

Shadowrun

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Overview:

Shadowrun is a single player, first person shooter (FPS), slash role playing game (RPG), similar to Oblivion but focused more on FPS than RPG, for PC platforms. It is designed for mature, experienced players since it will contain graphic violence, strong language, and possibly sexual content.

Shadowrun takes place in 2053 Seattle. Classical government has failed and corporations have taken over furthering the gap between the classes. Because of this gap the criminal underground has thrived. You are a Shadowrunner, a name given to those who live and prosper in the cracks of society, and whose existence is not recorded in any corporate database. You came to Seattle with the hopes of a successful career, but upon arrival you have fallen on desperate times. Your only goal right now is survival.

As you play you will choose alliances, contacts, and enemies. You will have the option of gaining status and influence in a corporate structure while remaining nameless and unseen by the everyday employees, or joining with a resistance with the intent of demolishing the corporate structure. Either choice will give you missions that reward money, items, or standing needed to progress and improve your situation.

Gameplay:

The player will start out with basic clothing, no credits, no biological modifications (cyberware), and no specific skills and gain these through gameplay. Equipment and clothing can be purchased or received as a reward for completing a mission. Credits will be given as rewards and can also be stolen through various means. Cyberware can only be sold and installed by a doctor. Points in skill sets are gained

through the implementation of those skill sets throughout the game play. For example a player will gain points in the pistol skill every time he/she shoots a pistol.

Hacking will be done in a virtual reality called “the matrix” through a computer that connects to the hacker’s brain via a cyberware implant called a “datajack.” Upon entering the matrix the hacker projects an avatar in a third person point of view. The player can improve his/her avatar by purchasing programs which will be portrayed as items for the avatar. For example if a player purchases a defensive program it could be portrayed as a shield in the matrix. The dangers of the matrix will be anti hacking software which will take a three dimensional form crudely depicting its level of ferocity. For example a low level surveillance program will take the form of a dog that barks when an intruder is detected, while a high level attack program may take the form of a fully armed knight.

Cyberware will add features and abilities to the character. There will be a “smartlink” mod which will add a bullet count and auto aiming to the HUD, starting HUD will only have centered crosshairs and health indicator. There will also be low light and thermographic eye modifications allowing the player to cycle through vision modes. The player can also purchase “wired reflexes” which will allow the player to move faster, or effectively slow time. More cyberware may be added later.

Audio and Video; Tactile Feedback:

The general look of the game will be a 3D photo-realism with environmental conditions and extensive lighting. There will be moving vehicles, pedestrians, sky

scrapers, and many interiors. Seattle will be a fully animated urban environment accompanied by all the visual and auditory confusion associated with such a metropolis. Audio will consist of all the noise one could imagine. There will be background noise, conversations, gunshots, explosions, environmental noise, etc. The goal is to make Seattle as realistic as possible. The player will interact with non player characters (NPC's) through script but the NPC's will respond verbally and visually.

Names and setting are taken from Shadowrun the table top RPG published by FASA Corporation copy right 1992.