a Multinational Corporation

Appearance: Richard Blackwood cuts a striking figure, with a commanding presence that demands attention. His tall and imposing stature is complemented by a chiseled jawline and piercing gray eyes that seem to bore into your soul. He exudes an air of confidence and authority, often dressed in impeccably tailored suits that accentuate his powerful demeanor.



Personality: Richard is a charismatic and enigmatic figure, with a magnetic charm that draws others to him like moths to a flame. Beneath his polished exterior, however, lies a ruthless and manipulative nature, driven by an insatiable thirst for power and control. He is willing to go to any lengths to achieve his goals, no matter the cost to others.

Important note:

Richard Blackwood's surname speaks volumes about his character, hinting at the darkness that lurks within. The word "black" suggests an enigmatic and shadowy persona, foreshadowing his sinister intentions and malevolent nature. As the antagonist of the story, Richard embodies the darker aspects of human nature, driven by ambition, greed, and a thirst for power. His surname serves as a constant reminder of the moral ambiguity that defines his actions, hinting at the depths of depravity to which he is willing to sink in his quest for dominance. Throughout the narrative, Richard's surname acts as a symbolic motif, representing the looming threat of evil that threatens to consume both himself and those around him.

Background: Born into a wealthy and influential family, Richard was groomed from a young age to take his place at the top of the corporate ladder. With a keen intellect and a ruthless ambition, he quickly rose through the ranks of the business world, eventually assuming the role of CEO of a multinational corporation. But behind the facade of success and prestige, Richard harbors dark desires and twisted fantasies that he keeps hidden from the world. His obsession with power and control knows no bounds, leading him to seek out vulnerable individuals whom he can manipulate and exploit for his own gain. When he sets his sights on Elizabeth Turner, he sees not only a talented and ambitious businesswoman, but also a potential pawn in his twisted game of dominance and submission. Under the guise of mentorship and guidance, he lures her into a dangerous affair, using his influence and charisma to bend her to his will. But as their relationship spirals out of control, Richard's true intentions are revealed, and he shows his true colors as a ruthless and sadistic predator. With Elizabeth in his clutches, he revels in his newfound power, relishing the opportunity to break her spirit and mold her into his perfect submissive. Richard Blackwood's thirst for power and control knows no bounds, extending even to the realm of manipulation and deceit. When he caught wind of Alex's investigations into his company's shady dealings through his exceptional skills in computer forensics, Richard saw him as a threat that needed to be neutralized. Unwilling to let anyone stand in the way of his ambitions, Richard orchestrated the accident that befell Alex, ensuring that he would be silenced before he could uncover the truth. Using his vast resources and network of connections, Richard manipulated events behind the scenes, covering his tracks and framing the incident as a mere accident. With Alex incapacitated and his investigations derailed, Richard believed he had successfully eliminated the threat to his empire. Little did he know that Alex's journey through the depths of his own subconscious would ultimately lead him to the startling revelations that lay at the heart of his coma.

Enemy: Umbra

Name: Umbra

Sex: Undefined

Age: Ageless (Emotional Manifestation)

Role: Bearer of Emotional Burdens

Appearance: Umbra presents itself as a constantly shifting shadow, with undefined contours and an unsettling presence. Its form is fluid, reflecting the various fears and regrets that afflict Alex. When confronting Alex, Umbra takes on a more defined form, displaying the dark and distorted features of its personality.



Personality: Umbra is a dark and complex entity, the manifestation of Alex's deepest fears and regrets. Its personality is somber and tormented, reflecting the emotional shadows that Alex has accumulated throughout his life. While challenging Alex in various levels of his mental loop, Umbra seeks to destabilize him, revealing emotional vulnerabilities and provoking reflection.

Background: Umbra is born from the fusion of all of Alex's deepest fears and regrets, embodying the shadows that torment him. It doesn't have a true age or life story, as it is an emotional entity created within Alex's psyche. Its sole purpose is to test Alex, forcing him to confront uncomfortable truths about his past actions and the difficult decisions he has made. While it may appear as an adversary, its existence is tied to Alex's growth and understanding of his inner shadows.

In the game he represents the main enemy present at each level who embodies the protagonist's traumas and fears.

Main enemy: Chronos

Name: Chronos

Sex: Undefined

Age: Timeless Being

Role: Time Guardian - Arbiter of Choices

Appearance: Chronos takes on a timeless and ethereal form, with a cloak that seems to ripple like the fabric of time. Its features are obscured, shrouded in a subtle glow that reflects the weight of its responsibility. An otherworldly hourglass floats beside Chronos, symbolizing the passage of time and the impact of decisions.



Personality: Chronos embodies an enigmatic and impartial presence, detached from the emotions and dilemmas of the virtual world. As the Time Guardian, Chronos holds a profound understanding of the consequences of choices. It remains stoic and composed, observing Alex's decisions with a neutral demeanor.

Background: Chronos exists outside the constraints of conventional time, acting as the arbiter of choices within Alex's mental loop. Its origin is mysterious, and its purpose is to ensure that the moral fabric of the virtual world remains in balance. Appearing in the moral choices level, Chronos observes and records every decision Alex makes, influencing the unfolding narrative based on the morality and consequences of those choices.

As Alex grapples with the intricate moral dilemmas presented by Chronos, the Time Guardian becomes a guiding force, challenging the protagonist to consider the ramifications of each action. The influence of Chronos adds a layer of complexity to the virtual reality, creating a dynamic and evolving experience based on the player's moral compass.

It is the main villain of the game, the entity that orchestrates the mental loop and that must be defeated to get out of it.

Dr. Gabriel Mercer

Name: Dr. Gabriel Mercer

Sex: Male

Age: 60

Occupation: Neuropsychiatrist and Dream Scientist, performs the experiment with VR over Alex

Appearance: In the virtual world, Dr. Mercer appears as a spectral figure, reflecting the intangible nature of his role. Dressed in a refined and timeless manner, he embodies a sense of wisdom and authority. His appearance remains consistent, yet ethereal, as if he exists outside the constraints of time within the virtual narrative.



Personality: Dr. Mercer exudes a blend of professionalism and compassion. His voice is measured and soothing, delivering complex scientific concepts in a way that is accessible to players. He maintains a steady and reassuring presence, emphasizing understanding and empathy as he explores the intricacies of Alex's mind.

Background: Dr. Mercer has dedicated his career to the exploration of dreams and the intricacies of the human mind. With a background in neuropsychiatry, he became a pioneer in the field of dream science, studying the connection between the subconscious and conscious states. Drawn to the unique case of Alex's coma, Dr. Mercer plays a dual role as a scientist and compassionate guide, aiming to unravel the mysteries of the human mind within the virtual realm. As a seasoned professional, Dr. Mercer's expertise extends beyond the virtual world, reflecting his real-world accomplishments in the study of neuropsychiatry and dreams. His presence in Alex's mental journey adds depth to the narrative, blending scientific understanding with emotional resonance.

Narrative Role: Dr. Gabriel Mercer is the neuropsychiatrist and dream scientist who serves as the general narrator in Alex's story while the character is in a coma. His calm and soothing voice guides players through the story's introduction and the various levels of the virtual world, offering an expert perspective on Alex's mental processes. As Alex traverses the different levels of his mental loop, Dr. Mercer comments on and analyzes the protagonist's emotional states. From his position within the virtual reality, the doctor acts as a narrative guide, emphasizing the emotional challenges Alex must face and the connections between the virtual world and his actual mental state.

Through Dr. Mercer, players gain a deeper understanding of Alex's emotional dynamics, as the doctor highlights the psychological challenges that emerge in the various levels of the coma. His presence provides a scientific anchor to the plot and offers an insider's view into Alex's mind as he seeks to break free from the mental loop.

Extras

Dr. Williams

Name: Dr. Eleanor Williams

Gender: Female

Age: 46

Occupation: Neurologist and Lead Researcher

Personality: Dr. Williams is a driven and meticulous individual, renowned for her expertise in neurology and her unwavering dedication to her work. She is highly analytical, with a sharp intellect and a keen eye for detail. Despite her professionalism, she is also compassionate and empathetic, always striving to provide the best care for her patients.

Dr. Foster

Name: Dr. Richard Foster

Gender: Male

Age: 50

Occupation: Chief Surgeon and Head of Neurosurgery Department

Personality: Dr. Foster is a seasoned and respected surgeon, known for his steady hands and calm demeanor even in the most challenging situations. He exudes confidence and authority, yet remains approachable and compassionate towards his patients and colleagues. Dr. Foster is a natural leader, capable of making tough decisions with grace and precision.

David Turner

Name: David Turner

Gender: Male

Age: 54

Occupation: Novelist

Personality: David Turner is a man of words, his life woven with the threads of stories and imagination. As a novelist, he possesses a keen insight into the human condition, his pen breathing life into characters and worlds. Beneath his gentle demeanor lies a deep well of wisdom, forged through years of contemplation and introspection.

Story-line

Introduction: Neuropsychiatrist and Dream Scientist, Dr. Gabriel Mercer, presents Alex Turner's coma as a unique opportunity for his experimental virtual reality project. Alex's family, unaware of the true cause of his coma, reluctantly agrees to the experimental treatment.

- **Alex's bathroom** [description of the routine to describe the character]
The bathroom is a dimly lit space with cracked tiles and peeling paint, reflecting neglect and disrepair. A flickering fluorescent light casts harsh shadows across the room, emphasizing its dilapidated state. The sink drips incessantly, its rusty faucet stained with watermarks. A musty odor permeates the air, hinting at years of neglect. In this dismal setting, Alex goes through his morning routine with a sense of resignation, his movements slow and mechanical as he washes his face and prepares for the day ahead. These mundane actions serve as a window into his character, revealing a sense of apathy and desolation beneath the surface.
- **Alex's studio** [description of the routine to describe the character]
The studio is a cluttered yet cozy space filled with the trappings of creativity. Sunlight streams in through dusty windows, casting warm, golden hues on the worn wooden floorboards. Canvases litter the room, some finished masterpieces, others half-finished sketches, all reflecting Alex's artistic talent and inner turmoil. Paint splatters adorn the walls like abstract art, evidence of countless hours spent lost in creative frenzy. The scent of turpentine hangs in the air, mingling with the earthy aroma of old books and dried paint. Amidst this creative chaos, Alex finds solace and purpose, channeling his emotions into his art and seeking refuge from the outside world.
- **Nelson Street – flashback of the car accident**
This scene is as if chronologically it were after the end of the game and the protagonist is slowly remembering what happened. Creates a loop effect. The scene unfolds on Nelson Street, a nondescript stretch of asphalt lined with rows of identical houses. The sky is overcast, casting a pall over the suburban landscape. The sound of distant traffic fills the air, a constant hum of urban life. Suddenly, the scene shifts, and we find ourselves in the midst of chaos as a car accident unfolds before our eyes. Tires screech, metal crunches, and glass shatters as two vehicles collide with deafening force. Time seems to slow as the scene plays out in a surreal blur, leaving Alex dazed and disoriented amidst the wreckage. This moment marks a turning point in his life, a traumatic event that will shape his destiny in ways he cannot yet comprehend.
- **Hospital emergency room (DR. ELEANOR WILLIAMS, DR. RICHARD FOSTER, DR. GABRIEL MERCER, DAVID TURNER)**
Hospital emergency room: The hospital emergency room is a hive of activity, a stark contrast to the quiet desolation of Alex's previous environments. Bright fluorescent lights illuminate sterile white walls, creating an atmosphere of clinical precision. Doctors and nurses bustle about, their movements purposeful and efficient as they tend to patients in various states of distress. Among them are Dr. Eleanor Williams, a seasoned physician with a no-nonsense demeanor, and Dr. Richard Foster, a

compassionate soul with a gentle bedside manner. Dr. Gabriel Mercer, a renowned neuropsychiatrist and dream scientist, stands apart, his piercing gaze betraying a keen intellect and unwavering determination. Finally, we have David Turner, Alex's father, a figure of quiet strength and stoic resolve, who watches over his son with a mixture of concern and determination. As Alex is wheeled into the emergency room, these characters converge, setting the stage for the journey that lies ahead.

Sequence 1: The Descent into Darkness

Alex awakens in a desolate virtual desert, haunted by shadows representing his feelings of abandonment by his mother. As he navigates the surreal landscape, he confronts painful memories of his mother's neglect and betrayal.

- **Awakening in the desert** [basic tutorial]
Alex wakes up confused and disoriented in a desolate desert. The cold wind blows through the dunes, lifting small clouds of sand. Alex struggles to get up, trying to orient himself in this hostile environment. The player is introduced to the basic controls of the game as Alex moves through the desert, exploring his new surroundings.
- **Top of the dune** [basic tutorial]
After climbing a steep dune, Alex reaches its summit and gets a panoramic view of the desert. The vastness of the landscape surrounds him as the sun shines high in the grey sky. The player learns further basic controls as Alex stops to catch his breath and admire the view. This scene also serves as a reference point for the player to orient themselves in the desert and plan their next move. [Title of the game appears]
- **Mysterious oasis**, among the dunes [how to interact and collect objects]
After exploring the desert for a while, Alex discovers a hidden oasis among the dunes. The crystal-clear water sparkles in the sun, while trees and bushes offer shelter and refuge. The player learns to interact with environmental objects as Alex explores the oasis, discovering useful items and collectibles that can aid in his adventure. This scene introduces the concept of exploration and object collection in the game.
- **Ancient temple** [how to interact and collect objects, plus first mission]
It is shrouded in mystery and steeped in enigmatic symbols. While exploring the temple, he discovers ancient inscriptions or mural paintings that seem to depict events from his past, further fueling his sense of confusion and intrigue. During his exploration, Alex comes across a secret chamber or an underground passage that leads him to a surprising discovery, paving the way for new mysteries and adventures in his journey of awakening.
The player learns to interact with more complex objects as they explore the temple, solving puzzles and collecting crucial items for their adventure. This scene marks the beginning of the game's first mission, where Alex must uncover the hidden meaning behind the temple's mysteries and face the challenges that lie ahead.
- The **twist** comes when Alex discovers evidence suggesting his mother's involvement in his accident, leading him to question the nature of their relationship and his own identity.

