

Area 31



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Table of Contents

<u>Section</u>	<u>Page</u>
<u>Title Page</u>	<u>1</u>
<u>Table of Contents</u>	<u>2</u>
<u>Introduction</u>	<u>3</u>
<u>Description</u>	<u>3</u>
<u>Characters</u>	<u>3</u>
<u>Game Mechanics</u>	<u>4</u>
<u>User Interface</u>	<u>5</u>
<u>Core Gameplay.....</u>	<u>5</u>
<u>Gameplay Elements</u>	<u>6</u>
<u>Scope</u>	<u>6</u>
<u>Level Requirements</u>	<u>6</u>
<u>Art and Sound Asset Requirements</u>	<u>7</u>

Introduction

Area 31 is a point-and-click surgery challenge! Venture into the top-secret research facility as new hire Jane, guided by the ghoulish Dr. Sombi, to dissect and preserve specimens that are truly out of this world!

Description

You are Jane who, fresh out of medical school, scores a position in a prestigious government facility... a top secret facility. Arriving for your first day of work, you're informed that you will be dissecting, repairing, and otherwise preparing the bodies of extra terrestrials for various display usages and studies in the Catalog Department. The facility has been without an able Organic Engineer for quite some time now, so specimens are over-crowding the Cryogenic Department. Dr. Sombi, who can no longer perform this job due to... ahem, arthritis, will be instructing you as you adjust to your new career path.

Characters

Jane

Jane is the character you play as in this epic adventure through alien guts and gore. Jane graduated from one of the most prestigious medical schools in the country and managed to score a "stable" job working for the government. However, the details about the job weren't revealed until she was locked in to her first day.

Dr. Sombi

The good doctor is Jane's mentor, who appears to be a little... ill. He's very helpful when it comes to explaining the various procedures you'll encounter on the job. In fact, he's been employed with Area 31 for decades now. However, he seems become more and more ill the longer he works with you...

Number 4

Number 4 is your direct superior here at Area 31, and it's important to note that he really doesn't tolerate mistakes. He manages all of the alien-related projects, so he lets you know which corpse you'll be working on for the day and what the deterioration expectancy (time) will be. However, don't expect any useful advice or information from this guy. He's just here to tell you what to do, not how to do it.



Game Mechanics

The game is episodic, so scenarios are formed and the player has to get through the tasks detailed by Dr. Sombi. After the five scenarios are completed, Dr. Sombi will not be available for help due to... circumstance. The story will flesh this area out.

Number 4 assigns you a scenario at the beginning of the game and after each completed scenario. At the beginning of each scenario, Dr. Sombi tells you what to do to get started. This could be cutting along a dotted line or arranging bones correctly, for example. Some tasks can only appear after another task is completed. For instance, a cut must be made to enter the inner body and perform additional tasks like cutting out parasites, and a cut must be sewn with invisible suture before preservation serum has its real effect on sealing the cut (and clearing it from the game field.) Generally applying preservation serum can bump up your deterioration meter slightly, which is important, as when this meter reaches zero you've failed. Arbitrarily hitting other areas of the body with a tool that does not apply to the situation will also cause the meter to drop, but it slowly drops over time as well.

User Interface

The user interface is your basic point-and-click type. A row of icons for tools allows the user to click to select a tool, and a nearby deterioration meter informs the player of how soon the game could be over with. No specific time units are used, but the visual reference of the meter between full and empty gives feedback to the player, as well as color cues. The meter turns red when it is nearly empty.

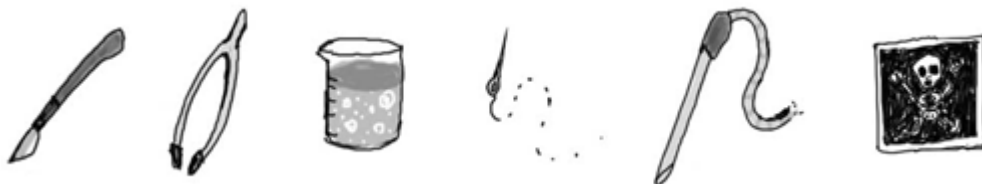
To use a tool, the player points and clicks at an applicable area of the body after having selected the tool; for instance, clicking on a cut while using the invisible suture stitches it shut. Clicking on an area of the body that does not apply to the tool or arbitrarily using a tool like the scalpel or invisible suture in an area of the body that does not apply causes the deterioration meter to drop and causes a sound clip response.

Directions are given as text in a window that temporarily appears and disappears when “Ok” is clicked. For long statements, there is a “Next” option instead of “Ok.” “I’m on it” or similar statements may be employed in addition to “Ok.”

