Perspective

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February 12, 2008

Premise

In perspective you are a psychiatrist who is using an experimental treatment to help out your patients. The machine called *perspective*. What makes "'perspective"' such a break through is the fact that it can take brain signals from a dormant patient and translate them into an interactive environment. At this point another outside entity is able to interact with this environment, and possibly change it. You have volunteered to go into these environments with the intent to restructure a patient's psyche. What you don't know are the risks inherent with entering their worlds.

Purpose:

The main purpose of "'Perspective"'is Entertainment. The possibility for education is present since the player will be dealing with common phobias and psychological disorders.

What makes it special?

Perspective is unique because of it's subject matter and the way it is conveyed. The player will be given the background of the patient whose psyche they will visit. This is in an attempt to teach symptoms of some phobias and psychological disorders. The different environments (representing the mental states of the patients) will be themed according to their disorders resulting in a unique and enjoyable game.

Platform:

The game will be developed on the XNA framework and as a result will be available for Windows or Xbox

Genre:

Action Adventure

Target demographic:

The game will be geared towards experienced game players. Due to a more mature storyline I expect this game to be more popular with teenagers and adults.

Expected Rating :

Due to a mature story line and some violence the expected rating is Teen +

Player Mode:
Due to the story the player mode is expected to be Single player

Goal:
The goals in perspective changes according to the current environment(level). However the Objective remains the same. The player must find the embodiment of the patient's disorder and destroy it, or return it to normal.

Role of player:
The Player will assume the role of Minerva, a Psychologist who has been signed onto the Perspective project. Your job is to use Perspective to enter into the embodiment of a patient's mind and restore order. So far you have been told of some theoretical risks, but being the first person to actually use the machine you may encounter many more...

POV:
The point of view used in this game will be third person preferably over the shoulder.

Structure: The world will be divided into levels. Each level represents a patient who's mind you have entered. Players progress through levels by destroying the physical embodiment of the disorder the patient has.

Basic storyline and Settings

The game begins with a short cut scene. The video is black and white implying that it took place in the past. A gun is shown and fired 3 times. There are screams a struggle and then silence. We then see the grizzly scene of a father, mother and son on the floor, pools of black liquid gathering beneath them. We then see a closet door open slightly. Through the crack we can see a young girl. We then cut to a bedroom at night. A woman wakes with a start. This is Minerva, and she's had this same dream for years.

The game then takes a first person perspective as computerized voice explains that you (Minerva) are about to start your training with the machine Perspective. It is mentioned how your personal background has made you a perfect candidate for this project. As it turns out the murderer who killed your family was later caught and was placed on trial. He was found to be criminally insane and was sent to Tranquility Mental hospital. Since your traumatic experience you have dedicated you life to treating others with mental disabilities. It is your hope that by doing so no one else will have

to experience what you have seen. You are placed into a machine and it is explained that through this machine you will be able to enter the mind of another who is also hooked up. A sample program is then started to let you get used to the experience.

The Tutorial will be a short level. In this it is explained that you can move your avatar through this world as you would in real life. You can collect items and use them in this world. It is also mentioned that you have 3 lives. While you never really die in this world, If you are killed the experience will be as if you were to die in real life. Because of this the theoretical number of times you can die is limited to 3. If you die three times, however, you run the chance of becoming comatose, losing your mind, or losing all brain functionality.

From this point on you will be assigned to many different cases that become more and more dangerous as you progress.

Level 1 will be inside the mind of a patient with an anxiety disorder. The level will be built around the theme of time. Sundials, stop watches, and clocks will be present in almost every part of the level while anamorphic clocks will be the inhabitants. The challenges during this level will be timed so that the player will also feel a sense of anxiety from not being able to complete the challenge within the time alloted. Upon completion of said tasks the player will be presented with hourglass sand, and after the final confrontation will be given the hourglass. The hourglass is then assembled and it is evident that although time will one day run out, it will not do so anytime soon.

Level 2 will be inside the mind of a child with a fear of the dark and hypnogogia (sleep walking but with a constant feeling of terror). The level will be dark at first with many black areas. In this level the player will have to fight against shadow people and monsters which are the physical representations of the unknown. Upon completion of a task such as destroying one of these monsters the player will be given a moon fragment and the amount of light in the level will increase. Upon completion of the level the world will look like a moon lit landscape emphasizing that although it is still night (dark) it doesn't mean the world has become anymore dangerous.

Level 3 will deal with a patient who's fear is that of death. As is expected the theme for this level will be death. Skeletons, zombies and other such creatures will be the primary enemies in this level. This level is unique however because the player will only have one life to complete the tasks (as to raise concern about dying). In addition to this the player will be asked to

escort the patient's representation through this world and must take extra precautions to protect the patient. As the level progresses the patient grows older until the climax is reached and the patient appears to die peacefully as members of his family lead him away.

Level 4 deals with Paranoid schizophrenia. In this level nothing is what it seems. You are in a maze being pursued by a monster. Here the level branches off into two different paths. If you are caught by the monster it tells you that it will let you live, if you bring it a sacrifice. Your target then appears as a blinking dot on a map. Once you find this dot you come face to face with the man who killed your family. At this point you are given the choice to kill him or let him live realizing it's the patient you're meant to help.

