

DEADWATER

What was left to be forgotten now festers below...



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OVERVIEW

GENERAL

DEADWATER is a sci-fi detective game investigating the disappearance of the previous crew on the deep-sea research base, the Nautic-7. The player will explore the base in search of leads to piece together the mystery. The twist? The player seems to be finding off evidence through hallucinations triggered by objects in the station.

CONCEPT

GENRE

-  Detective/Mystery
-  Adventure
-  Thriller
-  Deep Sea Science Fiction

PLATFORM

-  PC
 - Controller recommended

TARGET AUDIENCE

The target audience is 16 to 40-year-olds who enjoy detective games and science fiction. It also appeals to those who enjoy infection type games as well as those who don't mind a little gore and horror.

DEVELOPMENT GOALS

CAPTIVATING NARRATIVE

The plot of this story is entirely driven by the player's curiosity. With it being a detective game, the player needs to not only be interested in the story but also be compelled to solve the mystery beyond "the game told me I need to."

EMPHASIZING ART STYLE

This game's art style is primarily 3D in an isometric set up. 3D models are a medium-poly with lower detail texturing. However, many interactable objects, character portraits, and entries to the notebook will be 2D art assets. Due to the interaction-based narrative, players should be able to garner information from the objects they interact with. Important cutscenes will be shown in 2D graphics throughout the narrative to create a stylistic emphasis on the important events (2D vs the normal 3D).

SMOOTH AND ENGAGING GAMEPLAY

Through the use of Unity 6's updated input system, the game should not only include smooth running controls but also support both keyboard and gamepad controls. Interaction with the environment to search for clues should not be frustrating, and navigating menus and the map should be done with ease. It is important to ensure the player is able to put as much attention on the story as possible and minimizing frustrations with the controls. This includes the featured mechanics of the game being the hallucinations and notebook.

FEATURES

- 3D Isometric game style with sci-fi inspirations based in a deep sea research facility.
- Hallucination mechanic to reveal and change interactable items and NPCs.
- Notebook based "inventory" to review discovered words.
- Extensive environmental storytelling.
- Different styles for hallucinations and "real world" perspectives.

INSPIRATIONS

GAME PLAY

- Disco Elysium* – Detective Style game, interaction system
- Fran Bow* – [alternate world system](#), ability to interact with things that don't actually exist.

ART STYLE

- Disco Elysium* – specifically the isometric camera and [medium poly/low-definition models](#).
- Dredge* – [2D Asset style](#)
- Mouthwashing* – Simpler animations

NARRATIVE

- Subnautica* – Ocean setting
- Mouthwashing* – Isolation and bouncing around time.

NARRATIVE

PROLOGUE - IN PROGRESS

The prologue's purpose is to introduce the player to the setting and its story. In the prologue, the player will get to experience. The first cutscene of the game shows the Director Lux Van Buren descending to the Nautic-7. The player is not only introduced to the mysterious happenings of the crew, but also the context of why Lux was chosen to investigate the crew. The feeling of this part of the game is supposed to be mysterious and dark. The base is dimly lit, fungus is growing in various spots, and the place looks like it was abandoned in a rush. As Lux steps into the base, she is greeted thick spores in the air.

CUTSCENE DIALOGUE - DIRECTOR'S LOG

"Director Lux Van Buren, Log X-01. You know, you don't realize how much you can think until you're isolated with nothing to do for an hour. I've been descending to the Nautic-7 to investigate the disappearance of crew R-013, and all I can think about are the angry voices of their families. We've had no contact from the crew in the past 3 weeks, and the families... whoof... I suppose I'd be acting the same way if my husband or son went missing and no one did anything about it. Angry phone calls, angry emails... all calling for action to find their loved ones. Although, its not as easy as "hire a detective," this is much more complicated than a missing person's case! We can't just send a detective in a submarine to the base. The risks alone of sending someone untrained 2000 meters below the ocean are insurmountable, not to mention the cost alone of hiring or training a team to go down with the detective. Marinus has already let go of a lot of employees due to the ever-decreasing finances. There's even been talk of pulling other research crews from their deployments. It's just a mess up there, and here I am 1000 meters under the sea and sucking away money from the "freed up budget" because I'm the most qualified to dive. /know the base, /can operate a sub, /*m* responsible for the crew... these were repeated over and over and over before I was selected to investigate. Damn it, Marinus... I'm not a detective, just a *director*. I hope I don't die down here because of my lack of a full crew..."

