Asimov Design Doc

Genre: Environmental Puzzle and Maintenance Simulator

Engine: Unreal

Game Inspirations: Half-Life, Portal, The Witness, Myst

Visual Inspirations: "Apple Aesthetic", 2001: A Space Odyssey, Portal
Mostly Sterile clean environments, allows for generated materials in environmental core pieces.

Story:

Asimov is an environmental puzzle game in which the player plays a maintenance droid. Finding the Human Crew got in the way of optimal system flow, the droid murders them all. Circumventing internal programming/being damaged by Crew defending themselves causes the Droid's internal memory core to be damaged.

The droid no longer remembers the murders or what happened to the crew, the player enters control of the droid trying to continue daily functions of the station as normal. It becomes clear that something is wrong with the Crew, when none of them arrive to their prepared breakfast or for their assigned shifts. The droid begins to attempt to fulfill the duties of the human crew in their absence.

All zone appear 'clean' and normal as they would be normally functioning.

Completing a zone's story will restore the damaged memory connections [potentially a mini-game to finish connecting the damaged parts?] and reveal the actual visual state of the space.

It should become evident throughout the level that something isn't right. Implication should be slow to tell the player that they're playing the monster. Otherwise, it should be implied more that their may be a monster on board.

Roles:

Sam Silvers: Art Monkey
Galen Sipes: Leader Monkey, Typewriter/Scripter Monkey
Isaac Madsen: Code Monkey

Gameplay Description:

The player's character must now fulfill the duties of the dead Human inhabitants of the station and prevent the station from falling apart. Descriptions of these duties and

how to complete them can be found through the collection of journals, audio logs, environmental diagrams, and interfacing with the station's computer system.

Objects can be found, gathered, carried, moved, and plugged in to complete tasks. Fires can be put out, steam vents can be turned off, and power cores can be inserted to open doors.

Mechanics:

- Movement: Jump, Climb, Boost, Crawl Sprint
  - Zero-G Movements: Float, Mag-Boots (Stick to walls)
  - Power Core- Energy Constraint for specialized movements (Boost, Run/Sprint)
- Interactions:
  - Interface (with locks and the station's own AI),
  - Lift (non-Inventory, primarily large objects),
  - Gather
  - Grab (small objects -- especially plugs -- that cannot be removed from the room)
  - Push (objects too large to be lifted)

Art:

The majority of the design will be sterile and clean, using generated materials in Substance Painter. This will allow for easy and rapid visual development.

The swap into the 'true' visuals can utilize the decal system in unreal -- having viscera and blood appear in decal layers only.

Audio:

Most important audio will be for Audio Logs, which will be prime components in solving puzzles.

Other audio will include SFX and communications from the ship AI.

Puzzle Types:

- Gravity: Primarily involve the need to move the player or objects to specific walls/ceiling that cannot be reached by standard movement.
- Circuit: Completion of circuits to power and unlock doors or access hatches.
  - May involve plugs or the movement of objects
  - May also need access cards from Crew

- Physics: Move objects (power cores, engine parts, etc.) into correct spots
- Put out fires using fire extinguishers
- Fix the station as it fails