

# SETTING

- NOIR
- 2070'S
- UNNAMED URBAN
- NOT APOCALYPTIC,  
BUT CONTROLLED,

## CHAOS

- POLICE STATE
- FEMALE PRESIDENT

# VISUALS

- "SEVEN"
- 2.5D, SIDE SCROLLING
- WATER DRIPPING
- LOOSE ENDS
- GLOOM
- MOONLIT EVENING
- HEAVY RAIN / SNOW
- MECHANICAL
- SNOW
  - ? HOW TO MAKE FOOT-PRINTS?

## VISUALS (CONT'D)

- NEON LIGHTS
- BLUE FILTER
- NARROW ALLEY
- SMALL SHOPS
  - NOT ACCESSIBLE
  - CANNOT OPEN DOORS

# CHARACTER

- COFFEE DRINKER
- HATES SMOKING
- MALE
- AGE 20'S
- TALL
- LANKY
- REGRET
- BLEW HIS CHANCE
- CHARISMA
  - DIDN'T KNOW HOW TO USE IT

# CHARACTER (CONT'D.)

- FATHER DIED
- ONE SISTER. OLDEST  
1/3 SUCCESSFUL.
- CLOSE TO MOM BUT  
SHE FROWNS UPON HIM.
- PLAYS PIANO
- SIMILAR TO JACKS
- WANTS TO DO WHAT'S RIGHT, BUT  
STATE OF THE WORLD MAKES IT  
DIFFICULT.

# LOVE INTEREST

- SMALL ROLE
- OLDER - 40'S
- OFF LIMITS
- AUDIENCE YEARS

FOR MORE

- HAS A FAMILY
- USED TO BE LOVERS  
(12 YRS AGO)
- 2 SMALL KIDS W/  
HUSBAND

# LOCATIONS

- OFFICE / HOME
- DINER
- CONCERT
- MOM'S HOUSE
- METROPOLIS CENTER  
(LIGHTS !!)
- SUBWAY

# OFFICE

- PIANO
- GEEKY
- GAME CONSOLE (SEGA)
- BIG TV
- COUCH
- SPENDS MOST OF HIS  
TIME & MONEY  
HERE.
- RETRO
- VINYL PLAYER



# MOM'S HOUSE

- SMALL
- NARROW HALLS
- SHE COOKS
- LITTLE DOG
  - (MUGWAI)
  - SWEATER
- YELLOW / BROWN INTERIOR

SUBWAY

- FF ~~IV~~

EXTERIOR

- PREDATOR 2 INTERIOR

- ACTION SEQUENCE

- LIGHT'S FLICKERING

- TRAIN PLATFORM ON GROUND LEVEL.

# SUBWAY

- TRAIN COMES EVERY  
2 MIN.

- BOTH SIDES OF TUNNEL  
ARE BLOCKED FROM  
PLAYER.

- TRAIN DISAPPEARS DOWN  
SUBWAY.

- CHAT GOES DOWN  
INTO SUBWAY STATION. CAN.  
TO LOAD NEXT LOCATION,  
STEP INTO TRAIN.

## SUBWAY (Cont'd)

- BRIGHT BLUE/WHITE BLUE LIGHTS IN TRAIN CAR.
- MUST PURCHASE TICKET FROM TERMINAL FOR DESIRED LOCATION, USING CONVO WHEEL.

STORY

HIND

THEMES

- DEBT

# OPENING

- MOBSTER GOV'T OFFICIALS THREATENING PROTAG FOR REPAYMENT OF THEIR LOANS
- GOV'T IS DESPERATE FOR \$ SO THEY'VE HIRED SMALL/ ORGANIZED CRIME TO COLLECT OUTSTANDING DEBTS
- PROTAG IS GETTING BEAT UP IN AN ALLEY AFTER BEING PULLED OUTSIDE OF THE BAR.
- AS THEY LEAVE HIM THE SCREEN FADES UP TO REVEAL HOW HE GOT THERE.



## OPENING (cont'd)

• CLASSROOM SETTING, STUDENTS  
DON'T LEARN MUCH \$ WASTED  
ON SCHOOL AS MOST  
PEOPLE HAVE A DEGREE NOW  
BUT NO JOB MARKET TO  
PAY BACK THE LOANS

→ THEN LEADS TO CHAM APPLYING  
FOR JOBS BUT HAVING NO  
LUCK.

- WORRIED ABOUT \$, BUT IS CHARISMAT-  
IC AND DOESN'T MIND "PAY AS  
YOU GO," SO THE BELLEVUE A  
PT.

## OPENING (Contd)

- This also makes resourceful  
3<sup>1</sup> allows for interesting, old  
friends to be added at later  
times.

# REMISCIENT

- LOVE INTEREST AS CHAR PLAYS THE PIANO, softly  $\frac{1}{3}$  slowly, (think AERITH'S THEME)
- HE'S A TORTURED SOUL
- FLASHBACK SEQUENCE FROM HERE.

# TECHNOLOGY

~~EVERYONE HAS IPAD LIKE~~  
DEVICE

INTERNET EVERYWHERE

PDA TO CONTACT ROBOT

NO FLYING CARS OR  
TECH TRAINS

EXPLAIN THAT IT  
IS BECAUSE IT  
IS NOT ENOUGH INTO

THE FUTURE TO HAVE  
BUILT INFRASTRUCTURE

# FANG

- PET CAT  
- LOYAL

- REVEALS KEY INFO  
THROUGH CONTROL  
CAT.

