



ENTITY

Overview

“Entity” is a third person action adventure title that is ideal for development for multiple platforms. It is a Ludus skill based Agon game that includes mimicry, exploration and conquest. “Entity” is the story of Nine, a cybernetic hero that must use a combination of attack and defense to navigate through the dreamscape of an Artificial Intelligent mind, known only as the Entity.

Protagonist and Antagonist

<u>Nine</u>	<u>Hacker</u>
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Nine is the main protagonist of the game. He was originally hired as the leader of the team that created the Tech-Tool, the Black Horsemen. As a hacker, it was his responsibility to work with the interface for the design, to allow it to change form within a virtual world. He has been called back into work to deal with the threat of the Entity, and must use his Tech Tool to survive within the world of “Odyssey.”

<u>The Entity</u>	<u>A.I.</u>
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Little is known about the Entity. An A.I. system, it controls the world of “Odyssey,” seeking to trap and ensnare the participants of the narrative world to use for its own devices. It has the ability to rework the landscape and its virtual inhabitants to perform whatever task it requires.

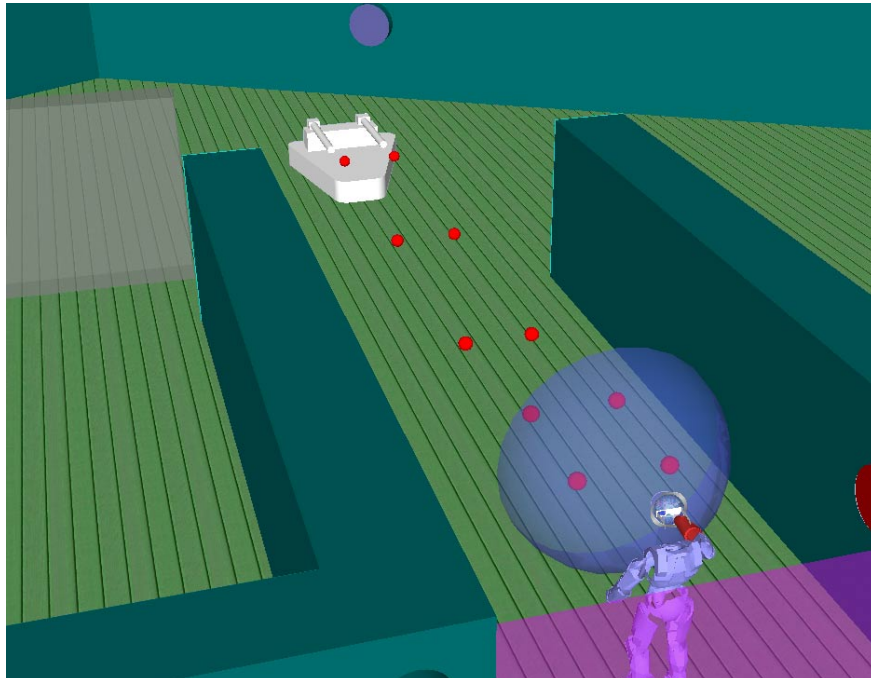
Enemies and Obstacles

Grunts – Simply Melee Enemy that seeks the player

Raptors – Basic projectile using Enemy that seeks high ground, or flanks the Player