If you out run the creature you will enter a room where you walk on the ceiling. From this point of view you can see the same monster tormenting the patient. The monster says to the patient that he will spare him if he kills 3 people as a sacrifice. Your job during this portion is to protect the patient while he tries to make it to his destination. When he reaches his destination, however, you realize that this is the house you grew up in. Before you can react the patient kills your family. Here you can choose to kill the patient or let him live.

In both cases the patient cannot see or hear you while you are around him. In both cases if you kill the patient the simulation ends abruptly. We now cut to the laboratory where monitors are flashing. A researcher yells at another that the patient has lost brain activity. The rush out of the room as you approach the lifeless patient. You look down into his face and... smile.

If you do not kill him The monster appears. He then commands another sacrifice. The patient protests that he did what the monster wanted at which the monster chuckles and states you work for me now. At this point you may attack the monster at which point the patient realizes he is not alone. The final battle begins and once you have inflicted enough damage the monster falls to the ground. You turn to the patient who thanks you, but his expression soon changes as he pushes you away. You fall to the ground from the force and look up to see that the monster attempted to launch one last attack that would have killed you, had you not been pushed. Instead the patient receives the full attack and crumples to the ground. The monster dies as you rush to help the patient. The patient thanks you for helping him kill the monster once and for all and dies. The simulation ends and researchers rush to help the patient who is showing no signs of brain activity. You turn to

leave but hear thank you before you leave.

Major challenges
Tutorial: learn basic controls and actions Level 1 restore a sense of time
Level 2 remove fear of dark
Level 3 help the patient come to terms with death
Level 4 Avenge the your family OR help the killer of your family destroy his demons.

Characters
The players may collect items that they feel will help them on their tasks. Aside from this the verbset remains static. The avatar will be pre-set.

Minerva: The protagonist. When she was 4 a man broke into her house and killed her mother, father and brother. The incident has since driven Minerva to help people with mental disabilities before they present a danger to anyone.

NPCS
Demster: The automated guide for Perspective. Demster will guide you through the tutorials and will offer helpful information during your tasks.

Researchers: These researchers help run the facility where perspective is kept.

Kristen Wood: A patient who suffers from great amounts of anxiety.

Robert Anderson: A patient who suffers from a chronic fear of the dark and who sleep walks on a regular basis.

Debora August: A patient who has a severe fear of death.

Chris Kin: A patient who suffers from paranoid schizophrenia. In the past he killed your family but due to your name change no one is aware of your personal connection.

Monster: The physical embodiment of Chris Kin's schizophrenia. He manipulates Chris to do his bidding in spite of Chris' opposition.

Scoring:
In perspective scores will represent how well the player completed a level. Players will gain pints by completing tasks quickly and will be deducted points based on the number of times they are killed.

Verb Set:

Players will be able to walk in any direction they would be able to walk in the real wolrd. In addition they will be able to pick up items, use items, and preform area related actions (such as opening doors).

Voctory Conditions
The player must pass all levels in order completing all designated tasks in order to win.

Inventory:
Players will be able to carry 3 disposable items at a time. These items will vary from health packs to weapons that the player may use against enemies. In addition to these disposable items players can also carry KEY items that do not take up any of their 3 slots. These KEY items can be keys, magical items gathered from previous levels (such as a stop watch from the level dealing with anxiety).

Time:
Time does not play a significant role in perspective. Aside from the first level and a small part of the last level, time does not matter to the player. Because anxiety is the subject of the first level every action is timed as to increase suspense. In other tasks time is not a primary fear and thus is not featured.The magic stop watch from the first level can be used to stop time for a short period. This however does not effect the universe as a whole.

Lives:
The player has 3 lives. These represent the number of times that a player can get killed before sever psychological trauma is inflicted. The idea is that each death feels so real that repeated exposer is bound to do damage to the individual.

Controls:Controls will be designed to work on the Xbox, for the PC port the controls are assumed to be the standard awsd for movement space bar for action, and enter to view menus.

Navigation: Menus will be accessed by pressing the start/ return button. The game will then pause and the inventory will be shown. An option to quit the game will also be presented. After the initial splash screen the players will be presented with the option to load a game or start a new game.

Heads up Display: The HUD will consist of the players health, the number of lives left, and the currently selected item.

Video: The style of the game will be 3D and some what realistic. Lighting will play a significant role in the level dealing with the fear of darkness as well as in the last level. In the level dealing with Darkness care will be taken to create a very dark atmosphere while still maintaining visibility. This may be done with a lot of grey and black tones in place of the original color pallet.

Audio:Sound effects will be used throughout the game and will accompany all actions. In order to make the story more engaging voice overs will be used during all the cut scenes. Music will be used during all levels and will change to fit with the theme of said level.

Special effects: weather effects will be used during all levels. Sunlight will be the most prevalent but moonlight and rain will also be used. In the final level fire will be used during the climax.