- MEOWS ALOT

- PLAYER NEEDS TO FEED  
HIM.

# RoBot

- PARTNER / ASSISTANT?
- LOOKS LIKE GUNK
- ROBOTS SCATTERED THROUGHOUT CITY.
- CAN CALL FOR HELP

# DIALOGUE TREE

- SIMILAR TO ME: 2
- ROUND CONVO TREE
- BREAK UP LONG CONVO  
W/ USER SELECTION.

# PERSPECTIVE

• How do I create a locked camera (ADV. GAME STYLE?)

- I can save or art assets that way.

~ How do I unlock the camera for triggered events?



# - GALLER SFX ASSETS

- RAIN

- CLANGING METAL

- STEAM

- PIPES

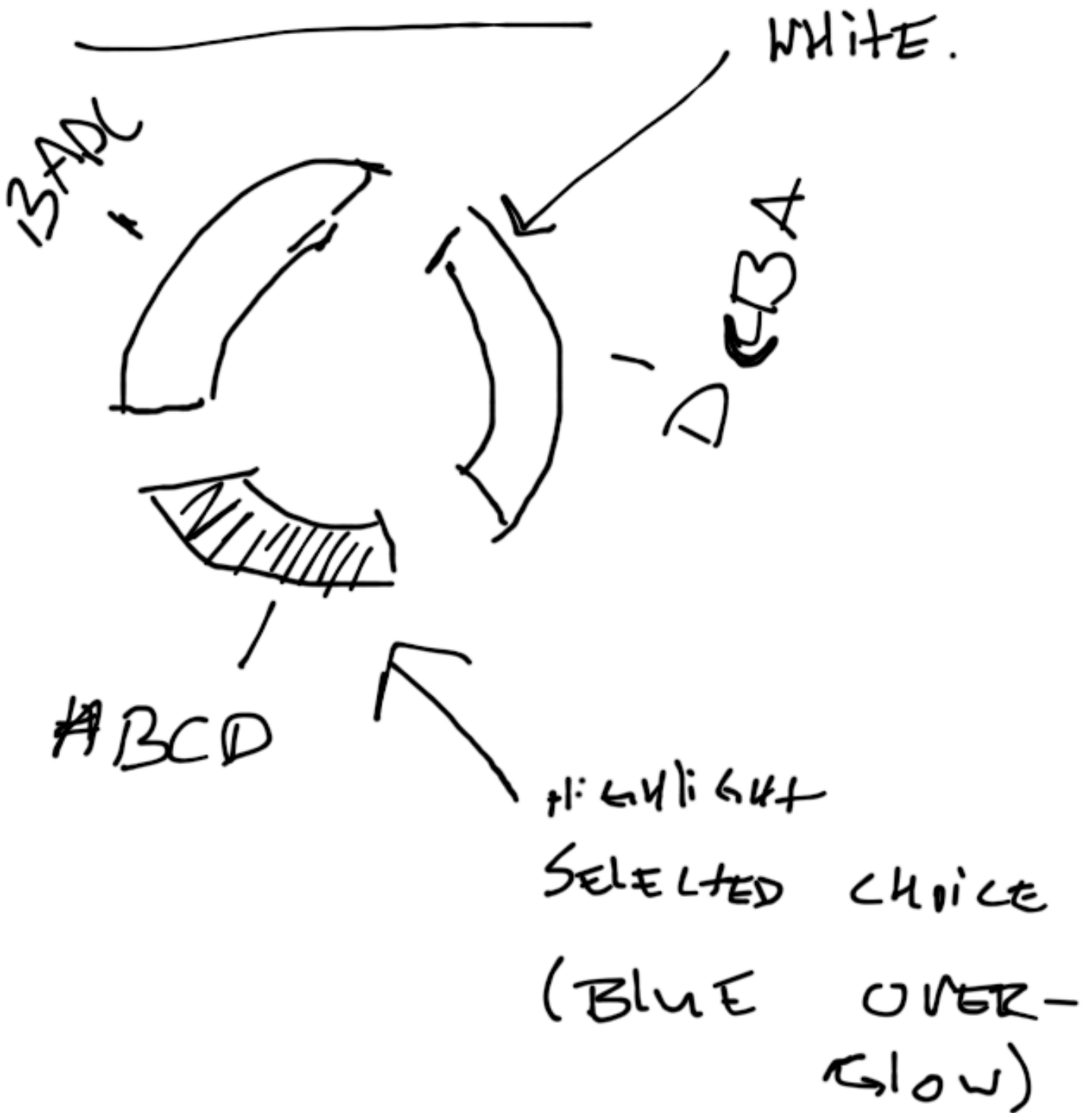
- ELECTRICAL SIG

# MOVEMENTS

- WALK
- RUN
- CROUCH
- JUMP

# DIALOGUE

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- BRANCHING TREE

- NO GOOD OR BAD

MECHANIC. JUST CHOICE  
IN DIALOGUE

## SMALL GUY APT

- METICULOUS, NEAT
- DESK LAMP
- DIPLOMA ON WALL
- NICE FURNITURE
- SMALL BAR IN APT
- BAR TABLE
- STEREO
- JAZZ PLAYS QUIETLY  
IN BACK GROUND.