NORMAL INTERACTABLE OBJECTS [SUBJECT TO CHANGE]

TERMINAL - ENTRANCE

This terminal is used to monitor the status of the station, its vehicles, its inhabitants, and probes. The data seems to have been encrypted by someone else. Any attempts to get into the terminal are blocked by a code.

HINT: ____ ____

MOP— RECREATION ROOM

A basic cleaning mop tipped over on the ground. The handle is dirty and the strings of the mop appear to have a mold growing out of it.

POWER CORE – GENERATOR ROOM

The Power Core for the station. It emits a bright yellow light from its casing. On the outside, a mycelium of sorts is climbing up the side of the glass. Where light emits, the mycelium blooms into a fuzzy, mold-like substance.

SPECIMEN PRESSURIZATION TANKS – SPECIMEN ROOM

Tanks specially engineered to keep the water pressure consistent to that which surrounds the base. Allows for in-base observation of wildlife that lives outside the

BROKEN TABLET – MAIN LAB

A broken tablet. A massive crack splits the screen down the middle. While most of the screen is discernible, you can make out a part of a sentence. "Some of us have come to re—"

RADIO – RECREATION ROOM

The radio used to communicate with the team on the surface. The last call to come in from the crew stationed here was 2 weeks ago for an extraction request. I remember thee request was cancelled within a couple hours of it being processed.

MAP – ENTRANCE

One of two holographic maps on the station. There's a setting for the station, the surrounding environment, and a globe. This is used to help track remotely operated vehicles, surrounding vehicles, and other research drones. It appears it has been notated on. While it's not unusual to notate on the maps, I find it strange that there's so many markings around the entire globe.

HALLUCINATION TRIGGERS






FUNGAL MASS – MAIN LAB

Reveals the existence of the infection

- **NPC: Captain Hale Van Schelk**
 - o Mentions the discovery of a fungus.
- **Tablet – on a table**
 - o A tablet belonging to one of the crew members. Seems to have been a notebook for numerous observations and thoughts. Tapping through most the pages is inconclusive, but you stumble upon a page that is untouched. It reads as follows: "I can't help but wonder what this growth is... it looks like any other infection a fish could get, but it's odd that that it's as deep as it is, and in the ocean nonetheless. We'll have to keep an eye out if any other fish share the same symptoms."

MAIN GAME

The main part of the game is where most of the plot is discovered. Here, the player wanders around the facility and interacts with objects that reveal different parts of the story. The 5 evidence categories that make up the “beats” are as follows:

-  The infection’s origins
-  The Captain’s personality and relationship with the crew
-  The infection’s physical symptoms
-  The infections psychological effects and mistrust between the crew
-  The events of something more sinister occurring.

The ambiance, while still mysterious, is much more lit now. Lux has cleaned up a bit to start the process of investigating. The base is better lit, the fungus is cleaned up, and the

NORMAL INTERACTABLE OBJECTS

TERMINAL - ENTRANCE

The terminal’s information is now accessible, although much of it is unreadable. Icons discerning the status of vehicles and probes of the station are marked as INTACT. Similarly, the station reads as operational, although trying to view information in depth causes an error to flash on the screen. Trying to unlock the door proves fruitless as the screen opens an error requesting a passkey.

CRYSTAL OBSERVATION WINDOW— CRYSTAL LAB

These are the crystals this station was originally made to study. While the station still observes these crystals, it has been used as a base for all deep-sea research. It appears that some sea creatures have made their home among the crystals since your last visit 7 years ago.

MICROSCOPE— MAIN LAB

The slide under the microscope seems to harbor some dried-out skin from a fish. There are small netlike structures creeping across the underside of the dried skin. Looking into the microscope, the growth is made up crystalline-like cells that, when angled just right, refracted the light.

EMPTY BOTTLE OF SEDATIVES - RECREATION ROOM

An open bottle of sedative pills tipped over on the counter. Picking it up, it’s empty. Whatever was left in it was used up. Odd that it was in the kitchen, though.

