Game Name: Destitute
Background

Despite a lot of effort being made to fight against poverty throughout human history, poverty still persists nowadays. We have seen many people begging for money and food on the streets, at the exit of highways and grocery stores. Some people may wonder why they don't get a job since most of them are not with disabilities, while some people judge them by thinking that they don't get a job because they are lazy. However, is that really true?

[Dangers of Homelessness](#)
- **Over half (53%) said they had not reported the last crime or incident to the police often because they thought the police wouldn't do anything about it**
- **Almost half (48%) have been intimidated or threatened with violence whilst homeless.Six in 10 (59%) have been verbally abused or harassed**
- **Almost eight out of 10 (79%) have suffered some sort of crime or antisocial behavior while homeless, while 77% have suffered it in the past year**

Storyline
- You are a homeless person trying to survive at a campsite. The goal of the game is to get enough money so that you can get out of the campsite and start a new life.

-
- <mark>You live in a homeless community campsite</mark> because you cannot afford renting an apartment. You need at least a three-month rent deposit to be able to rent an apartment because you are homeless, you do not have a job, and you have a very low credit score.
- Even though it is a community, you can trust no one. Your stuff often got stolen from your tent when you tried to leave the campsite and find a job. You told the police about your situation, but they did not care about it at all. Under such great pressure, you tried to do something to relieve the pressure. Unfortunately, <mark>you become a drug addict</mark>. You sold all

of your valuable stuff for drugs, and you live by taking free food from charity organizations.
- After being a drug addict for years, your body grew weaker. One day, you finally realized that you could not live your life this way and decide to change. You realized that living under the no-law zone(police do not care about crime committed here), you need to do anything that is needed for survival, which could mean stealing and even robbing other's stuff at the campsite for money.
- <mark>You would fight other people while robbing them or while being robbed by them.</mark>
- <mark>You would fight drug-induced illusions/hallucinations since you are still affected by drugs that you have taken for years.</mark>
- <mark>You would fight inner demons (Mental Health, Drugs Addiction, Also perhaps PTSD with real people)</mark>
- **(If we finish everything we can continue the storyline below.)**
- Discovering who you are since you have been taking drugs for a long time. You cannot distinguish which part of your memory was real and which part was illusion.
- The player is antagonist??? (May be too much)

- Focus on him being homeless for now, flesh out storyline later (crawfis doesn't like story)

Level

- You wake up and feel dizzy. You remember taking drugs last night. Drugs seem to affect your memory, and you can't remember many details about yourself. Furthermore, drugs also seem to affect your health, and you have become very weak. Even though you do not remember how you came this far, there is one thing you know–you can't keep living your life like this.
- Camp site is at a place with strong air pollution, so the range of vision is bad.
- **Level01**
    - (Introduce the background story of the player by picking up items in tent/room)
    - You wake up in your tent/room
    - You feel dizzy and every part of your body hurts.
    - You can pick up stuff on the ground, everytime you pick up something, memory associated with that came up
        - Pick up drugs on the ground: "Oh, it seems like I've been taking this thing for a long time… Ya, I remember it."
        - Pick up some mystery item(maybe something that could reveal his identity?): "What is this? Ah, I can't remember… My head hurts so bad.."
    - Exactly after picking up both items and the headache, your inner demons appear. You want to run away?

Assets

- **Campsite/Homeless camp**
    - **Forest/parking lot**
    - **Tents**
    - **Camping items**
- **People**

- **Monsters - (to represent mental health)**
- **Drugs**
- **Key items (not sure specifically)**
- **Weapon(s)**
  - **Gun/ammo**
  - **Knife**
  - **Pipe**
- **Sounds**

Combat
Fighting with his illusions/inner demons

Characters
- Player Character: Homeless person?