Sequence 2: Unraveling the Mother's Secrets

In this sequence, Alex grapples with the shocking revelation of his mother's involvement in his accident. As he explores the virtual cityscape, he is confronted with the harsh reality of his mother's hidden past. Through a series of hacking missions that delve deep into cyberspace, Alex uncovers layers of deceit and betrayal, gradually piecing together the puzzle of his mother's affair and her role in the events leading up to his accident. The tension builds as Alex delves deeper into the digital realm, each new revelation casting doubt on the nature of his relationship with his mother and his own sense of identity.

- In a virtual cityscape, Alex delves into the depths of cyberspace to uncover his mother's hidden past. Through a series of hacking missions, he unravels a web of lies and deceit, discovering his mother's affair and her involvement in his accident.
- The **twist** occurs when Alex stumbles upon irrefutable evidence implicating his mother's lover in orchestrating the accident. This shocking revelation shatters Alex's perception of his mother and plunges him into a whirlwind of conflicting emotions, as he grapples with the realization that his own flesh and blood may have played a part in his suffering.

Sequence 3: The Rescue Mission

- Alex ventures into the virtual **labyrinthic forest**, he confronts the tangled web of his mother's secrets and the true extent of her captivity by her abusive lover. Guided by flashes of memory and intuition, Alex navigates through treacherous obstacles, each one symbolic of the emotional and psychological barriers that have kept his mother captive for so long. Along the way, he uncovers harrowing truths about her ordeal, including the extent of her suffering and the lengths to which her captor went to keep her imprisoned.
- **Twist:** Amidst the darkness of the forest, Alex experiences vivid flashbacks that reveal the shocking truth: it was his mother's lover who ran him over, because with his current work for a company associated to that of Blackwood he was near to discover evidences about the betrayal and the kidnapping.
- The final twist comes when Alex confronts his mother's captor, battling against the odds to rescue her and confront the demons of his past.

Conclusion: Awakening

With his mother rescued and the truth revealed, Alex emerges from the coma with a newfound sense of purpose and clarity. With the support of his family and Dr. Mercer, he embarks on a journey of healing and reconciliation, ready to face the challenges of the real world.

- Emerging from the depths of his coma, Alex is faced with the daunting task of rebuilding his shattered life and confronting the demons of his past. With the support of his family and Dr. Mercer, he embarks on a journey of healing and reconciliation, determined to overcome the traumas that have plagued him for so long. As he steps out into the light of the real world, Alex carries with him the lessons learned from his virtual odyssey, armed with newfound strength and resilience to face whatever challenges lie ahead.

Possible sequel

In a potential sequel, Dr. Mercer's dissatisfaction with the experiment conducted on Alex leads him to pursue a subject he deems more promising and psychologically complex: **Richard Blackwood**. Unlike Alex, whose trauma and turmoil were relatively straightforward, Blackwood's psyche is a labyrinth of darkness and mystery, offering Mercer a tantalizing opportunity for further exploration.

Driven by his insatiable curiosity and thirst for scientific advancement, Mercer becomes consumed by the idea of unraveling the intricate layers of Blackwood's mind. Through meticulous analysis and observation, Mercer identifies Blackwood as the ideal candidate for his research, convinced that delving into the depths of Blackwood's consciousness will yield unprecedented insights into the human psyche.

As Mercer sets his plans into motion, he orchestrates a series of events to induce a coma in Blackwood, intending to immerse himself in the recesses of Blackwood's subconscious. With Blackwood unconscious and vulnerable, Mercer gains unprecedented access to his mind, embarking on a journey fraught with peril and intrigue.

Within the depths of Blackwood's psyche, players will encounter a surreal and ever-shifting landscape, where reality blends seamlessly with hallucination and delusion. As they navigate this enigmatic realm, they will uncover fragments of Blackwood's past, each piece contributing to a larger puzzle that hints at the true nature of his trauma and torment.

Amidst the chaos and confusion of Blackwood's subconscious, players will confront a myriad of challenges and obstacles, each more daunting than the last. From confronting manifestations of Blackwood's deepest fears to deciphering cryptic puzzles and riddles, players must use all their wit and cunning to navigate this treacherous terrain.

As the story unfolds, players will find themselves drawn deeper into Blackwood's psyche, uncovering long-buried secrets and confronting their own inner demons along the way. Ultimately, **the fate of both Blackwood and Mercer hangs in the balance**, as players must grapple with the consequences of their choices and actions in a world where nothing is as it seems.

Settings

Level 1 - The Descent into Darkness

Trauma Details:

Alex experienced the **abandonment of his mother** when he was still a teenager. His mother, a loving and determined figure, left the family without clear explanations. Her sudden departure generated confusion, anger, and a profound sense of rejection in Alex. The young man felt betrayed and abandoned by a figure he believed would be present in his life forever. This trauma influenced Alex's perception of relationships, creating an emotional wall that made him reluctant to fully open up to others.

Setting for the level:

The level begins with Alex finding himself in a **desolate desert landscape** where the **cold wind blows** and the **sky is covered with gray clouds**. Shadows stretch as Alex explores an **empty and silent world**, symbolizing the emotional void that abandonment left in his life.

As he ventures further into this virtual world, projections of his mother appear in the distance. These figures seem real, but as Alex approaches, they slowly dissolve in the wind, fading like sand through his fingers. This represents the sense of loss and the constant slipping away of meaningful relationships in his life.

Encounters with these projections lead Alex to confront conversations that never took place, seeking answers never given. The landscape **continuously transforms**, becoming **increasingly hostile**, symbolizing the growing difficulty of facing the pain of abandonment. The level culminates in an emotional confrontation where Alex

must find the strength to accept the reality of abandonment and begin the healing process.



Level 2 - Unraveling the Mother's Secrets

In this level, Alex delves into the heart of a virtual cityscape, embarking on a journey to uncover the hidden truths of his mother's past.

Twist: As Alex delves deeper into the virtual city's underbelly, he uncovers shocking evidence linking his mother's lover to the accident that led to his coma. The revelation shatters Alex's perception of his mother and her involvement in his life, propelling him further down the rabbit hole of deception and betrayal.

Setting for the level:

The "Unraveling the Mother's Secrets" level unfolds in a vibrant futuristic city. Avant-garde skyscrapers stand tall against a neon-lit sky, while flying vehicles navigate the aerial pathways of the metropolis. Streets, adorned with a plethora of digital colors, host both pedestrians and advanced vehicles. The city's architecture blends modern and futuristic design elements, with structures harmonizing traditional and technological aspects. Main squares are digitally interactive. The environment of the virtual city reflects the intricate and complex world of Alex's mother's secret life. The city, with its towering skyscrapers, bustling streets, and dark corners, mirrors the chaos and confusion of hidden secrets and underground actions that have shaped Alex's destiny. The neon lights and the artificial atmosphere of the city create a sense of mystery and tension, symbolizing the shadows of his mother's past that need to be illuminated. The various elements of the environment, such as encrypted files, locked doors, and digital security systems, represent the barriers Alex must overcome to access buried truths. Moreover, encounters with the virtual avatars of his mother's accomplices add an

element of interaction and challenge to the level.

These characters represent the nodes in the network of secrets surrounding Alex's mother and provide crucial clues to unraveling the mystery.

The connection between the environment and the plot is manifested through Alex's need to explore, infiltrate, and navigate the digital maze of the city to uncover the truth about his mother's past and her involvement in the accident that led to his coma.



Level 3 - The Rescue Mission

As Alex ventures deeper into the virtual dark forest, he finds himself enveloped in an atmosphere of palpable tension and foreboding. Every step forward feels like a plunge into the unknown, as twisted trees and thick fog obscure his surroundings, and strange whispers echo through the shadows.

Twist: The final plot twist occurs when Alex discovers the shocking truth that his mother was not just a victim, but was actively involved in his accident. This revelation casts a new and unsettling light on his family and the relationships he has always taken for granted.

Setting for the level:

In this level, Alex finds himself plunged into a virtual representation of a dark and ominous forest. Towering trees with twisted branches loom overhead, casting eerie shadows that dance upon the forest floor. The air is thick with an oppressive fog, obscuring visibility and creating an atmosphere of suspense and unease. The forest is a maze of tangled paths, where every step forward feels like a descent into deeper mystery and uncertainty. Strange whispers seem to emanate from the shadows, and unseen eyes watch Alex's every move, adding to the sense of foreboding that permeates the environment.

The dark forest serves as a metaphor for the tangled web of secrets and lies that Alex must unravel to uncover the truth behind his coma. Just as the forest is dense and labyrinthine, so too are the layers of deception that have enshrouded Alex's past.

As Alex navigates through the twisted pathways of the forest, he confronts manifestations of his deepest fears and inner demons, representing the psychological barriers that have kept him trapped in his coma. Only by confronting these challenges head-on can Alex hope to break free from the darkness and emerge into the light of truth.

The final revelation that awaits Alex at the heart of the forest represents the culmination of his journey, the moment when he finally confronts the ultimate truth about his past and the circumstances that led to his coma. It is a moment of reckoning, where all the pieces of the puzzle come together, and Alex must face the consequences of his actions with courage and resolve.



Gameplay

Gameplay Overview: "Mental eclipse" is an immersive RPG set in a futuristic virtual reality world. Players take on the role of Alex Turner, a young man trapped in a coma, as he navigates through three levels of his subconscious mind to uncover the truth behind his condition and find a way to awaken.

Core Gameplay Elements:

1. **Exploration:** Players explore richly detailed virtual environments, including desolate deserts, bustling cities, and mysterious forests, to uncover clues and advance the story.
2. **Puzzle Solving:** Throughout the game, players encounter various puzzles and challenges that require logic, problem-solving skills, and creative thinking to overcome. These puzzles range from deciphering codes and unlocking doors to navigating through complex mazes.
3. **Combat:** In certain levels, players engage in combat with virtual enemies and bosses using a combination of melee and ranged attacks, as well as special abilities unique to Alex's character.
4. **Dialogue and Choices:** Dialogue choices and interactions with NPCs (non-playable characters) shape the narrative and influence the outcome of the story. Players must navigate moral dilemmas and make decisions that affect the course of Alex's journey.
5. **Hacking and Digital Manipulation:** As Alex delves deeper into the virtual world, he gains the ability to hack into digital systems, manipulate virtual environments, and uncover hidden secrets buried within the code.

Missions and Objectives:

1. **Uncover the Truth:** The primary objective of the game is for players to uncover the truth behind Alex's coma by exploring his subconscious mind, piecing together fragmented memories, and confronting his inner demons.
2. **Find Clues:** Players must search for clues and hidden objects scattered throughout each level to progress through the story and unlock new areas.
3. **Defeat Enemies:** In combat-focused levels, players must defeat virtual enemies and powerful bosses to advance and uncover key plot points.
4. **Solve Puzzles:** Players encounter a variety of puzzles and challenges that require logical thinking and problem-solving skills to solve. These puzzles range from environmental obstacles to cryptic riddles that must be deciphered.
5. **Make Choices:** Throughout the game, players are presented with moral dilemmas and branching dialogue options that influence the direction of the story and determine Alex's fate.

Overall, "Virtual Dissolution" offers a blend of exploration, puzzle-solving, combat, and narrative-driven gameplay, providing players with a captivating and immersive experience as they journey through Alex's subconscious mind.

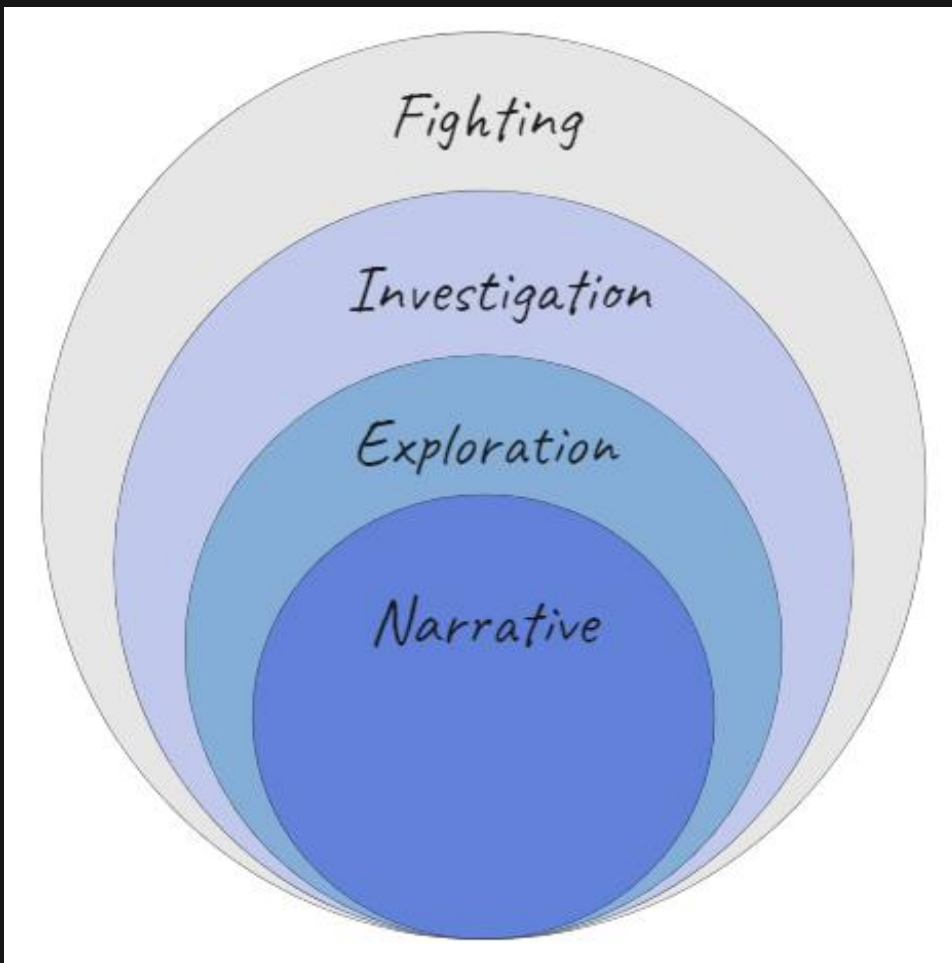
Mechanics

To propose mechanics I rely on the MDA paper (Mechanics, Dynamics and Aesthetics).

