



Bounty

Games Design Document

GAME SUMMARY

Set in the year 2150 in a dystopian capitalist-space society you play as a 65-year-old ex-Cargo Transporter Pilot called Ærrol who has turned to bounty hunting to make a living ready for retirement after being left with nothing from a corrupt corporation. A mix between a 3rd and 1st person shooter the player must explore areas, talk to locals and look for clues in order to find your target while fighting local criminals, the target's guards or goons as well as rival bounty hunters trying to kill the target before you do. With optional bounties, the player can choose between making space a better place or just be part of the machine and make as much money as possible at the expense of others to survive.



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GAME OVERVIEW

STORY SUMMARY

The game is set in the year 2150 in a dystopian space society in which large corporations are the only form of law and order outside of Earth. The 1% are ever richer in space than on Earth with little to no regulation on how the fat cats of space can earn and spend their wealth. Laws are whatever the company you work for demand of you. Police coverage, Fire Safety and Health Care are privatised to the corporations and getting these services for free is considered a “perk” for working for said corporation. **[See: Full Narrative]**


The main character is a 65-year-old cargo transport pilot called Ærrol approaching retirement; a highly skilled job and therefore one of only a handful of people that could be considered “middle class” outside of Earth. Various political and economic factors contribute to his particular line of work becoming less needed and therefore he gets made redundant and with such power in the hands of the corporations in an essentially lawless society they decide not to give him his promised pension leaving him with his ship, a small pay-out and an immediate eviction from the worker’s camp leaving him homeless. A working class job is easy to come by but with the wealth gap being such as it is a monthly wage is enough for food and little else, not ideal when planning for retirement – a middle class line of work is needed but such jobs have just become even rarer.

With so few laws a Cargo Transport Pilot is an intense job, pirates are many and may try to steal the cargo, rival companies may try to destroy the cargo via sabotage or may try to take the cargo for themselves and the poorest of the poor may be looking to sell your ship for scrap – in open space there is no security to protect you. As a seasoned pilot, skilled with a gun and decades of knowledge of people and places during his previous line of work Ærrol decides to become a bounty hunter, claiming bounties on people such as criminals who have jumped ship outside of the jurisdiction on whichever corporation wants that person’s head, famous pirates or sometimes just innocent people who are simply on the wrong side of the rich.

PHILOSOPHY/AMBITION

THE LIFE OF A BOUNTY HUNTER

One of the biggest challenges will be to capture the life of a Bounty Hunter in this dystopian environment. The player must figure out how to progress through the level by solving small puzzles, some easy and others a little less obvious as to their solution. The goal of this is to make the player feel as though they are experiencing how a life of a Bounty Hunter would be. The aim



is for the player to explore, get a feel for the environment, and solve puzzles without taking anything away from the primary shooting focus of the game.

In areas where the poor live the environment will be very bleak, people smoking unusual substances, strippers/prostitutes, homeless as well as casually strewn corpses. This will give the impression that as a player you are potentially always in imminent danger.

CAPITALIST SOCIETY

Capitalism is heavily focused in the game and although the setting is very dystopian, this is to highlight *both* the good and bad points of this form of society and way of life. If companies decided to have their way this may be what society would look like and with such a heavy focus on economy in modern day politics it is important to represent what a “good economy” looks like in the eyes of many politicians; Economy ≠ Good Living Conditions as demonstrated in an albeit extreme form of a capitalist society. Equally it is the capitalist nature of the companies that even allowed a space travel to be an affordable endeavour in the first place, with many of these aspects being more technologically advanced than Earth by a significant magnitude.

STORY

THE ENDING

At the beginning of the level the player has a choice between 3 different bounties. There will be a very loose branch system in which bounties chosen will alter the options available for future levels. There will be 5 branches in total with each level being somewhat similar but the level objective, enemies faced will be different, as an example a rescue mission may turn into a search and kill depending on the option chosen. The main story will continue to progress regardless of choice, with minor details changing, all branches, unless chosen in a specific way, will pull the player back towards the main story near the end of the game making the alternate endings a loose form of Easter Eggs. This will be explained further in **[See: Choose Your Bounties]**.

MAIN ENDING

The main ending to the game will be a very middle ground between the good and bad endings and will focus primarily on living and working conditions of the citizens of space

Bounties in this ending will be posted mainly by an organisation called "The Union", a military organisation that promises to enforce workers' rights by force and runs mostly on donations, with the aim to become the de facto

police of space. Targets in this ending will start off being people such as low-level security personnel that misuse their power to terrorise workers

as well as people who aim to undermine The Union. As the game progresses the targets will progress to even reach

corporation owners and their associates. The ending will be the official recognition of the organisation with many companies adopting rules that protect workers and allowing their security forces to be the main "police" in their land therefore having universal rules to crack down on the rampant crime. Although the ending to the game it is very much the dawn of a new era with a lot of work still to be done to install The Union's rules universally across all of space. A'erro's personal ending would be being a respected member of The Union and securing a generous pension for retirement as well as an equally generous living space for his contribution to the cause.



Concept of Worker Accommodation Camps. All houses owned by the corporation rather than the individual.

THE HERO


In order to achieve this ending the player must choose to take on the bounties of a political organisation at every available instance. This political organisation is located on Mars with the desire to set up a governmental body outside of Earth for the first time. Their funds initially came from donations, however they are a for-profit charity and therefore have turned donations into a larger amount of money by extracting resources, scientific data from Mars and buying land until they own a good portion of land on the planet. However, their influence is relatively isolated to Mars and wish to extend that influence to the asteroid belt and be recognised by all as the main authority in the region.