PLATES - RECREATION ROOM

Used plates sit on the table. The utensils are slightly scattered and fungus has begun to grow on the plates. Whatever happened, it seemed the crew disappeared almost suddenly during the normal day.

HALLUCINATION TRIGGERS

SPECIMEN OBSERVATION TANK— SPECIMEN OBSERVATION LAB

Reveals the infection's origin from the fish and crystals/its nature.

- **NPC: Lost**

(wide eyed, masculine face)

Look at this fish! It looks GNARLY!

(thinking)

...

(confused)

And... Well, then. A bit *sluggish*. I know the fish this deep are slow, but...

(pause)

Hm. *Weird*.

(intrigue, feminine face)

What the... Look at its gills and eyes.

(narrowed eyes)

...

(excited grin)

Get out there! Go, go, go! While it's barely moving! Get suit up and bring it in, we can observe it here!

- **Live Infected Fish**

- o A fish contained within one of the pressurized tanks around the lab. Its movements are small and weak as it floats around the tank. The fungus I cleaned up from the station appears to also be growing from this fish's gills. It looks unwell. Discolored patches splotch its skin as it stares soullessly at the world around it. The small light upon its head glows brightly, large spore pods from the mycelium around it. From scribbled notes, it looks like they made a new discovery.

- **Large Monitor [PROSPERITY]**

- A monitor displaying photos from the remotely operated submersible. They show a large crystal coated in mycelium like that found in the station's observation lab. The crystal has stalks with spore pods growing from the hyphae wrapped around the crystalline towers. Crustaceans are prospering off the apparent food source. I've never seen such a thing when I was still deploying. The company would love to learn about this location. It is exactly the sort of research they are looking for.
- **Mycelium Sample Suspended in Liquid [DISCOVERY]**
 - Two jars sitting side by side. A piece of mycelium sits suspended in each jar, its hyphae growing into the liquid. The sample on the left has grown throughout the jar, yet has no blooming stalks. On the right, the jar is labeled LIGHT. The sample inside has many stalks and . The stalks have large, slightly fuzzy bulbs on the end. The water itself also appears cloudier. What a discovery to find a fungus thriving in light in comparison to many others.

REFRIGERATOR (MAGNETS) - RECREATION ROOM

Reveals the Captain's personality and relationship with the crew.

- **NPC: Captain Hale Van Schelk**

(Tired smile)

Going on these deployments never gets old. I love the surface, but there's something so beautiful about the depths of our ocean.

(pause, sipping from mug, eyes closed)

...

(opened eyes)

Although... I don't think it would be the same without all of you by my side. Every dive, every observation... What would it be if my favorite crew wasn't here to do it with me?

(tipped head, smile)

I know, groan all you want 'cuz Cap's getting all sentimental again, but I mean it! Come on, I know that's how you all feel, too.

(pause, smirk)

...

(laughing)

Alright, alright! Enough from all of you. The snacks are ready. We have a movie to watch!

- **Crew Photo [RESURFACING]**
 - o A photo of the 9 members of the missing crew. They all have their arms around one another as they smile into the camera. "Resurfacing after a successful deployment!" is written under the photo. I remember this crew stood out among the others for their fruitful deployments. It is why we contracted them in the first place.
- **#1 Captain Mug [FAMILY]**
 - o A well-loved mug that says #1 Captain on it in faded text. Coffee stains the bottom of it. Flipping the mug over, writing on the bottom reads "To another year of deployments! Love, your Favorite Crew." From my experience, being a Captain is like being a parent in ways. Responsibility for others, monumental tasks, forming a family... But the work is rewarding. My son made me a mug at school that says World's Best Mom. It's the small things that count from the people we care about.
- **Unofficial Mascot**
 - o A small crab plush with oddly wide eyes. Rumors around said that one of the crew members brought this silly crab plush one deployment and it has been their official-unofficial mascot ever since. I think like this little guy has seen many things in its lifetime with the crew. How lucky it must feel, or maybe how unlucky with the reason I'm down here...

TRASH CAN— ENTRY

Reveals that something more sinister happened to the crew.