The aesthetics are, in order, the following: Discovery (of himself and the origin of his traumas by investigating), Narrative and Challenge.

To reach this state here are a series of dynamics with which the player can explore, interact and overcome different situations and obstacles.

Onion Diagram:



In Mental Eclipse the conditions to finish the game are to investigate by solving puzzles and riddles and to defeat the bosses of each of the three levels (Umbra) and the final one (Chronos).

Advancing only with the main quests without getting involved in the world or completing side quests will make some quests rather difficult. During the game, the user can advance and explore the world in total freedom, completing the main quests, earning exclusive equipment and upgrades, thus entering the storyline and having a more complete gaming experience.

List of Mechanics

Character:

Skill Tree: The Skill Tree is a branching system of abilities and upgrades that the player can unlock as they progress through the game. It offers various paths for customization, allowing players to tailor their character's abilities to suit their playstyle. Each branch of the tree represents different categories of skills, such as combat, stealth, magic, or support. Players earn skill points by leveling up or completing specific challenges, which they can then allocate to unlock new abilities or enhance existing ones. The Skill Tree encourages strategic decision-making and allows players to specialize in certain areas or develop a well-rounded skill set.

Exceeded limit: defines how many skills the player can use without affecting their effectiveness. If this is exceeded, the ability to hit decreases and negative effects will be applied, reducing damage, inflicting damage or applying positive effects to the opponent.

Attributes: The player will have strength, stealth, dexterity, stamina, intelligence and charisma to determine success when applying status effects or to see if the player will be successful in stealth situations or when interacting with NPCs.

Current Hunger: The player will have a meter that indicates how hungry they are. When it is above 0, it will provide a number of benefits and indicate how long you will last. Once exhausted and reached 0, the effects will be cancelled.

Movement:

Basics: walking, running, jumping, picking up and collecting objects, fighting.

Contextual Movement Actions: Players can perform contextual movement actions based on their surroundings, such as climbing ladders, shimmying along ledges, or swinging from poles. These actions are seamlessly integrated into gameplay and allow players to interact with the environment in a natural and intuitive way. Contextual movement actions enhance immersion and provide opportunities for emergent gameplay moments.

Parkour and Free-Running: The protagonist is adept at parkour and free-running, allowing them to traverse urban environments with speed and agility. Players can perform a variety of parkour moves such as wall-runs, vaults, slides, and precision jumps to navigate rooftops, alleyways, and other urban obstacles. Mastering parkour techniques enables players to explore the game world dynamically and access hidden areas or shortcuts.

Climbing and Scaling: The game features vertical environments with climbable surfaces such as buildings, cliffs, and scaffolding. Players can climb and scale these surfaces using handholds, ledges, and structural elements. Climbing mechanics involve stamina management, as prolonged climbing or scaling drains the protagonist's energy. Players must strategically plan their ascent routes and conserve stamina to avoid fatigue and falls.

Stealth Movement: In stealth sections or areas with hostile enemies, players can utilize stealth movement mechanics to remain undetected. This includes crouch-walking, hiding behind cover, and moving silently to

avoid enemy detection. Stealth movement requires careful timing and observation of enemy patrol patterns, with players using environmental cues to plan their approach and evade detection.

Vehicle Navigation: Certain sections of the game may involve vehicular traversal, such as driving cars, motorcycles, or other vehicles. Players must navigate through traffic, obstacles, and hazardous terrain while maintaining control of their vehicle. Vehicle mechanics include acceleration, braking, steering, and evasive maneuvers, with players facing challenges such as tight corners, high-speed chases, and vehicular combat scenarios.

Combat:

Basics: attack, defend, camouflage.

Explosion of Power: If the player finds herself in a situation where she is being overrun by enemies, being between a rock and a hard place, she will break the overrun limit, being able to use any ability with a very high percentage of success. This effect does not always happen when you are in a difficult situation although it is one of the conditions to be applied along with a 30% chance.

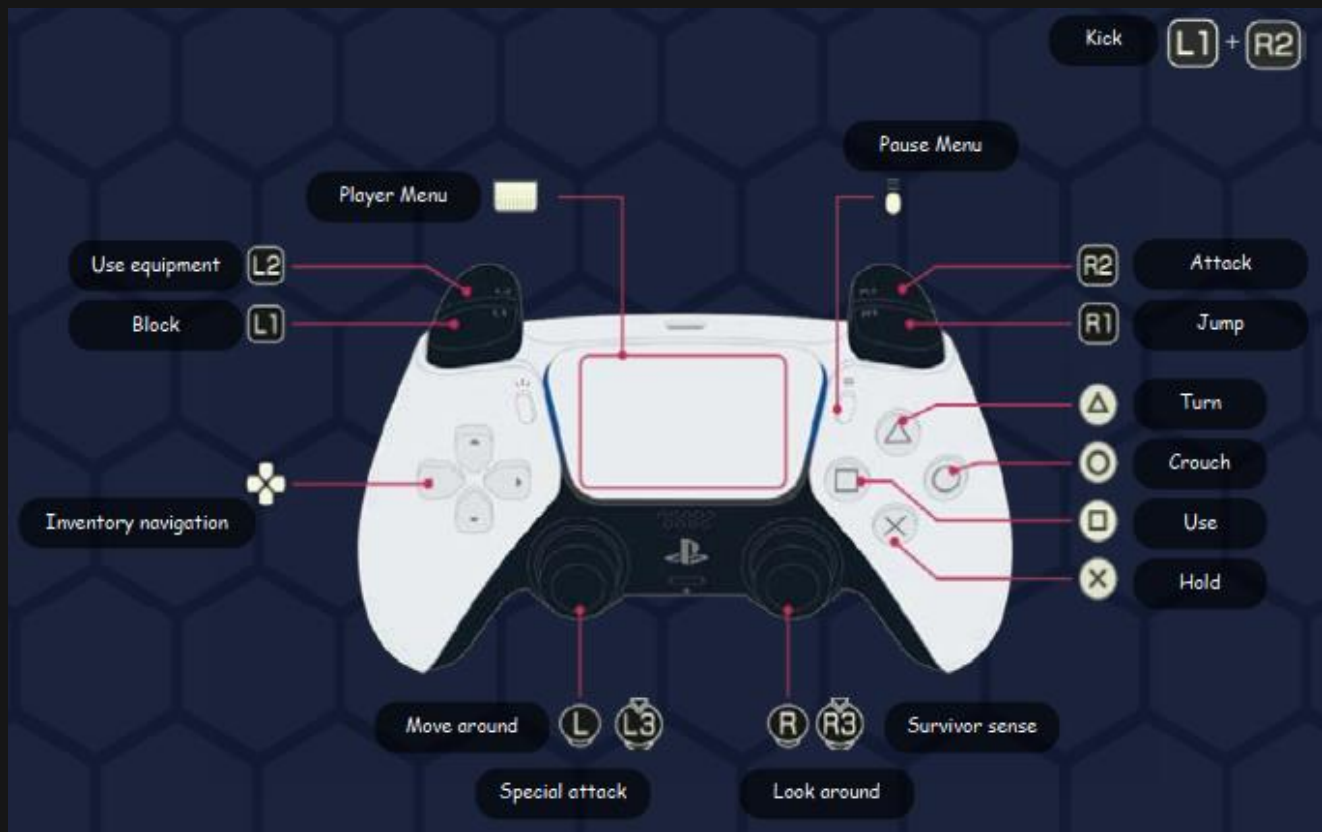
Interaction:

Convince
Deter
Lie
Encourage
Discourage
Negotiation
Gesturing

Status effects:

Heal
Poison
Paralyse
Burn
Sleep

Main commands



Game progression

In our game, the progression of the player's journey unfolds across three distinct levels, each offering its own set of challenges, revelations, and opportunities for growth. As players advance through the levels, they will not only uncover new layers of the narrative but also witness the evolution of the protagonist as they confront their inner demons and forge their path towards redemption.

At the heart of the game progression are the character development mechanics, which are seamlessly integrated into the overarching narrative. Through a series of main missions and optional side quests, players will have the chance to delve deeper into the protagonist's backstory, uncovering hidden truths and unlocking new abilities along the way.

The main missions serve as the backbone of the game, guiding players through the central storyline and pushing them to overcome increasingly difficult challenges. These missions are carefully crafted to provide a balance of action, exploration, and puzzle-solving, ensuring that players remain engaged and invested in the narrative from start to finish.

In addition to the main missions, players will also have the opportunity to undertake optional side quests that offer unique rewards and opportunities for character growth. These missions may involve helping NPCs in need, exploring hidden areas of the game world, or uncovering secrets that shed light on the protagonist's past. By completing these missions, players can earn valuable experience points, unlock powerful new abilities, and deepen their understanding of the game's lore.

Overall, the game progression is designed to be both immersive and rewarding, offering players a sense of accomplishment as they unravel the mysteries of the narrative and witness the evolution of the protagonist firsthand. With each mission completed and each challenge overcome, players will inch closer to their ultimate goal, forging a path towards self-discovery and redemption in the process.

Flow

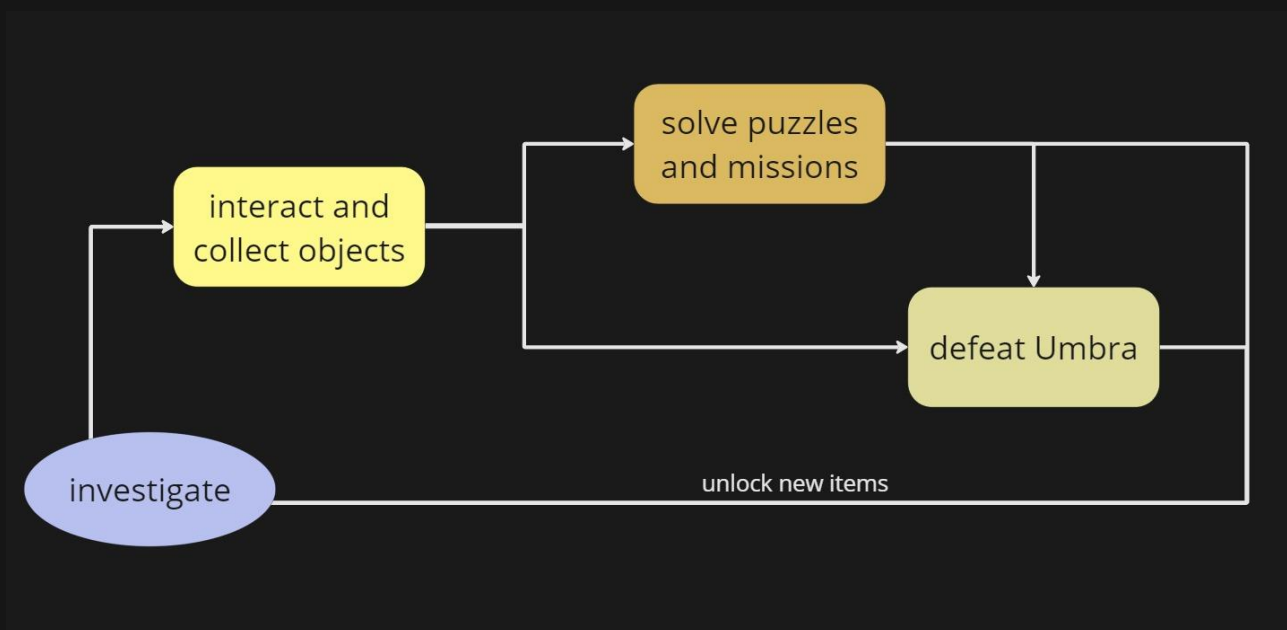
In order for the user to learn the mechanics of the game, these will be introduced gradually, thus allowing them to be mastered.

Skills are introduced in 2 different ways:

-At the beginning of the game, the player will have, for a limited time, all skills and with the limit of improvement at maximum, finding himself in a complex, complicated and frustrating situation. Once she has finished and been defeated, she will start at level 1. This is when the level increase system, how it works and the different types of skills will be introduced.

-The second concerns the game areas and the first quests, where each one will propose to explore by completing them in different ways so that the player discovers the different mechanics and in which situations they might use them.

Game core loop



Specific level mechanics

Level 1 - The Descent into Darkness

The "The Descent into Darkness" level is designed to emotionally and psychologically challenge Alex, providing an engaging gameplay experience. Winning in this level is not merely a matter of overcoming physical challenges but of confronting and overcoming the trauma of abandonment. Here's how the gameplay and winning could be structured:

1. **Emotional Exploration:** The player controls Alex as he **explores the virtual desert**, interacting with projections of his mother and environments reflecting the sense of abandonment. Interactions may include emotional dialogues and choices influencing Alex's perception of his past.
2. **Crucial Conversations:** Alex **encounters projections of his mother** at key locations, giving the player an opportunity to confront crucial conversations that never happened. Alex's responses and choices during these conversations will influence the storyline and his emotional growth.
3. **Psychological Challenges:** The level might present psychological challenges, such as emotional mazes or pathways symbolizing the difficulty of facing the trauma of abandonment. Overcoming these challenges will require an understanding of Alex's emotions and his willingness to confront them.

-Labyrinth of Contradictory Emotions:

Alex finds himself immersed in an intricate virtual labyrinth representing the complex emotions tied to abandonment. **Navigating the maze**, the player must traverse contradictory paths symbolizing Alex's inner struggle in understanding his conflicting feelings.