Setting
- Urban, Homeless camp
- Nightmare land for fighting demons
- Crazy fantasyland when losing his mind
- Glitch place for the final battle? Making it Contrasting to the urban level

Core Mechanics
- **Player Movement (4 direction movement walking)**
  (4 direction for keyboard, and any direction when using a joystick?)
  - **Walking and Running (arrows, shift to run?)**
- **Aiming**
  - **Use mouse or another joystick to aim (will draw something later)**
- **Inventory System**
  - **Contains: Weapon and story items**
    - **Small system for useables**
    - **Large look-back and description system for story items**
- **Simple puzzle**
  - **Picking up items from different places**
  - **Collect puzzles to complete the level and move on to the next level**
- **Durability**

From Roger Crawfis to everyone: Todo: 1) 2-3 Meeting times, place, format. 2) Make sure everyone has each others email address, etc; 3) Make sure you know their names; 4)

Unity Packages

OHI
B U

- Required
  - Input System
  - Cinemachine
  - TextMeshPro
  - Post Processing
- Highly recommended
  - Addressables
  - ProGrids (included or *)
  - Unity Recorder
  - Unity Collaborate

- To consider:
  - ProBuilder
  - High Definition RP
  - Universal RP
  - Shader Graph
  - Visual Effect Graph
- Cool?:
  - ML Agents
  - Kinematica*
  - Game Foundation*
  - Terrain Tools*

* https://docs.unity3d.com/2020.1/Documentation/Manual/pack-preview.html

UNITY SETTING NOTES

-change root namespace
-Prefabs have dot number
-Render - color space–change to linear
-Audio - Default Speaker Mode– From stereo to Surround sound 5.1???
- Company Name, Product Name, Version in Player Settings
**   - Force Single Instance (check box)**

LIGHTING
-Use Package: Amplify Color -> Amplify Color LUT (paid)
-Lighting tab
**   - fog**

The normal story

Roger, who lost his wife in an accident, lost his mind and ended up in poverty. There is only amnesia and drugs in his life. He eventually forgot who he was, and why he was still struggling in this world.
When he almost gave up his life, he found a photo of his wife and himself, and recalled a promise to take his wife to see the ocean together. This gave him a little bit of hope and he decided to fulfill this past promise even though his wife was gone. For the first time after becoming destitute, he wanted to start a new life.

It was a long journey to the seashore. He was fighting with indescribable monsters along the way. There were also some strange newspapers and photos that didn't match his perception of the normal world. He thought they were illusions induced by the aftereffect of drugs.

Finally, he met his wife at the promised seashore. The scene turns bright and warm, and Roger meets his wife again. (Actually his wife was an illusion. He died at the seashore but he met his wife in another world.)

The alternate story
Revealed by story items only, not explicitly told in game.
Story items are placed along different levels. Picking them up will unlock texts in the 'notebook?' section in the inventory menu.
Notebook is written by Roger to record what he saw and heard during the journey. For the story-telling purpose, this is the only place players can read the alternate story.

Both normal and alternate stories are reasonable. It is up to the player to believe which story is the right explanation to the gameplay. (Like the movie *Life of Pi*)

Destitute of money, hope and love
- If you want to make a new life, go for it whenever it ends.

TLDR: World is destroyed, but the player doesn't know because of Roger's amnesia. They think Roger was the hopeless poor guy trying to chase his wife, but now he unintentionally restarted the broken world, and dated his wife all over again.

Why wasteland? Because this is a world after a pandemic and nuclear war. In the near future, the rich want to develop a serum to modify their gene to live forever, but they actually created a fatal virus that transforms humans to monsters. Monsters keep some appearance of humans, although they have massive tumors in their body, and their organs become strange. They look in super pain but the mutation keeps them alive.

The virus will attack the brain in the early stage. It creates hallucination, so the infected cannot distinguish between reality and illusion. There are drugs that somewhat relieve early symptoms of the virus. Roger collected them by chance and thought they were 'exciting drugs'. In fact the sense of hype after taking drugs was caused by the virus.

After a big outbreak, governments tried to use nuclear weapons to stop the spreading of the virus, but it was useless because it had already infected all human beings.
Now the world is like a hell of monsters that are beyond expression. No government, no city, no country. The entire civilization is broken.