- NPC: Lost

(sad, scared, indistinguishable face)

Wh-what happened? It's so dark... everything hurts... W-we... we were just eating and now... We can't see anything.

(scared, holding head, masc face 2)

Everything was going swimmingly! I mean, sure, things got a little awkward, but come on. It's a research base 2000 meters below the sea, plunged in darkness, and isolated from the world.

(defeated, indistinguishable face)

...

(defeated, sunken in, feminine face 2)

I don't know... It's all empty now. All we can hear is the crackling of the deep sea.

- **Bloody wads of tissue [COMPANY]**
 - o A couple of tissues soaked in blood sit on the computer. Inside the wadded tissues, the biochips used to transmit data to the company of the status of the crew members. Removing these would require a surgical procedure.
- **Blood stain on floor**
 - o A large blood stain on the floor. It's violet color shines in the light of the base. It smells like it's fresh, although it wasn't here just a moment ago. Whatever it's from, it looks like it was from was moved after the fact. Whether they moved themselves or were moved by another force is unclear.
- **Toolkit [WORLD]**
 - o One of the toolkits from the robotics lab. Next to it lies a few smashed up electronic parts and a small, dead light. I've helped diagnose some electronic issues in the past... It must be the submersibles beacon. Whatever happened, they removed the only way to track the submersible across the world.

CENTRIFUGE— MAIN LAB

Reveals the symptoms of the infection and that the crew was infected.

- **NPC: Lost**

(coughing, indistinguishable face)

...

(concern, feminine face)

Captain, I'm worried about our health. You've seen everyone. No one looks well, and no one sounds well for that matter.

(pensive)

I've ruled it down to two causes. First is maybe it was something we ate, but...

(suspicious)

I don't know... My mother has dealt with a mold infection before. She was miserable with the symptoms it caused her. This... reminds me of that.

(Deep in thought)

It could be mold, but with how the station was designed that seems unlikely. That leaves us with our newfound fungus friend.

(Concerned reaction)

If that is the case, and it got into the ventilation system, then
we'd all be...

(Pause)

...

(Stare at camera)

Cap, we need help. We need more than just the medical supplies we
have down here. *Before this gets worse.*

- **Blood Samples**
 - o A test tube rack with 8 vials of blood in it. Looking at them, it appears the plasma is much cloudier than usual. Notes scribbled down in neat handwriting sit on a tablet to the right. It reads:
 - Contaminants in bloodstream
 - Concentration linked to duration of physical symptom presence.
 - Matches blood of the fish
- **Dissected Fish Head [DEATH]**
 - o A dissected fish head sitting on the counter. Its head has been cut open. I notice there's mycelium growing under the skin and into the brain of the fish. Spore pods have begun to germinate from the edges of the cut flesh. Poking at it, the mycelium seems to have created a living network under the skin. With such a network, I can only presume that this is what caused its death. How gruesome...
- **Diagram [DANGER]**
 - o A hand drawn medical diagram depicting a fish and a humanoid. On the left, the fish is depicted with a white network drawn all over its body. In some parts of the body, the network branches out of body and forms little balls. DANGER is circled as it points to the mycelium riddled brain of the fish diagram. On the right, the humanoid figure is similarly drawn, but this time there is a mass centered at the lungs of the body. Similarly, question marks are circled as it points to the brain of the humanoid.

SHADOWY MASS— CRYSTAL OBSERVATION LAB

Reveals the mental degradation and mistrust (influenced by psychosis) developing among the crew.

- **NPC: Captain Hale Van Schelk**

(stressed, wide eyed)

Oh goddesses, everyone is losing it. I've never seen them shoot such glares at one another.

(stressed, holding head)

It's the small things that worries me. The little looks, the locking of doors, the hiding of lab equipment... what if they start hurting each other???

(recomposing)

...

(defeated)

Maybe we just need to go back to the surface, maybe we're going stir crazy!! Just need to... just need to see the sun, see our families!

(defeated thought)

Then we won't be at each other's throats, right? We'll be close again, not... whatever this is.

(pause)

...

(determined)

No, no, we can't do that. Not if it's... hm... I need to help them. I am their Captain; I am the only one who can save them from this madness.