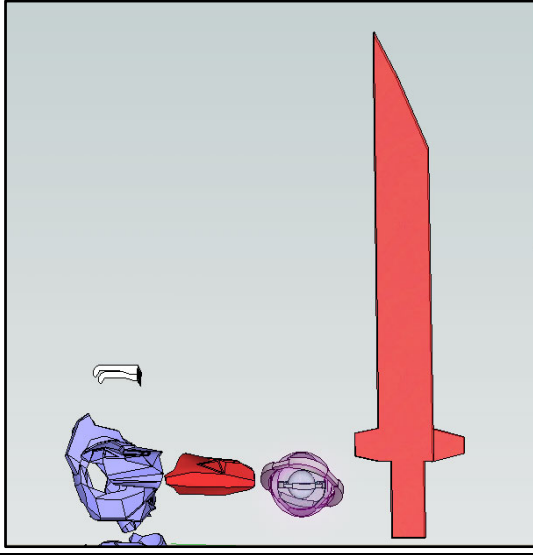
Turrets – Stationary Shooting Obstacles

Force Fields – Toggle able level obstacle

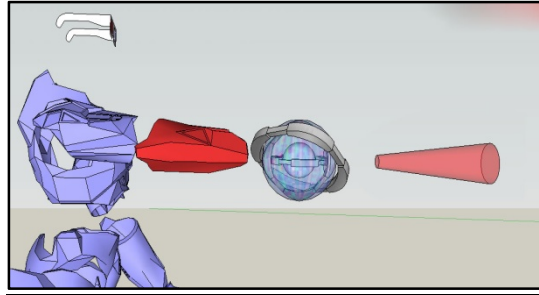


The Tech Tool and Combat

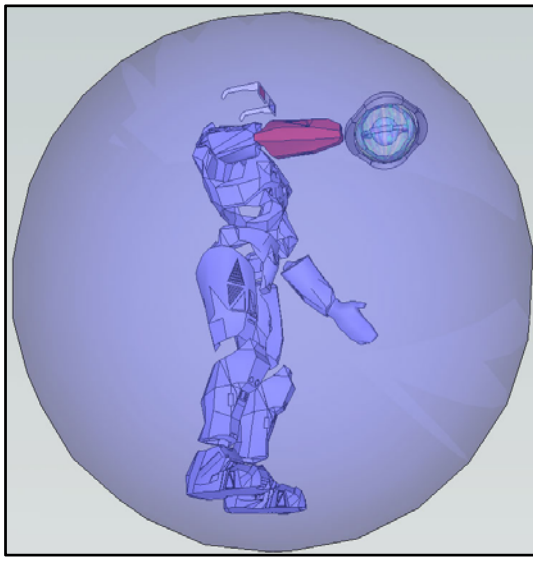
The Tech Tool, the device created by the Black Horsemen, has several different abilities and forms when used within "Odyssey." Limited to offensive and defensive abilities, the Tech Tool can take four forms:



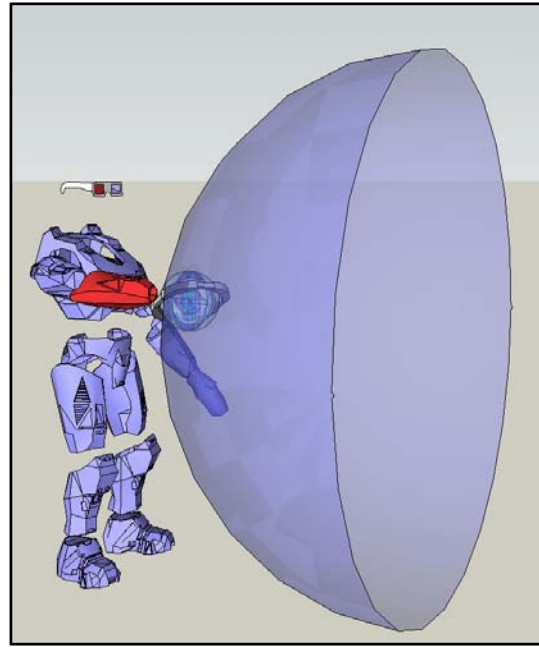
Offensive 'Melee' Form



Offensive 'Ranged' Form



Defensive 'Shield' Form



Defensive 'Reflector' Form

Each form has specifications regarding what functions the tool can perform. They are:

Melee	Energy Sword capable of using slash attacks on an enemy.
Ranged	Single pulse shot at one pulse per second.
Shield	Provides a 360 degree protection shield from all damage. The shield is available in 3 second bursts with a one second cool-down period.
Reflector	Provides a frontal 90 degree protection shield from all damage. Range weapon shots will reflect off and hit their source. A 270 degree radius behind the avatar is vulnerable to attack. The reflector is available in six second bursts with a 2.5 second cool-down period.