There are very few survivors who live in fear where they may also turn to these painful monsters some days.

There is a facility that can restart the world (SCP-2000):) *The facility houses enough anomalous tech to mass produce humans with custom memories. It also possesses back-ups of almost all data on Earth, such as many works of fiction and the entire Internet, and has machinery can even reverse time to a degree, though it is a long and slow process. — Cited from https://scp-wiki.wikidot.com/scp-2000*

Player (Roger): His wife was dead in early outbreaks of virus. Roger could not accept the fact that his wife had turned into a scary monster, *__so he ended her life and then lost his mind.__* He became homeless after that and then lived in a campsite. Because of amnesia he forgot the virus and the war, and he thought the world was still like old days, but everything had changed.

Inner demon: not all illusions. Some are real radiated monsters!

By collecting the story item, Roger will reach an ending where he unintentionally activates the facility that restarts the entire world. The world is regenerated and copies of Roger and his wife have met in the new world.

Again, all the alternate background and plot above will be presented by specific story items only. Jimmy and I will work on how to present the alternate story text and make it somewhat hidden in the game.

Storyline-Level Design:

[s]: story item
[w]: weapon
[e]: extra work needed

Level1:

Indoor setting:
1. The player wakes up
2. Found the pill (called NCP-100) [s]
3. Found story book [s]
4. Found bucket with his wife [s]
5. Found out death of his wife [s]
6. Illusion of his wife [e]
    a. His wife walks out of the room, appear in the vision for 2s, then disappear
    b. Creepy sound effect along with the illusion
    c. The player tries to follow his wife

Outdoor setting:
1. The player went out of his home, following the illusion of his wife
2. Start the journey to Ocean Cari
3. Meet the first monster
    a. Dialogue trigger
    b. Kill the first monster to proceed to the next level?

*********The player follows the illusion of his wife to move the story forward

Level2:

7. The player found the description of NCP-100 [s]
8. Found baseball bat [w]
9. More enemy monsters!

*********The player follows the illusion of his wife to move the story forward

Level3:

10. The player found another NCP-100 (for healing)
11. Found rock [w]
12. Newspaper of the past about eternal life serum development [s]
13. More monsters!

*********The player follows the illusion of his wife to move the story forward

Level4:

14. Found gun [w]
15. Found another NCP-100 (for healing)
16. Found out about the virus spread since the serum development [s]
17. Found out about the nuclear weapon to stop the virus spread [s]

*********The player follows the illusion of his wife to move the story forward

Level5:

18. Found out SCP-2000 (restart the world) [s]
19. Boss fight
    a. Fight the strongest inner demon
    b. Maybe Himself
20. Finally, he reach the Ocean Cari/press down the SCP-2000 button
    a. Fog of war, horror filter & BGM turned off
    b. The scene becomes warm and calm, and he finally meets his wife, no illusion this time.
    c. Dialogue for his wife: "I've been waiting for you, so glad to see you again"

Open ending:
1. **The player presses down the button and save the world, he meets his wife in the restart world.**
2. **The player died because of the virus/loss to his inner demon. He meets his wife in heaven.**

Storybook image citations:

https://www.google.com/url?sa=i&url=https%3A%2F%2Fen.truthaboutcamps.eu%2Fthn%2Fgerman-camps&psig=AOvVaw3ChV3jU7sniEUS1KD26FuB&ust=1648416923870000&source=images&cd=vfe&ved=0CAsQjRxqFwoTCKD3yNzd5PYCFQAAAAAdAAAAABAD

https://www.freeiconspng.com/thumbs/blood-png/blood-png-1.png

https://graphicriver.img.customer.envatousercontent.com/files/82700050/preview.jpg?auto=compress%2Cformat&fit=crop&crop=top&w=590&h=590&s=d1d024c20380b149602bf4b082c3af0a

https://i.pinimg.com/736x/3e/fa/84/3efa847125cb879f9ac59f44b44069a4.jpg