- **Encrypted Console [INFORM]**

- o Upon activating the console, the screen glitched out. All data that hasn't been transferred has been encrypted or wiped. There was an unfamiliar drive plugged into the console. These consoles are the main method of data transference between the base and the surface. We were not informed of any biological research within the few weeks preceding the disappearance of the crew.

- **Tablet and shadowy figure [REMAINING]**

- o A figure is sitting before me muttering nonsense, words that were just phonics strung together in a whisper. It sits over a tablet with what appears to be a journal entry. It reads as follows:
"I don't know what's real or fake anymore. Something is looming over me but I can never catch a glimpse of it. Are they trying to keep me here? So that I am to remain for my last living days? No, no, I can't. I can't stay here. What about my family? What if this thing is coming for them too? I have to go home."

- **Dissection kit**

- A box for spare sharps left open on a counter. The scalpels and fresh blades are missing from their place. A note was left inside the box reading "Ask Professor Von Kelling for sharps." It's odd that one crew member would take the sharps away from others, especially with the prevalence of specimen dissections.

EPILOGUE

The epilogue is exclusively cutscenes. It consists of comic style images being put onto the screen which show the conclusion and aftermath of the investigation.

CUTSCENE DIALOGUE - CAPTAIN'S LOG

Captain's Log T - 57. Everything's gone to absolute shit over the past 3 weeks. My crew? They can't deal with this. They don't *care* about this infection. It's just another cold to them. No, nonono, this is no infection, this is a... a bioweapon. If the surface gets their hands on this, the whole world will fall into chaos. Instead, I will erase it myself. We're already doomed as is. I'm the only one who can save everything from falling to ruin.

...

Destroy the data, destroy the research, hide everything that I can, and lock down the base. This will prevent the surface from knowing about the infection and using it like a bomb, destroying innocent people and families.

But just because my crew is clueless of this massacre and the severity of the disease that riddles their body doesn't mean they don't deserve to be at peace. To let this fungal infection take them naturally would be to let them suffer. To kill them by my own hands.... That's mercy. Like shooting an injured horse. But it isn't just as simple as that... they mean the world to me. We've been through so much together, and to have to watch the life fade from their eyes... it will make everything I've planned fall to pieces, I just know it.

...

I'll put them to sleep. They won't know what happened to them, and they won't need to see my face in their final moments alive. Give them a few happy memories before they go, and it'll be like nothing happened. A luxurious meal for them all to lull them to sleep.

Finally, a burial at sea. The greatest honor for those of us dedicated to marine research. I'll take us all for an expedition in the sub, and when it's time, I will join them in the plains of the goddesses.

...

Oh, my crew... I'm so sorry it came to this... I'm sorry for everything we've been through. None of you deserved this fate, but it's what I must do. I must save us, it's the only option left... the only way to free us from our burden.

CHARACTERS

RESEARCH DIRECTOR LUX VAN BUREN

The director and manager of crew R-013. Lux Van Buren is

CAPTAIN HALE VAN SCHELK

The Captain and murderer of Crew R-013. He was often described as being a huge family man, taking in people and caring for them. His crew was everything to him. Dedicated to his work, most of his time was spent bouncing from crew to crew when his primary Crew, R-013, was in their off seasons. His coworkers would often describe him as being rather poetic and sentimental.

When the fungus started to take control of his mind, he experienced mixed delusions of grandeur and paranoia. On one hand, he believed that the surface would weaponize the fungus resulting in him destroying all evidence of their research. From this, he believed he was the only one capable of saving the crew and the world from disaster.

CREW R-013 - THE LOST

Crew R-013 is a highly accomplished research team of 9 scientists (including Captain Van Schelk). It was hoped that R-013 would be the saving grace for Marinus Labs and help them overcome financial ruin. After their deaths, they formed an amalgamated form in the hallucinations called The Lost (like Lost Souls). They have a watery form that fluctuates between the many faces, and has the many personalities of the 8 crew members shifting between one body. The Captain is not apart of this amalgamated soul.