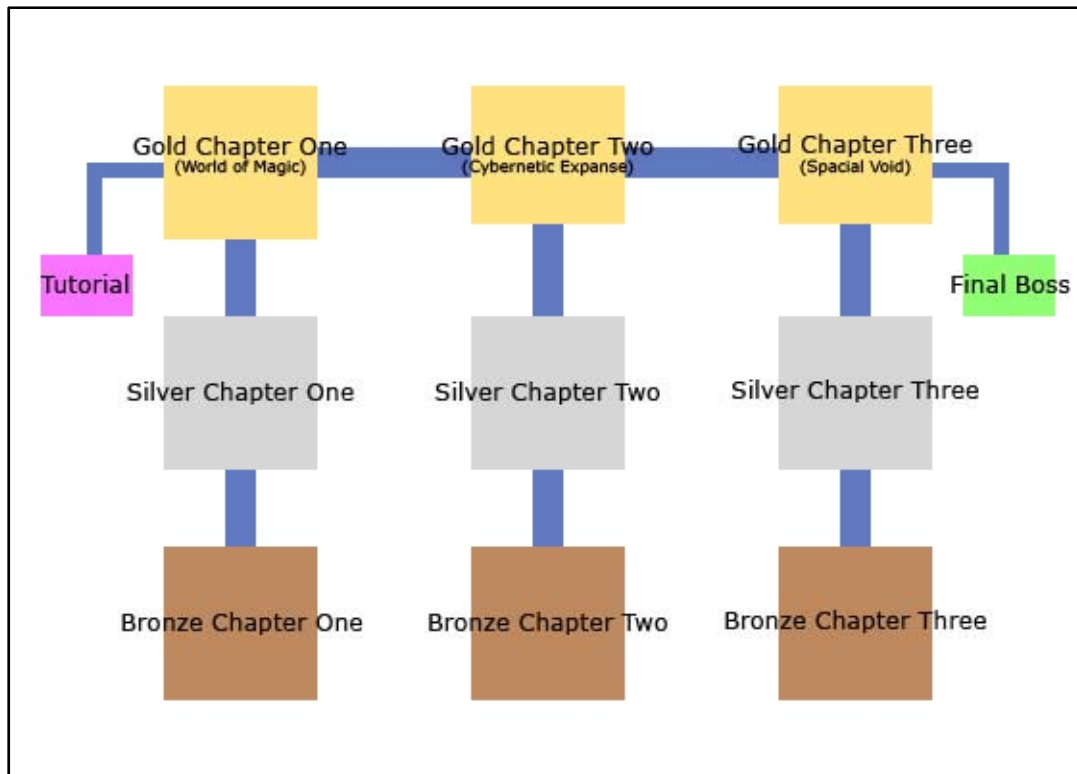
In each chapter of the game, the forms of the Tech Tool will take on a different appearance to suit the surroundings. However, additional upgrades are also available for the tool, which are earned by completing silver and bronze stages. The available upgrades are:

Form	Lvl.	Upgrade
Melee	1	Dmg. Increase 10%
	2	Dmg. Increase 20%
	3	Dmg. Increase 30%

Form	Lvl.	Upgrade
Shield	1	4 second burst
	2	6 second burst
	3	8 second burst

Form	Lvl.	Upgrade
Ranged	1	2 shots per second
	2	3 shots per second
	3	4 shots per second

Form	Lvl.	Upgrade
Reflector	1	7 second burst - 2 second cool down
	2	8 second burst - 1.5 second cool down
	3	9 second burst - 1 second cool down



Moving Through the World – Chapter and Stage Outline

The world of “Odyssey” is vast and ever changing. A choose-your-own-adventure style world, there are many different possibilities and places that you could end up. In this game, the player will navigate through three chapters of the narrative, with possible additional chapters becoming available during the game. These three chapters feature major plot centered events, and must be passed in order to advance in the game. Each chapter offers a different themed environment to explore, which is reflected in the Tech Tool.