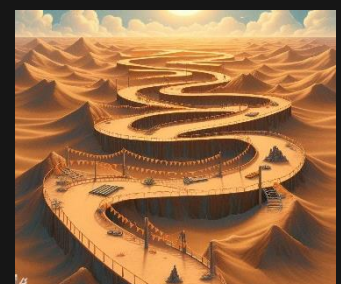
- Challenge of Emotional Mirrors:

A room filled with mirrors reflects the various emotional expressions of Alex, from anger and sadness to confusion and hope. The player must **interact with the mirrors**, confronting the different facets of Alex's emotions and accepting that each expression is an integral part of his emotional experience.



-Path of Self-Sabotage:

A winding path represents the cycle of self-sabotage Alex has developed due to abandonment. The player must **avoid traps** symbolizing self-destructive behaviors, reflecting Alex's struggle to overcome harmful and self-stigmatizing patterns.



-Reflections in the Folds of the Past:

An ever-changing environment reflects Alex's past events related to abandonment. The player must **move between different scenes** from Alex's past reflected in oases in the middle of the desert, confronting painful memories and **seeking emotional keys** that unlock new paths in the present.



4. **Acceptance and Healing:** The climax of the level could be a final emotional confrontation with the projection of the mother, where Alex must accept the reality of abandonment and begin the healing process. Player choices at this critical moment will determine the outcome of the level.

-Conflicted Dialogue with Mother Projection:

A simulated conversation with the mother projection becomes a challenge where the player must **choose responses** that represent Alex's true truth. The projection poses difficult questions and accusations, requiring the player to navigate the conversation in a way that overcomes the emotional impasse. Here Alex discovered the twist, so that his mother is involved in his accident.

Winning in this level translates to increased self-awareness, a deeper understanding of one's emotions, and a significant step towards awakening from the virtual coma. The storyline progresses, leading Alex to new levels of self-awareness and self-discovery. Moreover he has to **defeat Umbra**.

Level 2- Unraveling the Mother's Secrets

Plot and mechanics:

1. Enter the Digital Metropolis:

- Upon entering the virtual city, Alex is greeted by a labyrinth of towering skyscrapers and bustling streets. Neon lights flicker overhead, casting an eerie glow over the urban landscape.

Virtual Urban Exploration: The player assumes control of Alex as he navigates a virtually recreated futuristic city. The city is dynamic, responding to Alex's emotions.

- Guided by fragments of memories and cryptic clues, Alex sets out to unravel the enigma surrounding his mother's secretive life.

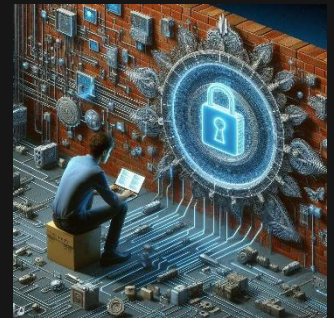
2. Hack into the Underworld:

- Alex encounters encrypted files, locked doors, and digital security measures that guard the secrets of the city's underbelly.

Technological Challenges: The level may introduce challenges related to technology and hacking, mirroring Alex's mother past.

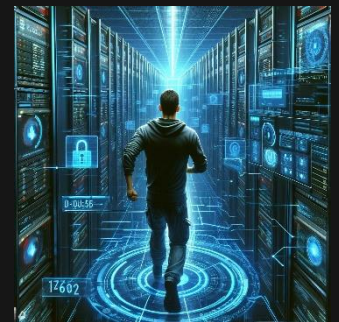
- Intricate Firewall:

Alex must **overcome a complex firewall** by **solving coding puzzles** and **bypassing virtual barriers**. This process symbolizes the difficulty of gathering evidences about his mother's past.



- Digital Tracking:

Alex undergoes digital tracking by advanced cybersecurity. He must **navigate through a maze** of servers without detection, reflecting the constant pressure and responsibility that he's now feeling.



-Deciphered Encryption:

The player needs to **decipher a set of strongly encrypted data**. The challenge represents the need to unveil hidden truths and face the consequences of previously protected secrets.



-Virtual Morse Code:

Alex faces a sequence of information in virtual Morse code, representing the need to translate and understand signals from his past. The process requires patience and reflection.



3. Confronting Shadows of the Past:

- Along the way, Alex encounters virtual avatars representing his mother's associates and confidants, each holding a piece of the puzzle to her clandestine activities.

Digital Encounters: During exploration, Alex encounters virtual figures representing those affected by his actions. Through dialogues and interactions, the player must navigate the complex dynamics of relationships and seek to understand the perspectives of those involved.

- Through tense encounters and strategic dialogue choices, Alex must extract information and piece together the fragmented memories of his mother's double life.

4. Revelations and Betrayals:

- As Alex delves deeper into the virtual city's depths, he uncovers shocking evidence implicating his mother's lover in the accident that led to his coma.
- The revelation shakes Alex to his core, challenging his perception of familial bonds and igniting a fierce determination to uncover the truth at any cost.

5. A Race Against Time:

- With time running out, Alex **races against virtual security measures** and digital barriers to confront the ultimate truth behind his mother's secrets.
- As he inches closer to the heart of the city, Alex must confront his own fears and insecurities, steeling himself for the final confrontation that will determine his fate and **defeating Umbra**.

Level 3- The Rescue Mission

Plot and mechanics:

1. **Navigating the Perilous Paths:** Alex must navigate through the dense and labyrinthine paths of the dark forest, overcoming obstacles such as fallen trees, treacherous terrain, and hidden traps that impede his progress.
2. **Confronting Inner Demons:** Along the way, Alex encounters manifestations of his deepest fears and insecurities, which materialize as spectral figures and haunting whispers in the shadows. He must confront these inner demons head-on, overcoming psychological barriers that threaten to hold him back.
3. **Solving Mystical Riddles:** Scattered throughout the forest are cryptic clues and mystical riddles that Alex must decipher to unlock the secrets hidden within. These puzzles may involve deciphering ancient symbols, unraveling enigmatic riddles, and unlocking hidden passages that lead deeper into the heart of the forest.



Interaction with Digital Elements: Alex can interact with digital elements within the forest, such as attempting to mend broken branches or deciphering fragments of binary code along the river. These interactions symbolize the process of addressing and understanding the shattered aspects of their identity.



Mist Challenges: The mist obstructs visibility and introduces challenges. Players must navigate through the mist, overcoming obstacles that represent the emotional hurdles tied to regret and the difficulty of gaining clarity on past events.



4. **Facing Off Against Dark Entities:** As Alex delves deeper into the forest, he encounters malevolent entities that seek to obstruct his path and thwart his progress. These dark adversaries must be confronted in intense battles of will and strength, requiring Alex to use all of his combat skills and strategic abilities to emerge victorious.



5. **Discovering the Final Revelation:** The ultimate objective of the level is for Alex to reach the heart of the forest and uncover the final revelation that will shed light on the truth behind his coma and his family's involvement. This requires Alex to piece together clues, solve puzzles, and confront his deepest fears in a climactic showdown that will determine his fate.

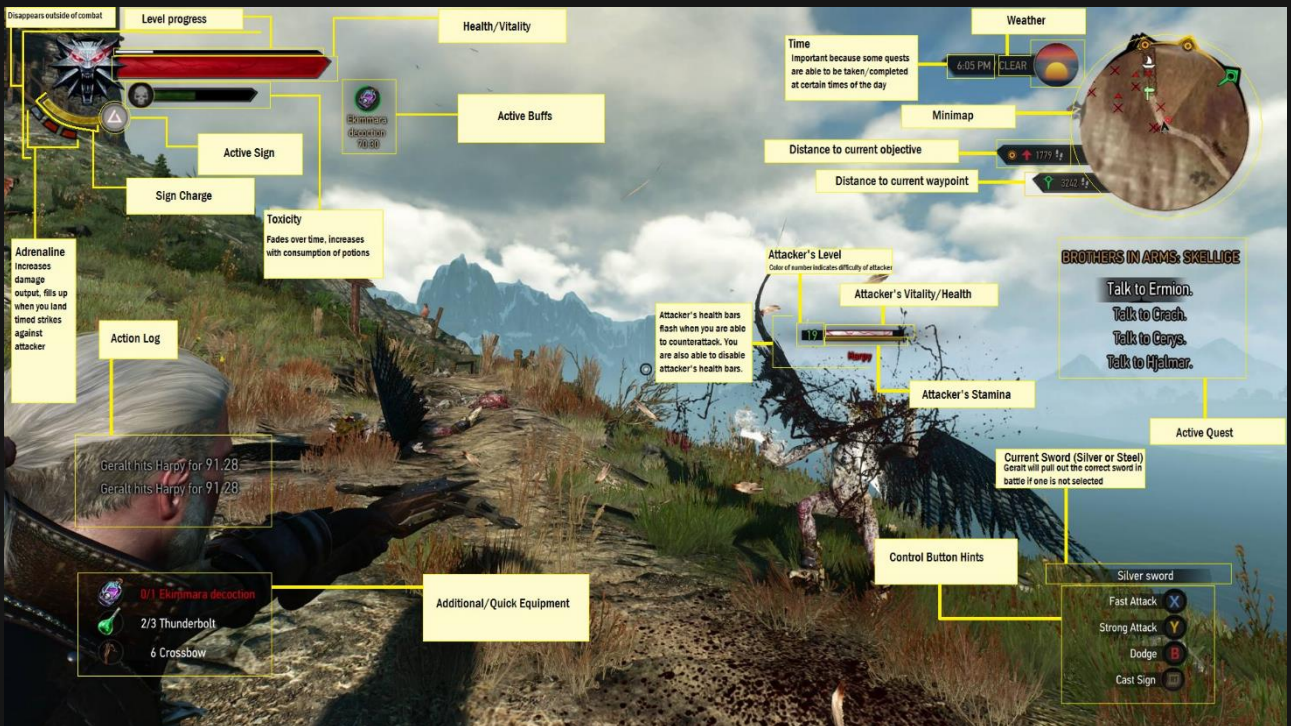
6. **Final Battle:** The climax of the level occurs when Alex confronts his greatest enemy, a dark entity representing the ultimate cause of his coma. He must use all his skills and courage to defeat this threat and reach the final resolution.

As the last test to be faced, Alex must use all the new awareness and lessons learned to **defeat Chronos**, the only creator of the loop that still keeps him in the balance between life and death.

HUD

HUD References





What to include

Health and Stamina: Displaying the player character's health is crucial, as well as their resources such as stamina for physical actions.

Experience Bar: Showing how close the player is to reaching the next level is important for providing a sense of progression and achievement.

Mini-Map: A map showing the player's position and objectives is useful for navigation.

Inventory: An indication of the items the player character is carrying, including equipped gear, weapons, armor, consumables, and resources.

Active Objectives and Quests: Displaying active quests and current objectives helps players stay focused and remember what they need to do.

Game Menu: Quick access to functions such as options menu, game saving, world map, and other essential commands.

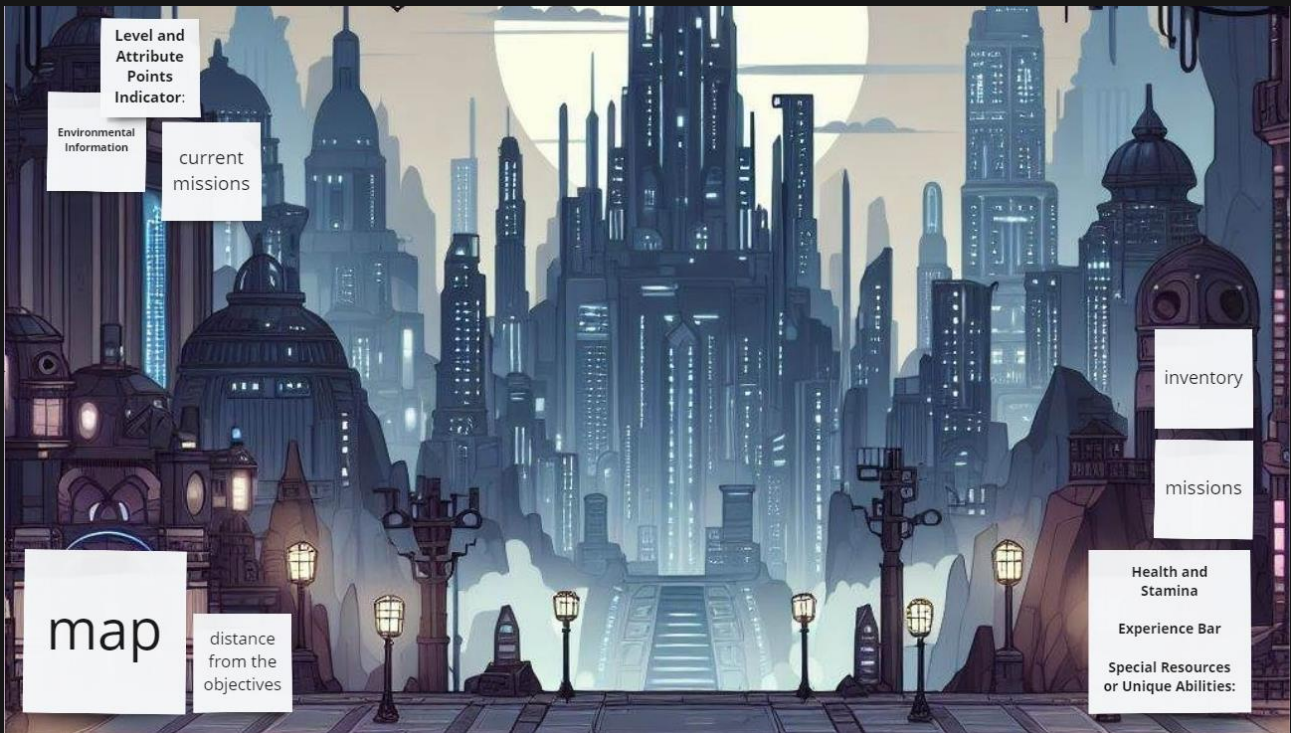
Special Resources or Unique Abilities: If the game includes special mechanics or unique abilities, an indication of their resources or cooldowns is necessary.

Environmental Information: Displaying information about the environment, such as weather conditions, time of day, or any environmental effects influencing gameplay.