THE FUNGUS - CORAL NET FUNGUS, LUMINETOMYCOSIS

INSPIRATIONS

- **Aspergillosis:** a mold infection caused by a mold called aspergillus. In those susceptible, it can become invasive and grow throughout the body and in the lungs. Once invasive, it becomes hard to cure and needs constant monitoring.
- **C. Auris:** a yeast infection that can cause severe illness. It can be superficial or in the blood stream. *It is resistant to antifungals.*
- **Gill/Mouth Rot:** An aquatic fungal infection that primarily affects freshwater fish.
- **Cotton Wool Disease:** An aquatic bacterial infection that causes wooly patches to grow in wounds on the fish.
- **Mold:** a Sporangiphore

OVERVIEW

The Coral Net Fungus is a fungal infection caused by the Coral Net Fungus; Named for its net-like structure and oceanic origin, this fungus is an amphibious sporangiophore fungus found around crystals deep in the ocean. This fungus thrives around these deep-sea crystal growths, feeding

on the nutrients of fallen natural matter (marine snow). The light and energy that the crystals exude provide an ample habitat for the fungus to grow. Additionally, the fungus can spread to fish and other aquatic creatures that come in close contact with it. Upon latching onto a host, the fungus begins grow and spread under the skin, eventually embedding itself into the brain and killing the host. The fungus is resistant to antifungals, making it difficult to treat.

TRANSMISSION

The fungus can be transmitted in 2 ways: airborne and skin-to-skin contact. Depending on the transmission, the starting and long-term effects will be different.

When contracted through airborne contact (inhaling spores), the symptoms will first present itself as respiratory issues. The infected will feel chest pain around the lungs as well as experiencing coughing fits. The fungus will embed itself into the flesh of the individual and grow out from the lungs as it would normally.

When contracted through skin-to-skin (or open wound) contact, the infected individual's first symptoms will manifest as itching and rashes on the skin due to irritation from the spores. While the infection is more preventable at this stage, if at any point the individual creates an open wound, the spores can get into the wound and start germinating.

The mycelium has the ability to spread through consumption if the fungus is in its reproductive phase. Spores can implant themselves into esophageal tissues. Although, once the fungus reaches the stomach, the acid is strong enough to destroy the fungus before it can germinate/implant in the tissue of its host.

SYMPTOMS

RESPIRATORY

- Coughing
 - o In later stages, coughing blood
- Chest Pain

PHYSICAL

- Body Aches
- Fatigue
- Bruising/Discoloration
- Crawling sensation under the skin (often leads to scratching and opening of wounds)
 - o discomfort
- Rashes
 - o Itching
- Liver Damage

NEUROLOGICAL

- Psychosis

- Hallucinations
- Delusions
- Irritability
- Lethargy

BIOLOGY

The coral net fungus is similar to most other types of fungi. When a creature gets infected with it, its mycelium system spreads throughout the body between the epidermis and subcutaneous fat layers. Due to the innate magic that radiates off the crystals of its natural environment, the toxin that the mycelium secretes leads to the infected creature's eventual psychosis. That being said, the magic allows the hallucinations in the psychosis to not only be extreme but linked to actual events. Through infecting others and multiplying, the fungus essentially creates its own lineages. The hallucinations that individuals experience are linked to those previously infected. This means that crew R-013 was experiencing hallucinations of the isolation and fears that the sea creatures would have experienced. Director Van Buren experienced hallucinations linked to the previous crew, and those infected by Director Van Buren would experience hallucinations related to her memories, so on and so forth. It is possible for those further down the line to experience hallucinations related to common "ancestors," but those closest in the family tree will be the most potent.

VISUALS AND AESTHETICS

VISUAL STYLE

STYLE

The overall style of the game is mid-poly with painterly inspired texturing.

CHARACTER MODELS

Character models will be a lower poly style heavily inspired by

INSPIRATION

 *Disco Elysium*



 *World of Warcraft* (Balance between the classic and new models)

 <https://www.artstation.com/artwork/vD4bnD>

ENVIRONMENT MODELS

ASSET LIST

ENTRY

- Terminal Station
- Small Terminals
- Radio
- Trash can
- Bloody tissue
- Flash drive

RECREATION

- Kitchen Counters

DEADWATER

- Kitchen Island with Sink
- Stove
- Refrigerator
- Table (round)
- Table (rectangular)
- Coffee Table
- Water Purification Station
- Couch
- Pill bottle
- Mop
- Fish Tank (decorational)