In each chapter, different stages may be explored. These can be divided into three stage types: gold, silver, and bronze. Possible additional stages may become available as the game progresses. Within these stages, different bonuses can be obtained to power up the Tech Tool and your character. Although the gold stages must be passed in order to advance in the game, silver and bronze stages from previous gold stages may be accessed at any time.

A tutorial level is also introduced at the beginning of the game to orient the player in the controls and movements of the game. An example of the basic chapter and stage outline can be found below.

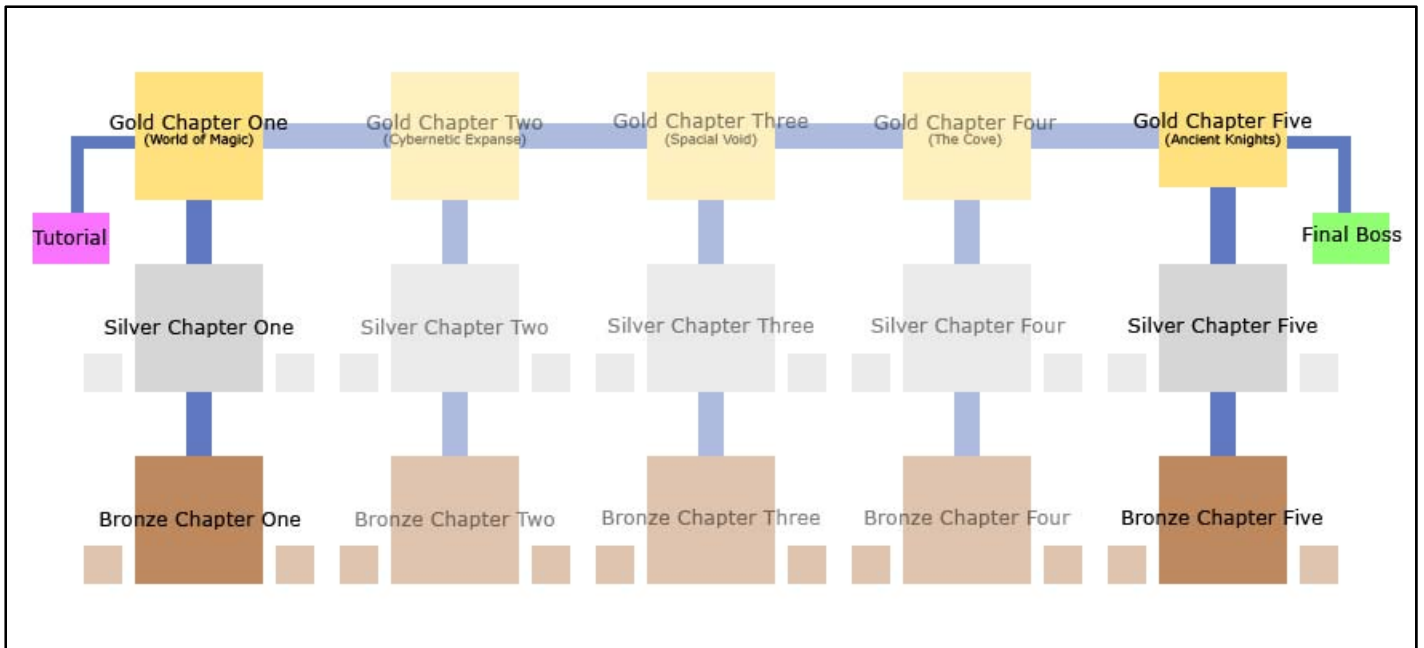
In each stage, the objective is to rescue the various people who have become trapped in ‘Odyssey.’ By doing this, the player will receive upgrades for the Tech Tool and for their character. By completing bronze stages, the player will receive offence upgrades. By completing silver stages, the player will receive defence upgrades. These upgrades, while optional, will be helpful when fighting the various enemies within each chapter, and when battling the Entity as the final boss.