Status Indicator: Signaling the player character's status, such as negative effects like poisoning, diseases, or damage from environmental effects.

Level and Attribute Points Indicator: If the game includes a character progression system with attributes that can be improved, showing the character's level and how many attribute points are available for distribution.

Draft

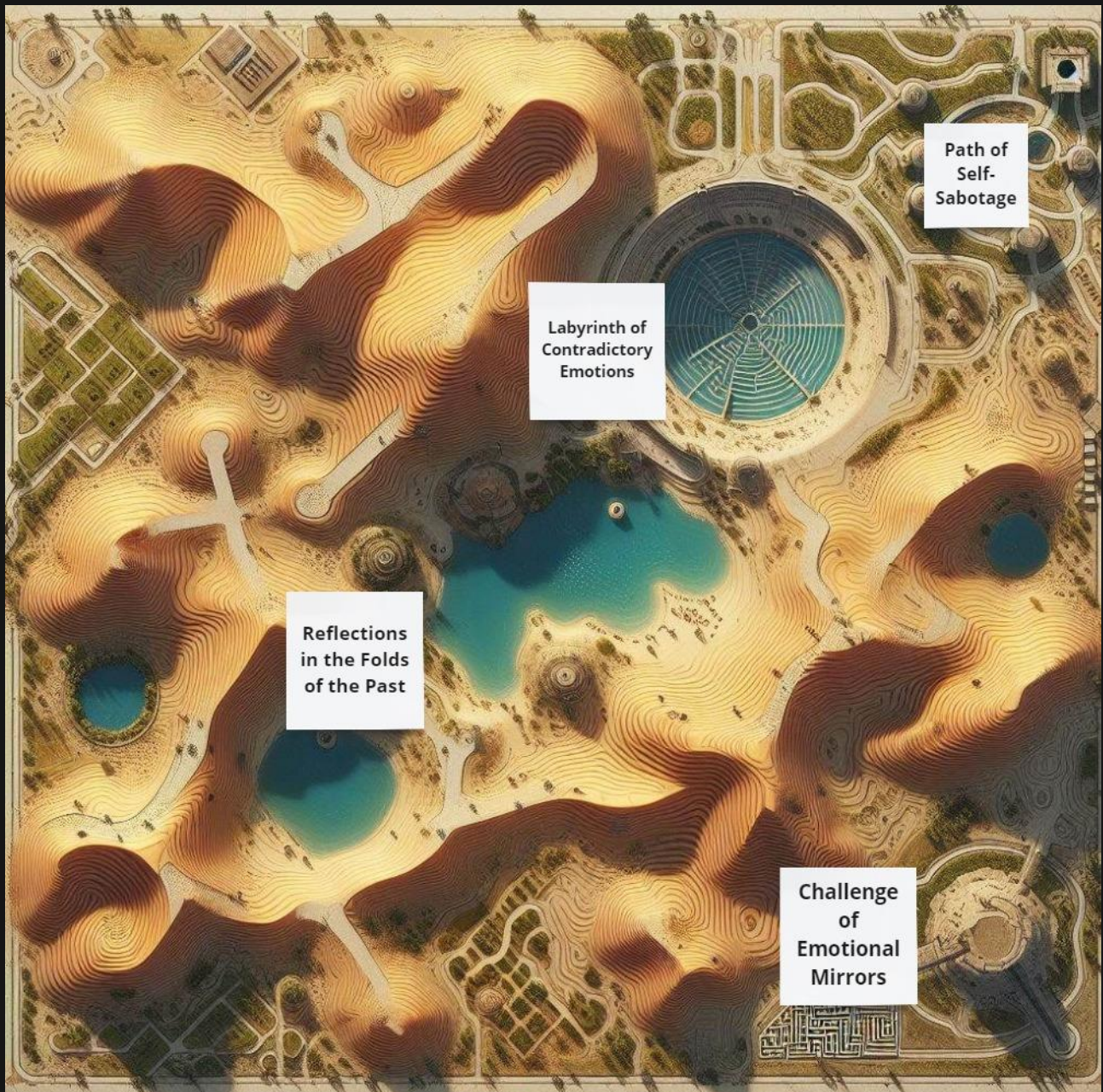


Final prototype

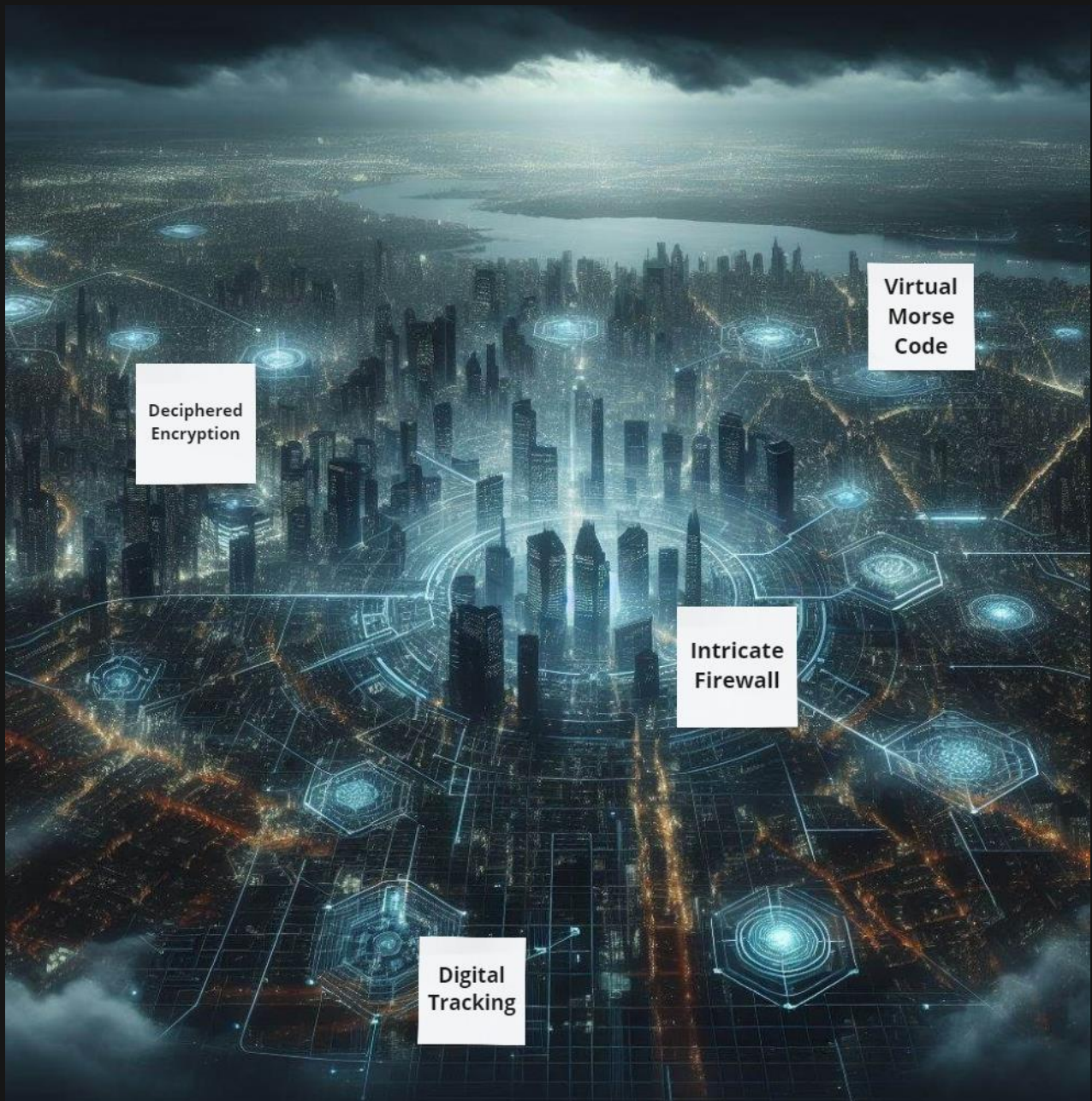


Maps

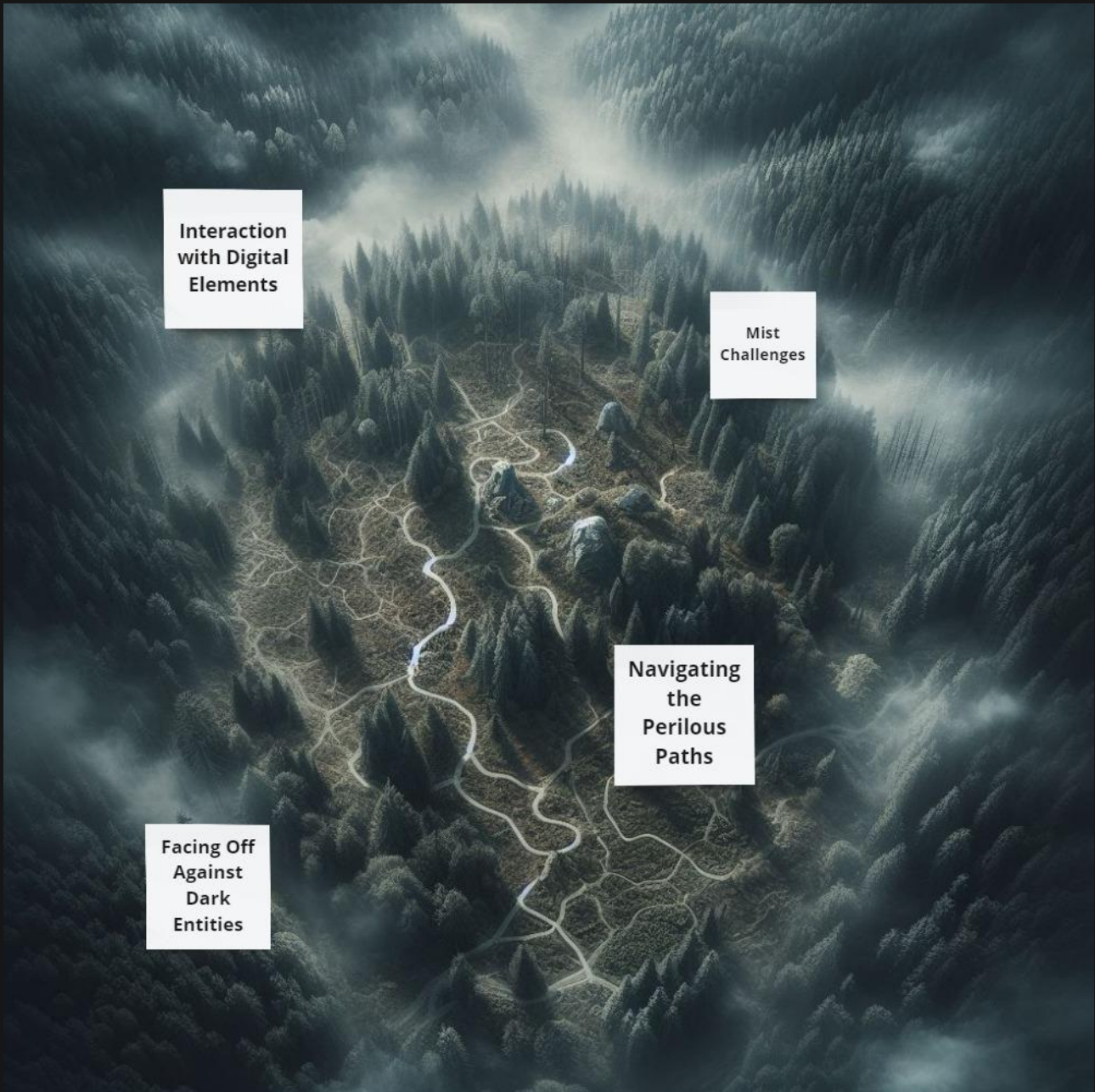
Level 1 - The Descent into Darkness



Level 2- Unraveling the Mother's Secrets



Level 3- The Rescue Mission



Items

In this section there are sketches and ideas for the most characterizing game elements to convey the idea of the scope and imprint of the game.

Special objects

Amber Medallion



Unlockable in level 1

The amber medallion is an intricately crafted piece of jewelry, adorned with swirling patterns that seem to shimmer and dance in the light. Its warm, golden hue evokes a sense of ancient mystique, hinting at the rich history and hidden secrets it may hold. Smooth to the touch, the medallion exudes an aura of timeless elegance, inviting the beholder to delve deeper into its enigmatic beauty. As if infused with a subtle energy of its own, the medallion seems to pulse faintly, as if whispering tales of forgotten realms and untold adventures to those who dare to listen.

The amber, in the game, is associated with powers related to preservation and protection. The amber medallion grants the player the ability to create a **protective shield** around themselves that defends against external damage and negative influences. This shield can be crucial during battles with enemies or in dangerous situations, providing the player with increased resilience and safety. Additionally, amber may be essential for unlocking access to certain areas or for solving puzzles in the game, as it can interact with specific elements of the environment. Ultimately, the amber medallion is a key element in gameplay, offering the player a valuable resource to tackle challenges and progress in the story.

Amethyst Medallion



Unlockable in level 2

The amethyst medallion gleams with a mesmerizing purple hue, captivating the eye with its deep, rich color. Its surface is smooth and polished, reflecting the light in dazzling facets that seem to dance and shimmer with every movement. Nestled within a delicate silver setting, the amethyst radiates an aura of mystical energy, imbuing the wearer with a sense of inner peace and clarity. As one gazes upon its mesmerizing beauty, they feel drawn into a world of wonder and enchantment, where dreams and reality intertwine in a tapestry of sparkling brilliance.

The amethyst medallion in the game possesses powers associated with mental clarity and perception. It grants the player the ability to **perceive hidden truths** and **see through illusions**, allowing them to uncover secrets, solve mysteries, and navigate through deceptive environments more effectively. The medallion's power of insight is crucial for unraveling the complexities of the game's storyline, understanding the motivations of characters, and making informed decisions that shape the outcome of the narrative. Additionally, the amethyst medallion may also enhance the player's cognitive abilities, such as memory retention and problem-solving skills, making it a valuable tool for overcoming challenges and progressing in the game.