MAIN LAB

- Lab Stations
- Open-ocean Tank
- Centrifuge
- Test tubes
- Lab glassware
- Microscopes
- Large Diagram
- Dissected fish head

CRYSTAL OBSERVATION LAB

- Observation Tank Desk
- Shadowy Mass
- Lab coat
- Shadowed figure
- Dissection Kit

SPECIMEN OBSERVATION LAB

- Pressurized Small tanks
- Pressurized Large tank
- Lives creatures
 - o Fish
 - o Urchin
- Pressurized Containment Capsules

POWERCORE

- Central Core
- Power Cells (on walls)

UNIVERSAL

- Chairs

- Stools
- Tablets
- Computers
- Each Room
 - o 4 walls
 - o Foundation
- Cabinets
- Shelves

EFFECTS

Throughout the game, effects are used to create atmosphere and visually cue the player.

HALLUCINATIONS

The hallucinations in this game are set apart using chromatic aberration. This creates a new look for the “hallucination world” and allows the player to tell the difference between what is real and what is “fake”.

PARTICLE EFFECTS

One of the primary particle effects is to make the atmosphere look like it has spore particles floating in it.

USER INTERFACE

GENERAL UI

As the player plays the game, the UI on screen is to be mostly decorative. The main purpose of the UI is to help with denoting the scene being a hallucination or not.