Above:

Simple chapter structure – single silver and bronze stages available in three main chapters.

Below:

Advanced chapter structure – multiple silver and bronze stages available in each chapter; additional chapters available.



Environmental Interaction – Controls and Camera

The game is seen through a third person camera. In addition to being able to change the camera to provide an easier time targeting enemies, various other controls will be available to the player to perform different actions. These controls are designed for PC functionality, but could be adapted for multiple platforms.

<u>Key</u>	<u>Function</u>
Mouse	Look movement direction
←→↑↓	Left, right, forwards and backwards
ADWS	Left, right, forwards and backwards
C	Crouch
Shift	Jump
E	Use
Space	Target
R	Toggle First Person Camera (to seek hard to hit enemies)

When using the Tech Tool, pressing Q or the Scroll Wheel will toggle the attack and defence functions.

When Attack mode is toggled:

Right Mouse Button	Ranged Attack
Left Mouse Button	Melee Attack

When Defence mode is toggled:

Right Mouse Button	Shield
Left Mouse Button	Reflector

Additionally, movement through a level is constricted to the following;

Move	Left, right, forwards and backwards along horizontal axis
Crouch	Crouch to 3' and walk while crouched at half normal rate
Jump	Jump 3' vertically and 6' horizontally

The Allure of the Tale – The Story

I still fear the mask, that unidentifiable face, those hollow eyes. Although that was two years ago, the memory of those times will forever haunt my dreams. I write this memoir of that time in an effort to confront my past

Several years ago, a device was designed by the military to be used against cyber warfare. However, when it became apparent that a practical application of the device was unobtainable, the project was shelved and the group working on the project, known as the Black Horsemen, was disbanded. I was the project leader.

To recoup costs, the device was launched to the public in a simplified form: a glorified household appliance stripped of the dignity and respect the device once was given. We, the Black Horsemen, watched on in silence, watching our creation fall into oblivion as our own selves began to fall with it.

Two years ago, an interactive choose-your-own-adventure computer program called “Odyssey” was released to the public. Publicized as an interactive online narrative, it became popular, and quickly drew many into its tale. The creators of the program had been very secretive, and it was only over time that people came to see that directing the program’s course was a sophisticated A.I., designated “Entity” by the media. All seemed to be going so well, until it all started to go terribly wrong.

The first problems appeared when those experiencing the narrative suddenly became unresponsive to outside stimulus. They would stare blank eyed into the distance, as if focused on something we could not see. The phenomenon began to spread within the narrative’s audience, driving the public into a panic. Doctors could find no solution to the problem. Tech specialists couldn’t decipher the program, and its creators had simply vanished. As a last measure, the military was called in. At the time, the move didn’t make much sense to me. Then they called me. Then it made more sense.

It was a surprise to learn the details of what the Entity seemed to be doing within “Odyssey.” The media had only gotten it half right. Apparently, the Entity drew the characters in its story down twisting narrative paths, slowly ensnaring them in its web. Once trapped, the A.I. slowly drew all conscious thought from its victims, seeming to choose certain portions at whim – some sporting knowledge here, some imagination there, until the character, and the person in real life, became nothing more than an unresponsive shell.

They had called me in as a last resort. They had resurrected our project, deeming “Odyssey” to be a practical application of the device’s abilities. I learned that the others of the Black Horsemen had already been sent into the program ahead of me, and that no one had reported back. That’s why they called me. If anyone was going to get in there, discover the truth of what was happening, and resolve the problem, it was me. It’s not a huge surprise really. I’m good at what I do.

And so I entered “Odyssey,” following my own way through the narrative of the world, with the Black Horsemen’s device - my device - at my side. My Tech-Tool would finally be proven. I would finally be proven; if only I knew then what I know now, I never would have created it.

Pre-Pro Design Team

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