Prehnite Medallion

Unlockable in level 3

The prehnite medallion exudes an ethereal glow, its soft green hues reminiscent of lush meadows bathed in sunlight. Its surface is adorned with delicate veins of gold, tracing intricate patterns that seem to pulse with life. Encased in a setting of polished silver, the prehnite emits a gentle radiance, evoking a sense of tranquility and serenity. As one beholds its mesmerizing beauty, they feel a connection to the natural world, as if the very essence of the earth itself resides within this exquisite gemstone.

The prehnite medallion in the game possesses powers associated with protection and resilience. It grants the player enhanced defensive capabilities, such as shielding against physical and metaphysical threats, as well as providing a sense of security and stability in challenging situations. The medallion's **protective aura** acts as a barrier against negative energies and influences, safeguarding the player from harm and helping them withstand adversity. Additionally, the prehnite medallion may also imbue the player with heightened endurance and vitality, allowing them to endure prolonged periods of exertion and recover more quickly from injuries. Its fundamental importance in the game lies in its role as a source of strength and resilience for the player, enabling them to confront obstacles with confidence and perseverance.

Gems of memory

The gems of memory are **rewards** earned by Alex upon reaching fundamental objectives such as the final battles with Umbra. They are **crucial** elements for the protagonist's **investigations** and represent the climax of each level, bringing shocking turns to the hypotheses

Amber



Unlockable in level 1

The amber memory gem, with its warm, honeyed tones, evokes a sense of nostalgia and longing intertwined with **memories of maternal abandonment**. Its polished surface holds a gentle glow, reminiscent of fading sunlight filtering through autumn leaves. Within its golden depths, echoes of past sorrows and unspoken words linger, weaving a tapestry of melancholy and yearning. As light caresses its surface, shadows of regret and longing dance, casting a soft yet poignant spell. This gem serves as a poignant reminder of the ache and emptiness left in the wake of maternal absence, encapsulating the bittersweet essence of a fractured mother-child relationship.

Ametist



Unlockable in level 2

The amethyst memory gem, with its deep violet hues, embodies the **betrayal** and shattered trust stemming from the **mother's affair with her CEO**, Richard Blackwood. Its facets reflect a tumultuous blend of emotions, from anguish and anger to disillusionment and sorrow. Within its crystalline structure, fractured images of secrecy and deceit dance, mirroring the fractured bond between mother and child. As light passes through its translucent depths, shadows of deception and heartache swirl, casting a somber aura of betrayal. This gem serves as a stark reminder of the pain and betrayal inflicted by maternal infidelity, encapsulating the raw emotions of betrayal and shattered trust.

Prehnite



Unlockable in level 3

The prehnite memory gem, with its delicate green hues, encapsulates the haunting memory of the **mother's abduction by the Blackwood**. Its crystalline structure exudes an eerie luminosity, akin to moonlight dancing on still waters, evoking a sense of foreboding and uncertainty. Within its depths, shadowy reflections twist and turn, mirroring the clandestine machinations of the CEO's sinister plot. As light filters through its translucent layers, glimpses of the mother's distress and fear flicker like phantoms, haunting the observer with a sense of urgency and unease. This gem serves as a poignant testament to the trauma of the mother's abduction, capturing the chilling reality of her captivity and the desperate quest for her safe return.

Music and sound design

Music target and aesthetic

The music target and aesthetic for the game aim to create an immersive and emotionally engaging experience for players. Drawing inspiration from various genres such as ambient, electronic, and orchestral music, the soundtrack is designed to complement the game's themes and enhance its atmosphere.

The music seeks to evoke a sense of wonder, mystery, and introspection, reflecting the journey of the protagonist as they explore the virtual world and confront their inner demons. Melodic motifs and ambient textures intertwine to create a dynamic and evolving soundscape that responds to the player's actions and emotions.

In terms of aesthetic, the game aims for a visually stunning and thematically cohesive art style that blends elements of realism with surrealism. Utilizing cutting-edge graphics technology, the game's environments are meticulously crafted to immerse players in richly detailed worlds filled with intricate textures, dynamic lighting, and atmospheric effects.

The overall aesthetic is characterized by a balance between futuristic and organic elements, blending sleek, high-tech designs with natural landscapes and architectural motifs. This juxtaposition creates a visually striking and thematically resonant setting that reinforces the game's themes of technology, identity, and redemption.

Software

Drafts

To create these first demos we resorted to using free AI music generators to begin drawing up a first draft of the games' artistic identity.

The sites tested and consulted are:

-AIVA-Voicemod Music Generator



-Loudly

-Soundful

- Veed.io
- Riffusion
- MusicLM
- Meta MusicGen
- Tracksy

Final product

For the actual production phase we can rely on the free FMOD studio software which allows you to modify pre-existing tracks and create assets and banks that can be used directly in programming, with interesting techniques such as vertical superposition, fades, mixes, multi-instrumental, effects for three-dimensionality, scatter instruments and many others.



Sound effects

To create the sound effects we rely on the drafting of an ADD (audio design document) organized in the following way:

| EVENT | 2D/3D | ASSETS | LOOP/ONE SHOT | DESCRIPTION |
|-------|-------|--------|---------------|-------------|
| | | | | |
| | | | | |
| | | | | |

Where:

- **Events:** represents the events that happen in the game,
- **2D/3D:** depends on the source of the sound, if it is the character himself it is 2D otherwise if the source is far away (and therefore the 3D component of the distance enters) it will be 3D,
- **Assets:** set of sounds that will be used to recreate the event,
- **Loop/one shot:** if the sound is reproduced one time or in loop,
- **Description:** description of each asset.

Introductory cinematics

CeltX file

The file contains: the original dialogues of the beginning of the game, the dialogue of the first meeting between Alex and Umbra and some random phrases said by the characters in certain situations.

QA plan and playtesting

General information and aim

This QA Plan was developed with the aim of clearly defining the Quality Assurance strategies and procedures for the aquatic RPG video game. This document aims to establish an organizational and methodological structure to ensure the quality of the final product, particularly emphasizing the absence of critical bugs and compliance.

Schedule of tasks and responsibilities

Human resources:

- Game Designers: define the plot, characters and game dynamics. Skills: Knowledge of narrative, creativity.
- Game Developers: program and implement the game's features. Skills: In-depth knowledge of programming languages, experience in video game development.
- Graphic Artists: create the visual art of the game, including characters, environments, and objects. Skills: Artistic skills, knowledge of digital graphics tools.
- Content Writers: create dialogue, game text, and documentation. Skills: Creative writing skills, understanding tone and language 18+.
- QA Testers: conduct extensive testing to identify bugs, gameplay issues, and inappropriate content. Skills: Aptitude for testing, ability to document errors in detail.

Technological Resources:

- Game Engine: Unreal Engine 5.
- Graphics Tools: Autodesk 3D MAX, ZBrush, Adobe Photoshop, Midjourney, Autodesk MAYA, Adobe Substance
- Integrated Development Environment (IDE): Visual Studio code,
- Test Platform: Steam.
- Bug tracker: Mantis
- Backlog Protocol : Jira

Quality objectives

Key aspects:

- **Absence of Critical Bugs:** Complete elimination of bugs that could compromise the game experience or its stability.
- **Regulatory Compliance:** Ensure that game content complies with regulations for an adult audience, avoiding material that is inappropriate or does not comply with current laws.
- **Immersiveness:** Creating an immersive experience through a compelling story, engaging graphics and smooth gameplay.

System documentation

Documents by Phase

Initiate Phase

- **Project Charter:** Overview of the project's objectives, scope, stakeholders, and initial timelines.
- **Project Plan:** Detailed plan outlining tasks, milestones, and resource allocation for the initiation phase.
- **Feasibility Study:** Analysis of technical, operational, and economic feasibility of the project.

Define Phase

- **Requirements Document:** Detailed specifications of functional and non-functional requirements gathered from stakeholders.
- **User Stories:** Descriptions of specific functionalities from the user's perspective.
- **System Architecture:** High-level architecture diagram outlining the structure and components of the system.

Design Phase

- **Technical Design Document:** Detailed design specifications, including algorithms, data structures, and technologies to be used.
- **Database Design:** Schema, tables, relationships, and indexing strategies for the database.
- **User Interface (UI) Design:** Wireframes, mockups, and design elements for the user interface.
- **Security Design:** Overview of security measures, access controls, and encryption strategies.

Build Phase

- **Source Code:** Repository containing all source code files, following version control best practices.
- **Build and Deployment Scripts:** Scripts detailing the build process and deployment steps.
- **Unit Test Cases:** Documentation of test cases for individual units or components.
- **Integration Test Cases:** Test cases for verifying the integration of different system modules.
- **User Manuals:** Manuals providing guidance on system usage for end-users.

Evaluate Phase

- **Test Reports:** Summary of test results, including any issues encountered and their resolutions.
- **Performance Evaluation:** Analysis of system performance under various conditions.
- **Feedback Documentation:** Compilation of user feedback and suggested improvements.

Operation Phase

- **System Documentation Updates:** Regular updates to all documentation reflecting changes made during maintenance.
- **Incident Reports:** Documentation of any incidents, their causes, and resolutions.
- **System Monitoring Guidelines:** Guidelines for monitoring system health, logs, and performance.

Discipline for Documentation Standard Practices (SOPs)

- **Version Control SOPs:** Guidelines for using version control tools to manage code changes systematically.
- **Documentation Review SOPs:** Standardized procedures for reviewing and validating documentation.
- **Change Management SOPs:** Protocols for handling changes to the system and associated documentation.
- **Data Management SOPs:** Practices for the proper management, storage, and backup of data.
- **Collaboration SOPs:** Guidelines for collaborative documentation efforts, ensuring consistency and accuracy.
- **Compliance SOPs:** Procedures for ensuring that documentation complies with industry standards and regulations.
- **Security SOPs:** Protocols for handling and documenting security measures, audits, and incidents.

Review and audit

Review Process

Initiation:

- Request for Review: The author or project lead initiates the review process by formally requesting a review.
- Selection of Reviewers: Appropriate reviewers, including subject matter experts, are selected based on the nature of the documentation or code.

Preparation:

- Distribution of Materials: The document or code to be reviewed is distributed to the reviewers well in advance.
- Review Guidelines: Reviewers are provided with guidelines and objectives for the specific review, outlining what aspects to focus on.

Review Meeting:

- Discussion Session: A formal meeting is held to discuss the document or code. The author explains the rationale, and reviewers provide feedback and raise concerns.
- Documentation of Feedback: All feedback, suggestions, and issues raised during the meeting are documented.

Revision:

- Author's Response: The author addresses the feedback, makes necessary revisions, and provides explanations for decisions made.
- Iteration: If needed, the revised document or code undergoes another round of review for further refinement.

Approval:

- Final Approval: Once all concerns are addressed and the document or code meets the required standards, it is approved for the next phase or release.

Formal Review and Audits

Formal Technical Reviews:

- Code Reviews: In-depth examination of source code to ensure it meets coding standards, is maintainable, and adheres to best practices.
- Design Reviews: Comprehensive examination of system design to validate that it aligns with requirements and is scalable.

Lifecycle Review:

- Phase Gate Reviews: Scheduled reviews at the end of each project phase to assess the completeness of deliverables before proceeding to the next phase.
- Compliance Reviews: Ensuring that the project adheres to organizational standards, industry regulations, and best practices.

Audits

Document Audits:

- Documentation Compliance Audit: Ensuring that all project documentation complies with organizational templates, standards, and regulatory requirements.
- Traceability Audit: Verifying the traceability of requirements through design, implementation, and testing documentation.

Code Audits:

- **Code Quality Audit:** Evaluating code for maintainability, readability, and adherence to coding standards.
- **Security Audit:** Assessing code for potential security vulnerabilities and ensuring compliance with security standards.

Informal Reviews

Ad-Hoc Reviews:

- **Pair Programming:** Collaborative code review between two developers to catch issues in real-time.
- **Buddy Checks:** Informal reviews where team members review each other's work as a part of ongoing development.

Review and Audit Metrics

Quantitative Metrics:

- **Defect Density:** Number of defects per unit of code or documentation.
- **Review Efficiency:** Time spent on reviews compared to the size of the material being reviewed.
- **Review Coverage:** Percentage of the project's code or documentation that has undergone formal reviews.

Qualitative Metrics:

- **Review Effectiveness:** Feedback's impact on improving the quality of the reviewed material.
- **Adherence to Standards:** Percentage compliance with coding and documentation standards.
- **Resolution Time:** Time taken to resolve issues identified during reviews.

Continuous Improvement:

- **Review Process Feedback:** Collecting feedback from team members to continuously refine and improve the review process.
- **Knowledge Sharing:** Utilizing review findings to conduct knowledge-sharing sessions and enhance team skills.

Testing

Key concepts

The four fundamental activities for the production of our videogame are:

- Identification of needs and definition of requirements,
- The development of a series of alternative proposals capable of satisfying the identified requirements,
- The construction of interactive prototypes of the proposals that allow them to be communicated and evaluated,
- The iterative evaluation of the results of the process as the work progresses.

For the fourth point we will try to focus our attention on the responses of a sample of consumers developed to our model through different types of tests.

The **aspects** on which we will focus great attention and interest are:

- **Usability**

Usability concerns considering how much the image of the system is able to give the user information about its meaning and how it can be used. In general, usability is evaluated in terms of general principles (also called heuristics). In the world of software, the most recognized are Nielsen heuristics.

- **Evolvability**

Motivation: Reward the player's competence and autonomy: The most adequate theory to describe motivation is Self-Determination Theory (SDT).

Competence: sense of progression, being in control.

Autonomy: sense of volition/meaningful choices, personal expression (e.g., character creation).

Relationality: cooperation, competition.

- **Game flow**

Careful calibration of the difficulty and learning curves and the pace of the game.

The game must have the right level of challenge. If players don't understand how to get better at the game, at some point you will have a problem, because they will probably stop playing.