Core Gameplay

The tasks are all related to the tools available to the player:

- Cut using the **scalpel**
- Grab parts, bones, and other removable pieces with the **extraction tweezers**
- Seal sewn cuts with **preservation serum**
- Use **preservation serum** on the body in general to increase the deterioration meter by a few points. While this can help extend your work time, it becomes less effective over time, which prevents players from using it as a cheat
- Use **invisible suture** to sew together cuts or reattach fleshy parts
- **Vacuum** excess fluids away
- **X-ray** for a few seconds to determine the location of hidden objectives, like a microchip or crash debris



Gameplay Elements

Additional tools may be introduced in later developments. There are otherwise no real power-ups to speak of.

Scope

There are two total scenarios for the first episode. Each scenario revolves around one particular alien corpse. All artwork will be 2D.

Level Requirements

Each level has a task tree that needs to be completed in order to clear the scenario. Each scenario involves one specific alien body and completing the objective ordered for the specimen.

Scenario 1

Objective: Carefully remove the organs for study, and then prepare the body for display.

- **Cut*** the designated line in the body
 - Inside the chest cavity, cut along the ribcage guides
 - Remove the bone pieces with the **extraction tweezers***
 - Cut along guides for an organ
 - Carefully remove the organ (speed sensitive) and place it on the collection plate
 - Repeat. (There are five total organs.)
 - Put the rib cage back together
 - Apply **preservation serum*** to the seams
 - Once all organs are collected, the outer body is returned to, which now includes your original cut.
 - Sew the cut shut with **invisible suture***.
 - Apply preservation serum to cuts

Scenario 2

Objective: This specimen was a participant in one of the top secret government test programs and is full of different computer monitoring devices. Now that he's dead, there's not any use in monitoring him. The Catalog Department doesn't have a sample of this species and would like you to clean it up. Section B would also like their top secret devices back.

- Cut line on specimen

- Inside, use X-ray to locate devices
- Cut around devices 1-7 to release them
 - Remove devices 1-7
 - Shut holes with invisible suture
 - Seal with preservation serum
- Outside, stitch cut shut
 - Seal with preservation serum
- Go to Head – use X-ray to see devices
 - Cut device free from eye
 - Remove device with extraction tweezers
 - Stitch eye with invisible suture
 - Seal with preservation serum

** indicates that a tool introduction is needed*

Art and Sound Asset Requirements

Common Art Assets

- Start Splash Screen
- Start Button
- Continue Button (optional)
- Jane – neutral
- Sombi - neutral
- Interface
 - D-Meter
 - Tool Icons
 - Scalpel
 - Extraction Tweezers
 - Preservation Serum
 - Invisible Suture
 - Vacuum
 - X-ray
 - Tool In-Use icons
 - Scalpel
 - Extraction Tweezers
 - Preservation Serum
 - Invisible Suture
 - Vacuum
 - Dialog box
 - Next Button
 - Ok Button
 - Speaking Icons for Sombi and Jane
- X-Ray panel
- Tray panel

- Briefing Background
- Number 4 Briefing
- Lab table background
- Lab table Start Button
- Number 4 Failure
- Number 4 Success
- Failure Background
- Try Again Button
- Quit Button
- Common Surgery Clips
 - Cut
 - Cut Closed
 - Invisible Suture stitch
 - Preservation Serum Blob
 - Cutting Blood trail
- Metal doors closing transition animation

Common Sound Assets

- Theme Music
- Button Click
- Dialog Box pop-up noise
- Briefing/Dialog Background music
- Ambient Music – during gameplay
- Failure Music
- Success Music
- D-Meter Beep – for changing levels
- Frantic Low Meter music clip
- Cut
- Grab sound
- Liquid Sound
- Stitch Sound
- Vacuum Sound
 - X-Ray noise – clicks into place
 - Placed in tray noise
 - Wrong Move Noise
 - Snapping into place noise – bones

Scenario 1 Art Assets

- Alien Body 1 table view
- Alien Body 1 (outer) workspace
- Alien Body simple (inner) workspace
- Ribcage
- Ribcage cut piece

- Ribcage cut base
- Organ 1
- Organ 2
- Organ 3
- Organ 4
- Organ 5
- Dotted line for serum application
- Dotted lines for cuts

Scenario 1 Sound Assets

- Organ Squish

Scenario 2 Art Assets

- Alien Body 2 table view
- Alien Body 2 (outer) workspace
- Alien Body 2 (inner) workspace
- X-ray icons for Device Chips
- Device Chips
- Device Chip hole
- Device Chip hole closed
- Alien 2 Head workspace
- Eye device
- Dotted lines for cuts

Scenario 2 Sound Assets

- Chip grab
- Eye cut