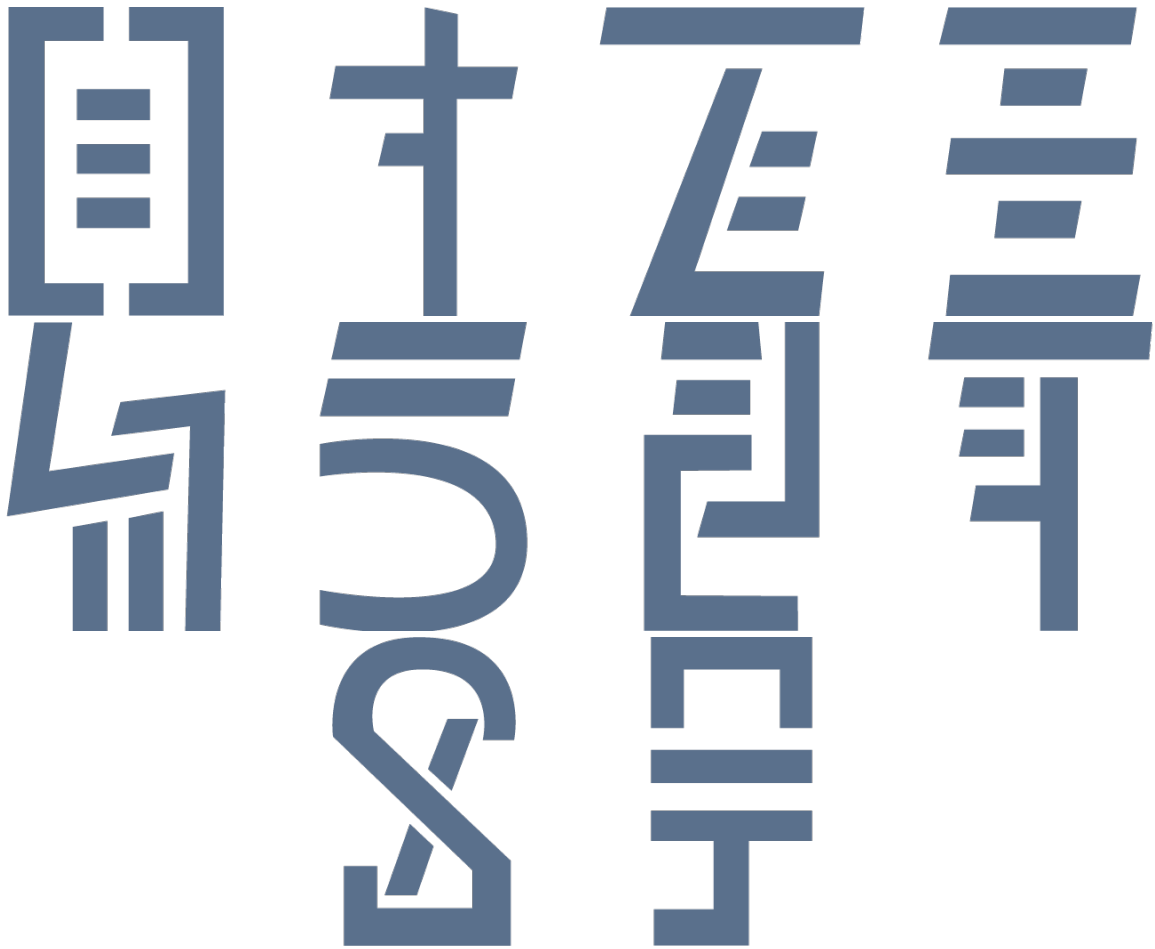
OBJECT INTERACTION

Interactable objects are marked by bubbles that float above the objects. They are divided into two groups: Normal objects and Hallucination objects. Each button group has two states being selectable and selected. The hallucination selection bubbles replace the normal selection bubble after the object’s hallucination has been triggered.



CODE SYMBOLS

The symbols for the code are supposed to vaguely resemble the number that they are associated with (0-9). The intention is for them to be recognizable enough so that a player doesn't need to stare at them to put them into the code pad.








GAMEPLAY

CONTROLS

The controls of this game are compatible with both keyboard and gamepad. The main controls are as follows:

[Insert Diagrams]

Controller:

-  Movement: Left Joystick
-  Select: Right Joystick
-  Interact: Button South
-  Notebook: Button North
-  Pause: Start

SAVING/LOADING

Players have the option to save and quit the game whenever they would like. While there is only one save file, it allows players to have the option to step away from the game as desired and come back where they left. Upon interacting with an object, the object's ID will be added to the file. The save file includes said interacted objects as well as the player's position. When desired, the player can restart the game. Saving the game is done from the pause menu and games can be restarted on the main title screen.

HALLUCINATIONS

Hallucinations are the main feature of this game and what allows the player to solve the mystery. Hallucinations are tied to specific objects that, upon interacting, will trigger the hallucination. The player will not be able to tell which objects are hallucination triggers until after the hallucination has been triggered for the first time. After the first interaction, the item will gain an updated interaction sprite that will signify its "hallucination" status.

NOTEBOOK SYSTEM

The notebook system allows the player to be able to piece together the code without a separate piece of paper for those who need a visual aid. While it does not do anything beyond acting as a digital piece of paper, it allows visual feedback for the player to view what words they have discovered.

CODE SYSTEM

Between each major section of the game (Prologue -> Main Game, Main Game -> Epilogue), the player is locked behind an input code. The code doubles as a way to log progression as well as ensuring the player has a motivation to pay attention to the content of the game.

While in logic the code is linked to numbers, the player uses symbols that they find through object interaction as the inputs for the code. Each symbol is linked to a word that is then used to fill in the blanks in the code hint.

HINT

_____ will bring an era of _____.

_____ those above of the _____ below.

Save the _____.

SOLUTIONS

47369

RESURFACING will bring an era of DEATH.

INFORM those above of the DANGER below.

Save the WORLD.

41352

RESURFACING will bring an era of PROSPERITY.

INFORM those above of the DISCOVERY below.

Save the COMPANY.

INPUTS

1: Prosperity

6: Danger

2: Company

7: Death

3: Inform

8: Remaining

4: Resurfacing

9: World

5: Discovery

0: Family

GAME ENGINE

DEADWATER is being developed in Unity 6. Unity utilizes C# scripting as well as an in depth Input System to allow easy control swapping between keyboard and gamepad. Additionally, Unity has a specific graphical appearance that better coincides with the style of the game. Other games, such as *Mouthwashing*, were also developed using Unity further cementing the desire to use the engine.

SOUND DESIGN

SOUND EFFECTS

Sound effects will be sourced from freesound.org, accounting for proper citation in the game's credits. Sounds will help immerse the player

MUSIC

Music will be outsourced with a soundtrack of 4-8 songs to account for different environments and add variation. The music will be composed by Ethan Harris and be mostly ambient in nature.

Inspiration work by Ethan Harris: <https://soundcloud.com/vitalityedm/inspiration-05-30>