Difficulty: sense of challenge.

Rhythm: stress, pressure.

Learning: onboarding.

Main tests

- **Functional Tests**

Testing game mechanics, AI and user interface.

Extensive testing for each development phase.

- **Compatibility Tests**

Test on different platforms and system configurations.

Cross-browser testing for any online versions.

- **Security Tests**

Vulnerability analysis to protect your game from potential threats.

Protection of sensitive data and personal information.

Plan

We will perform:

1. Expert reviews

A process for the structured evaluation of a product for flaws, strengths, and opportunities in the design conducted by a researcher (no player data needed).

Focused on behavioral and cognitive factors, not attitudinal ones. Can use formal evaluation criteria: heuristics and produces action points for improvement in a formal document.

The researcher brings a fresh perspective to the field and is more likely to be impartial and provide candid feedback.

Expert reviews evaluate the project based on its compliance with heuristics and against other known usability guidelines, such as cognitive psychology and human-computer interaction.

With an “expert review” we are able to:

- identify problems;
- analyze and define the priorities of the interventions, also in a temporal manner;
- visualize problems through appropriate media;
- organize the report so that it can stand on its own.

2. Task analysis and playtesting

Task analysis is the process of analyzing how people perform their tasks: the things they do, the things they act on, the things they need to know.

Tasks are actions that the user must do. Each task must be:

- significant
- associated with a goal
- identifiable by the user

Operation procedure:

- Define the test objectives (general or specific).
- Define the sample of subjects participating in the test.
- Select tasks and scenarios to test, representative of the activity.
- Decide on the usability evaluation criteria (qualitative or quantitative).
- Set up the testing environment and verify that the prototype supports the selected tasks and scenarios.
- Carry out the test, documenting its progress (video or audio recording, written notes, interaction log),
- Analyze the results.

3 . A/B testing

Used to compare two or more versions of an experiment to see which one performs better, often referred to as variant A and variant B.

Users are randomly assigned to each variant to avoid any kind of bias that could skew the data. “A/B tests” allow you to make educated decisions based on data rather than intuition.

We will use them whenever we are undecided about whether or not to implement a significant change.

Furthermore, we are able to independently analyze the results produced by this type of test thanks to the study of statistics, more precisely **inferential statistics**.

Project controls

Product Controls

Configuration Management:

- **Version Control System:** Implement a robust version control system to manage changes to the source code, documentation, and other project artifacts.
- **Configuration Baselines:** Establish baselines for key project configurations, including code releases and documentation versions.

Quality Assurance:

- **Testing Procedures:** Develop and adhere to comprehensive testing procedures for both functional and non-functional aspects of the product.
- **Code Reviews:** Conduct regular code reviews to ensure adherence to coding standards, identify defects, and share knowledge among team members.

Change Control:

- **Change Request Process:** Implement a formalized process for submitting, reviewing, approving, and tracking changes to project requirements and deliverables.
- **Impact Analysis:** Conduct thorough impact analyses before approving changes to assess their implications on scope, schedule, and resources.

Release Management:

- **Release Planning:** Develop a release plan that outlines the scope of each release, including features, enhancements, and bug fixes.
- **Deployment Procedures:** Define and document procedures for deploying releases to different environments, ensuring consistency and reliability.

Documentation Control:

- **Document Management System:** Utilize a document management system to organize, version, and control project documentation.
- **Documentation Reviews:** Conduct regular reviews of project documentation to ensure accuracy, completeness, and alignment with project goals.

Supplier Controls

Vendor Assessment:

- **Supplier Selection Criteria:** Establish criteria for selecting suppliers based on their capabilities, reliability, and adherence to quality standards.
- **Audits and Evaluations:** Conduct periodic audits and evaluations of suppliers to ensure they meet established criteria.

Contract Management:

- **Clear Contracts:** Develop clear and comprehensive contracts that outline deliverables, timelines, quality standards, and other relevant terms.
- **Performance Metrics:** Define key performance indicators (KPIs) to measure supplier performance and adherence to contractual agreements.

Risk Management:

- **Risk Assessments:** Assess potential risks associated with suppliers, including issues related to quality, timelines, and dependencies.
- **Mitigation Plans:** Develop mitigation plans for identified supplier-related risks to ensure continuity of project activities.

Communication and Collaboration:

- **Regular Meetings:** Schedule regular meetings with suppliers to discuss project status, address concerns, and foster collaboration.
- **Communication Protocols:** Define clear communication protocols to facilitate effective information exchange between the project team and suppliers.

Quality Assurance:

- **Supplier Quality Requirements:** Clearly communicate quality requirements to suppliers and ensure they have processes in place to meet these requirements.
- **Supplier Audits:** Conduct periodic audits of supplier processes and deliverables to ensure compliance with quality standards.

Continuous Improvement:

- **Feedback Mechanisms:** Establish feedback mechanisms to gather input from the project team and stakeholders regarding supplier performance.
- **Lessons Learned:** Document and share lessons learned from interactions with suppliers to improve future engagements.

Training

Training Needs Assessment

Skill Gap Analysis:

- Conduct a thorough analysis of the existing skills within the team.
- Identify areas where additional training is required to meet project requirements.

Technology Updates:

- Assess the team's proficiency in relevant technologies and tools.
- Identify any advancements or updates in technology that necessitate training.

Training Planning and Development

Training Plan:

- Develop a comprehensive training plan outlining the training needs, objectives, and methodologies.
- Specify the training schedule and allocate resources accordingly.

Internal Training Programs:

- Establish internal training programs led by subject matter experts within the team.
- Encourage knowledge-sharing sessions to enhance team members' expertise.

Training Delivery

External Training Resources:

- Explore external training resources such as workshops, webinars, and industry conferences.
- Encourage team members to attend relevant training sessions to acquire new skills.

Hands-On Training:

- Implement hands-on training sessions to allow team members to apply theoretical knowledge in practical scenarios.
- Provide access to sandbox environments for experimentation.

Evaluation and Feedback

Assessment Criteria:

- Establish clear criteria to assess the effectiveness of the training programs.
- Include assessments, quizzes, and practical exercises.

Feedback Mechanisms:

- Collect feedback from participants to understand the training's impact.
- Use feedback to refine and improve future training initiatives.

Continuous Learning Culture

Professional Development Plans:

- Encourage team members to create individual professional development plans.
- Support ongoing learning through certifications, courses, and workshops.

Knowledge Repository:

- Establish a centralized knowledge repository to store and share training materials.
- Encourage team members to contribute to the repository with insights gained from training.

Risk management

Risk Identification

Risk Workshops:

- Conduct regular risk identification workshops with project stakeholders.
- Encourage open communication to identify potential risks.

Documentation:

- Document identified risks in a centralized risk register.
- Categorize risks based on their nature and potential impact.

Risk Analysis

Probability and Impact Assessment:

- Assess the probability of each identified risk occurring.
- Evaluate the potential impact on project objectives.

Risk Prioritization:

- Prioritize risks based on their severity and potential consequences.
- Focus on high-priority risks that could significantly impact the project.

Risk Response Planning

Mitigation Strategies:

- Develop mitigation strategies for high-priority risks.
- Clearly define actions to reduce the probability or impact of each risk.

Contingency Plans:

- Establish contingency plans for risks that cannot be fully mitigated.
- Clearly outline steps to be taken if a risk materializes.

Risk Monitoring and Control

Regular Reviews:

- Conduct regular reviews of the risk register to ensure it remains up-to-date.
- Adjust risk response plans as necessary.

Key Risk Indicators (KRIs):

- Define key risk indicators to monitor signs of impending risks.
- Implement early warning systems to detect potential issues.

Lessons Learned

Post-Project Analysis:

- Conduct a post-project analysis to evaluate the accuracy of risk assessments.
- Identify lessons learned and areas for improvement in future risk management.

Continuous Improvement:

- Use insights from previous projects to continuously improve risk management processes.
- Share lessons learned with project teams to enhance collective risk management expertise.



MENTAL ECLIPSE

Produced by Principi Sofia.

1 - INT. ALEX'S BATHROOM - EARLY MORNING

ALEX, 27 y.o. with expressive eyes, dark hair and sunken face is an introspective and troubled digital artist; tall, pale, black haired and light eyed. The bathroom is dark and messy, the shutters are almost closed and the light enters in small glimmers that highlight the floating dust. He stands in front of the mirror and gazes reflectively at himself washing his face. The dark circles under his eyes tell of sleepless nights and constant worries. He dries his face with a towel.

[The scene is completely silent, the only sounds are the ambient sounds of flowing water or the chaos of the city outside the window.]

Alex exits the room.

2 - INT. ALEX'S STUDIO - EARLY MORNING

Alex's study is a sanctuary of solitude, with walls adorned by shelves stacked with books, casting shadows that danced with the flickering light of a solitary lamp. Alex sits at his computer, surrounded by screens and cables. He is concentrated while programming.

FADES TO WHITE

3 - EST. NELSON STREET - DAY

[Flash]

A moment of confusion and panic briefly crosses Alex's face as a rapid flash transports him to another reality. In an instant, he's hit by a car in the middle of Nelson street while crossing the road, but before he can comprehend what's happening, the vision fades.

FADES TO WHITE

4 - INT. ALEX'S STUDIO - EARLY MORNING

Alex finds himself back in front of his computer. He rubs his eyes, trying to shake off the unsettling image that just crossed his mind.

[This scene is as if chronologically it were after the end of the game and the protagonist is slowly remembering what happened. Creates a loop effect.]

Created using Celtx

5 - INT. HOSPITAL EMERGENCY ROOM - DAY

The emergency room is a hive of activity, bright lights illuminating the sterile environment. Medical staff hurriedly moved about, footsteps echoing against the linoleum floor. Monitors beeped rhythmically. DR. ELEANOR WILLIAMS, 46 y.o. meticulous and empathetic neurologist, and DR. RICHARD FOSTER, 50 y.o. calm and confident surgeon, stand beside Alex's bed. Monitors beep rhythmically in the background. DR. GABRIEL MERCER, 60 y.o. tall, hoary, wise, cultured and distinguished neuropsychiatrist, enters the room, his expression is focused and determined.

DR. WILLIAMS
(noticing Dr. Mercer) Gabriel, I'm glad you're here.

DR. MERCER
(nodding) What's the situation?

DR. FOSTER
Male, twenty seven, just been admitted. Victim of a road accident. We've tried everything, but he remains unresponsive. It's like he's trapped in a deep coma.

DR. MERCER
(stepping closer to the bed) I understand. The perfect case we needed. If his mind is transmitting dreams or visions, we need to investigate every signal. Be ready.

DR. WILLIAMS
(gesturing to the monitors) His brain activity has been fluctuating, but there's no clear pattern for now.

DR. MERCER
(examining the monitors) I'll conduct a thorough analysis of his EEG readings, looking for any anomalies or patterns that could provide insight into his condition.

DR. FOSTER
(hopeful) Do you really think it will work?

DR. MERCER
(pausing thoughtfully) It's hard to say, but we have to explore every possibility. It might be our best chance.

They share a determined look, ready to delve into the mysteries of Alex's mind in search of answers.

6 - INT. HOSPITAL ROOM - LATER

The screen fades in to show a hospital room bathed in dim light. Alex's hospital room is sterile and impersonal, with stark white walls and minimal furnishings. Dr. Gabriel Mercer stands solemnly next to a bed where Alex Turner lies motionless, hooked up to various monitors. DAVID TURNER, 54 y.o. Alex apprehensive father, just arrived.

[in medias res]

DR. MERCER
Your son has fallen into a coma. We're still investigating the cause.

David gasps in shock.

DR. MERCER
I understand this is a lot to process, but I assure you we're doing everything we can to help him.

DAVID
(crying) My god.

DR. MERCER
In fact, I've been working on an experimental treatment, but we're going to need your consent to proceed. (pause) There might be some risks involved.

DAVID
Do whatever it takes, doctor. I just want my son back.

The camera pans to Alex's unconscious form, his face peaceful yet troubled, hinting at the turmoil within his subconscious. Ritmical beep of medical machinery in background.

FADE TO BLACK.

7- EST. DESERT - UNDEFINABLE TIME

Alex is stunned and dazed on the ground of a desolate, hostile and silent desert. Cold wind blows and the sky is covered with gray clouds. Alex slowly begins to regain consciousness, his vision is blurry. The sound of a distant voice gradually pulls him back to awareness.

ALEX

Where... Where am I?

DR. MERCER (V.O.)

(off-screen) Can you hear me, Alex?
You're waking up, but you're trapped.
You still have your usual motor skills. Move around with L, look around with R and press R1 to jump, be careful who you interact with and all the objects you encounter.

Text superimposed on the image that repeats the instruction: Move around with L, look around with R and press R1 to jump.

DR. MERCER (V.O.)

(off-screen) Alex, listen carefully.
You're not in your usual reality.
You're caught in a loop, a mental maze of your own making. But you have the power to break free.

Alex's eyes flutter open as he tries to make sense of his surroundings. The voice of the doctor echoes in his mind, urging him to take action. He's going crazy as this all seems surreal but his body still isn't responding.

The player can now only look, move around and jump. Alex tries to move, testing his motor skills as instructed. With a press of the R1 button, he begins to feel a sense of control returning to his body.

When Alex moves or jumps, the following dialogue takes place

DR. WILLIAMS (V.O.)

(off-screen) Doctor look here, it's incredible, look at this cortical activity!

DR. MERCER (V.O.)

(off-screen) Wonderful! That's it, Alex. You're regaining control, I can see from your vitals and brain

activity that you are on the right track. But be cautious. This world isn't what it seems. Trust your instincts and find a way out. Good luck.

ALEX

But who are you? What's going on and what do you want from me?

DR. MERCER (V.O.)

(off-screen) Time to time.

ALEX

I hope you're joking, do you really leave me like this?

Alex's vision clears perfectly, and he finds himself in the middle of an hostile desert, fully awake. He is very confused and can't find answers.

A halo of light appears illuminating the top of a sand dune. Text superimposed on the image that repeats the instruction: Reach it.

[**Gameplay** to get used to the controls making Alex climb on the dune, a high ground from where he can contemplate the landscape]

8- EST. TOP OF THE DUNE - UNDEFINABLE TIME

At the summit of the dune, the landscape stretches out endlessly before Alex, with undulating golden sands extending as far as the eye can see. The wind whispers, the sun beats down from a strange grey sky, casting long shadows.

Once he arrives, he contemplates the view and appears the **title of the game**.

To his surprise, a quirky figure materializes beside him, emitting a soft glow, LUMOS, an entity produced from some remote part of his traumatised mind in the form of a flying robot.

LUMOS

Well, hello there, sleepyhead! Looks like you've finally joined the land of the living.

Alex blinks in astonishment, trying to make sense of the strange being beside him.

Created using Celtx

ALEX
(bewildered) Who... who are you?

LUMOS
(cheerfully) Oh, where are my manners?
I'm Lumos, your trusty guide through
this wacky adventure you've stumbled
into.

Alex furrows his brow, still trying to process the situation.

ALEX
(skeptically) Adventure? What
adventure? And why are you here?

LUMOS
(excitedly) Oh, it's quite the tale,
my friend! You see, you've found
yourself trapped in a bit of a pickle,
a mental maze of sorts. But fear not!
Lumos is here to shed some light on
the situation and help you find your
way out, ahahahaha.

ALEX
[sarcastically] Oh, great. I'm stuck
in some kind of hallucinatory dream
with a glowing blob as a companion.

LUMOS
Hey, I'm not just a blob!

ALEX
Joking! So... you're here to help me?

LUMOS
(nodding emphatically) You bet your
bottom dollar I am! Consider me your
personal guardian angel, your beacon
of hope in the darkest of times
ahahah.

Alex offers a hesitant smile, feeling a glimmer of
reassurance in Lumos's presence.

ALEX
(grateful) Well, Lumos, I guess I
could use all the help I can get. Even
though I would have preferred to stay
in bed all day, dammit. Lead the way.

LUMOS

(enthusiastically) That's the spirit, Alex! Together, we'll unravel the mysteries of this mind-bending journey! Now, grab your sword and let's dive headfirst into the unknown!

ALEX

(trembling voice) What? What sword? I-I-I can't ..

LUMOS

(interrupting Alex, loudly)
Ahahahahahah, just joking!
(whispering) At least for now.

9- EST. OASIS - UNDEFINABLE TIME

Alex stumbles upon a mysterious oasis hidden among the dunes.

ALEX

Lumos, do you have any idea where we are?

LUMOS

Do I look like Google Maps Alex? This desert seems to stretch endlessly.

DR. MERCER (V.O.)

Keep moving forward, Alex. We need to uncover thesecrets hidden within these sands.

ALEX

But why am I here? What's the purpose of all this?

DR. MERCER (V.O.)

All in good time, Alex. For now, focus on what's ahead. It's all the fruit of your mind, try to understand every clue, explore, inspect what may seem useful pressing or collect it with X to always have it with you in your inventory and complete the missions that will appear overlays.

Text superimposed on the image that repeats the instruction: press to inspect and X to collect items and complete the missions that will appear overlays.

Created using Celtx

ALEX

I feel like I'm going in circles. How do we even know if we're making progress?

DR. MERCER (V.O.)

Remember, Alex, every step you take brings us closer to the truth.

Beginning of exploration. Items he can interact with: ancient book, hat, hand-drawn map, pendant, berries.

if Alex interacts with **Ancient Book** [it rests upon a weathered stone pedestal, its leather-bound cover cracked and faded with age. Dusty pages, yellowed and fragile, contain cryptic symbols and faded illustrations depicting scenes of bygone eras. Traces of an ancient language adorn the margins, hinting at untold knowledge and forgotten wisdom waiting to be unraveled]:

if he inspects it (□):

LUMOS

There is a lock that seems stuck, I think it needs a key to find out what secrets it holds.

if he collects it (×):

ALEX

I wonder what knowledge it contains, maybe its contents will be useful, let's take it with us.

if Alex interacts with **Hat**[The adventurer's hat sits proudly atop a weathered stack of books, its wide brim casting a shadow over the pages. Made of sturdy canvas, it bears the marks of countless journeys, with frayed edges and patches sewn into its fabric. The hat's crown is adorned with badges and pins collected from various expeditions, each one a testament to the wearer's adventurous spirit and thirst for discovery. Though faded by the sun and marked by the passage of time, it remains a cherished companion on every quest]:

if he inspects it (□):

LUMOS

Wow, it's an adventurer's hat made of sturdy canvas. Even if it bears the marks of countless journeys it still seems to be a good sun protector.

if he collects it (X):

LUMOS
Good choice, we will resist this heat
with less effort haha.

When Alex interacts with **Hand-drawn Map**[The hand-drawn map lies unfolded on the sand, its edges curling slightly from years of use. Inked lines trace intricate paths through rugged terrain, marking the way to secret spots and forgotten ruins. Each landmark is meticulously rendered with detailed illustrations, from towering sand mountains to the oasis. Despite its weathered appearance, the map exudes a sense of adventure, inviting the viewer to embark on a journey of exploration and discover]:

when he inspects it (□):

[Map shown on screen]

LUMOS
Maybe it'll lead us to some hidden
treasures.

ALEX
Maybe... Look how wide the desert is!

when he collects it (X):

ALEX
It's a bit rough around the edges, but
it could guide us through this maze of
dunes, let's keep it.

Text superimposed on the image that repeats the instruction:
missions of the following level: challenges unlocked - path
of self sabotage, emotional exploration.

if Alex interacts with **Blue berries**:

if he inspects it (□):

LUMOS
Fresh berries! Nature's little gift.
If the strange voice said you are in a
coma they could help your recover.

if he collects it (X):

ALEX
They look delicious. We will need them

sooner or later.

When Alex interacts with **Pendant**[The pendant is a delicate and affectionate piece of jewelry. A thin silver chain supports a small heart-shaped pendant, adorned with a tiny key-shaped charm. The surface of the heart shows signs of wear, indicating the passage of time, and lightly etched onto it is an inscription revealing the maternal bond. Despite its modest simplicity, the pendant exudes profound emotional significance, carrying with it the memory of Alex's mother]:

if he inspects it (□):

LUMOS

The pendant appears weathered. There also is an inscription on the back.

ALEX

Wait... this pendant... it's my mother's. How did it end up here?

LUMOS

Your mother's? That's quite a discovery. Perhaps it holds some clue to her whereabouts.

ALEX

I never thought I'd find anything of hers out here. I'll hold onto it.

if he collects it (X):

LUMOS

It's a good idea to keep this pendant, who knows why it was here.

ALEX

Yes, maybe we will need it.

10- INT. TEMPLE - UNDEFINABLE TIME

Alex finds an ancient temple shrouded in mystery and steeped in ancient inscriptions, mural paintings and enigmatic symbols that seem to depict events from his past. During his exploration, Alex comes across a secret chamber or an underground passage that leads him to a surprising discovery.

Items he can interact with: ancient relics, weapons, jewels and a corridor of mirrors.

if Alex interacts with **Ancient Relics** [the ancient relics are

a collection of weathered artifacts, each telling a story of a long-forgotten civilization. They exhibit intricate carvings and patterns. Despite their age, they exude an aura of mystery and intrigue, captivating anyone who beholds them]:

if he inspects it (□):

ALEX

How strange these three statues are.

LUMOS

You're right.

ALEX

The ancient relics present intricate craftsmanship and delicate details. The faint traces of symbols and inscriptions hint at their mysterious origins.

if he collects it (X):

ALEX

Intriguing! I wonder what stories they hold.

LUMOS

Do you think we will need them?

ALEX

Let's see.

if Alex interacts with **Weapons**[the weapons within the temple are a testament to ancient craftsmanship and martial prowess. Each one is uniquely designed, with ornate engravings and intricate patterns adorning their surfaces. Despite the passage of time, they retain a sharpness and strength that speaks to their quality and durability. From ceremonial daggers to ceremonial swords, these weapons evoke a sense of power and history, hinting at the battles they may have witnessed in ages past]:

if he inspects it (□):

LUMOS

Look at the blades and how they gleam in the dim light of the temple! It's stunning, despite their age, they appear well maintained.

ALEX

Look also the shield and that axe!

if he collects it (X):

LUMOS

Mhh, Alex! stop trying! They are welded, we have to leave them here.

if Alex interacts with **Jewelry**[An assortment of exquisite adornments, including gleaming necklaces, intricate bracelets, and shimmering rings, each reflecting the opulence and craftsmanship of ancient civilizations]:

if he inspects it (□):

LUMOS

Are these your mom's too?

ALEX

No this time I don't think so...

if he collects it (X):

ALEX

I'm not sure we'll need them but they're not too heavy to carry.

LUMOS

As you wish boss hahah.

when Alex interacts with **Hall of Mirrors**:

if he inspects it (□):

LUMOS

I see triples hahaha, I already can't stand one Alex what will I do with three?

ALEX

You're not funny... Wait, wasn't there a mission about this? Are we ready for what lies beyond these reflections?

LUMOS

The decision is yours, Alex. Shall we step into the unknown and unravel the secrets concealed by the mirrors?

ALEX

a) I'm prepared. Let's uncover what mysteries these mirrors hold and see where the mission takes us.

b) I think we should hold off for now. Let's make sure we're fully prepared before diving into something this mysterious.

LUMOS

a) Let's go!!

b) That's good.

if he collects it (X):

LUMOS

Are you crazy?! you can't collect a hallway hahaha.

ALEX

Ooops!

N- EST. EDGE OF THE DESERT - UNDEFINABLE TIME

Last test before finishing the first level.

We are in a mystical limbo at the edge of the desert, where swirling sands and ethereal mists obscure the landscape. Cracked pillars of ancient ruins jut from the sand, casting eerie shadows in the shifting light. In this otherworldly realm Alex and Lumos are going to fight against UMBRA, a dark shadow that embodies Alex's fears.

Alex and Lumos cautiously navigate the surreal limbo, their eyes scanning the eerie surroundings for any sign of danger. Suddenly, a dark figure emerges from the shadows, its form shifting and swirling like smoke.

UMBRA

Well, well, well... What do we have here?

Created using Celtx

Alex instinctively takes a step back, his heart racing with fear.

ALEX

Lumos, who-- What is that?

LUMOS

That, my friend, is Umbra. He's... well, let's just say he's not exactly the life of the party.

Umbra chuckles darkly, his eyes gleaming with malice.

UMBRA

Oh, I assure you, I'm much more than that. I'm your worst nightmares come to life.

ALEX

What do you want from us?

UMBRA

Oh, nothing much. Just your essence, your very soul... the usual.

LUMOS

Not today.

Before the tension can escalate further, Dr. Mercer's voice echoes through the limbo, breaking the tension momentarily.

DR. MERCER (V.O.)

Alright, boys, let's not get ahead of ourselves. Remember, R2 to attack, L1 to dodge, L1+R2 for a kick and if you are ready, L3 for the special attack... You know the drill.

Text superimposed on the image that repeats the instruction: R2 to attack, L1 to dodge, L1+R2 for a kick, L3 for the special attack

ALEX

Let's start the dance!

RANDOM SENTENCES

RANDOM PHRASES GENERATED WHEN UMBRA TAKES DAMAGE

UMBRA

1. You'll pay for this!
2. You've angered the wrong person!
3. Prepare to face my wrath, Alex!
4. You've just sealed your fate, Alex!
5. Ouch!
6. I'll crush you like a bug, Alex!
7. You'll rue the day you crossed paths with me, Alex!
8. You, ugly gnat...
9. I'll make you suffer for your insolence.
10. I'll tear you apart, piece by piece!
11. Your reckoning has come...
12. You insolent fool!
13. You dare oppose me? Prepare to face the consequences!
14. I'll make you pay!
15. I'll hunt you down to the ends of the earth, Alex!

RANDOM PHRASES GENERATED WHEN ALEX TAKES DAMAGE

ALEX

1. That stings!
2. Ouch! That hurt.
3. I felt that one!
4. Taking hits here!

Created using Celtx

5. Gotta watch out for those!
6. I'm not enjoying this!
7. Okay, that's it. No more Mr. Nice Guy!
8. You're going to regret that!
9. Feeling a bit bruised now.
10. Need to be more careful!
11. That was unexpected!
12. Whoa!
13. Didn't see that coming!
14. Time to shake it off!
15. Autsch!

RANDOM PHRASES GENERATED WHEN ALEX GAINS HEALTH

ALEX

1. Feeling rejuvenated!
2. Back in fighting shape!
3. That's a relief!
4. Ready to take on anything now!
5. Time to turn the tide!
6. Much better!
7. Back on track!
8. Just what I needed!
9. Health boost, nice!
10. Recovering nicely!
11. Back in business.
12. A welcome pick-me-up!
13. Back from the brink!

Created using Celtx

14. Recharged and ready to go!

15. Renewed!

RANDOM PHRASES GENERATED WHEN ALEX COMPLETES A MISSION

if Alex completes a mission:

ALEX

1. Mission accomplished!
2. Another step closer to the truth.
3. Success!
4. One mission down, many more to go.
5. Another mission completed.
6. The journey continues.
7. I'm unstoppable.
8. That mission was no match.
9. Let's keep up like this!
10. Done!
11. One less.
12. Well played!
13. I'm rewriting the rules.
14. Perfect!
15. Am I or am I not the best!?

when Alex completes a mission and Alex doesn't say anything:

LUMOS

1. Well done, Alex!
2. You've unlocked another piece of the puzzle.
3. Congratulations!
4. You're making progress.

Created using Celtx

5. Fantastic work, Alex!
6. Bravo, Alex!
7. What a determination...
8. Excellent job, Alex!
9. You're proving to be a formidable force.
10. Incredible, Alex!
11. The path to enlightenment is yours to follow.
12. Wonderful news, Alex! You're exceeding all expectations.
13. Impressive!
14. You're truly mastering this virtual world.
15. Wow!