Missions posted by this organisation to begin with will focus primarily on securing their borders and targeting pirates and saboteurs and other wanted criminals in their local space. As you progress this will turn into going after the corporate leaders but instead of killing them you must capture and escort them to your ship for transport to the Martian authority to be served justice. Since this organisation runs on slim profit margins, the payment received will be significantly lower than bounties posted from others and because of the nature of the mission (i.e. not killing the target) they are also some of the most difficult. Getting the Hero ending in this sense will be one of those most challenging for the player, and definitely something of an achievement run.

The ending in this branch will be that Mars creates its own official government based on a modified form of Earth's democracy. Official laws, a real military and police will be installed on Mars and enforce the rights of people. Much like the main ending it is very much a dawn of a new era rather than a final ending, with a lot of work still to do. Ærrol's personal ending in this scenario would be to become the Minister of Interplanetary Trade of the new government as well as securing a life for his eventual retirement.

THE SHERIFF

Achieving this ending requires the player to take on bounties posted by the United Nations of Earth at every available opportunity. With Earthly governments lacking the technology and funds to get to space they therefore have no authority in space despite their claim to it. They do however have enough funds to put people on their payroll that are already located in space and have the means to enforce their will.



Initially the player will be going after minor targets such as pirates and saboteurs interfering with Earth to Space trade slowly progressing to ensuring the safety of more important political targets. There are also crossovers with this route and the Hero route as some targets will also be corporation leaders, except instead of taking them to Mars for justice they will instead be taken to somewhere where Earth has authority for justice. The end of the game will be Earth gaining a foothold in space, and similar to the hero route will install an official governmental and lawful body in space the reports directly to Earth. In this route again is a dawn of a new age rather than a proper ending with your character sowing the seeds for a full unification between space and Earth. Ærrol's personal ending will be returning to Earth where he was born to live the rest of his life in retirement.

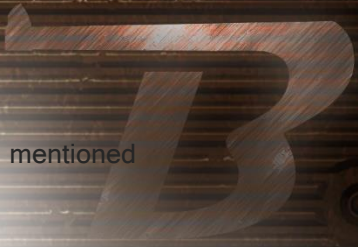
THE HITMAN

The corporation that Ærrol worked for previously before being made redundant posts the bounties in this route. The player must choose to continue to work for the corporation until the end of the game to achieve this ending. This is the first of the “evil” endings the player could choose from.

Targets of these bounties are typically similar to those at the beginning of the game, but then progressing slowly towards more important figures, similar to that of the other endings previously mentioned, except instead of taking them in for justice the mission will simply be to search for and kill the targets. The targets are focused on the best interest of the company and therefore the overall ending of the game remains relatively the same as it was in the beginning, however Ærrol's ending will be securing a better pension promised at the beginning of the game. In this sense the player has achieved what Ærrol originally went out to do with no additional political agenda attached to his missions. In this ending there is no relationship between him and Saskia. [See: Saskia]

THE BOUNTY HUNTER

This ending would be the evillest ending out of all of them and very much on the opposite side of the branch as the Hero ending. In order to achieve this ending the player must take on bounties that have the highest payout at every available opportunity. These bounties can be posted from numerous different organisations, companies or individuals with very corrupt agendas. Again, in contrast to the Hero, which has low payout but a good cause, these bounties have a high payout and a highly immoral mission. Targets begin with minor killings, such as killing families as “punishment” slowly progressing to sabotaging trading ships and killing officials from The Union,



the Martian political movement and the United Nations from the other previously mentioned endings.

In this ending the other political movements in space are crushed and things remain as corrupt as ever in space, except Ærrol as a character changes to be more emotionless and begins to enjoy his work throughout the game, because of this there is no relationship with Saskia and near the end of the game Ærrol kills her. Ærrol retires in a very luxurious house with a large plot of land where some of the richer people live in relative safety from the lawless society, a safe haven for the fat cats, criminal ringleaders and in this case, seasoned bounty hunters.

GAMEPLAY FEATURES

DETECTIVE WORK

TALK TO THE LOCALS

As part of a bounty hunter's life a bit of detective work is needed, in many cases even the target's face is unknown therefore a bit of investigation is needed to find out who and where the target is. Due to the character's previous profession, Ærrol knows many people from many different places allowing interaction with NPCs to find out additional information. Not all neutral characters will have useful information, but speech from these characters will give a bit of flavour for the world.

PICK YOUR FIGHTS

The world is dangerous and starting a fight in the wrong location can result in almost near certain death. In certain areas drawing your weapon may cause many neutral characters to instantly draw theirs in response and turn on you. Avoiding unwanted attention will be a big part of the game and will reinforce the fact that even in "safe" locations, it is very much a hostile environment. Wrong decisions such as trying to kill an enemy rather than pickpocket, stalk or any other option in a very public place can end up in near certain death for the player and even if you do live, too much public bloodshed could affect how much the player is paid at the end of the mission as well as who is willing to give you new bounties.

WAYS TO GATHER INFORMATION

There are many ways the player can gather information on what their target looks like and where they are located/where the player needs to go next. Talking to the locals has already been covered, but the player can also pickpocket, look for notes that provide information as well as general clues the player can inspect. Not all of these are guaranteed to result in useful information but can still serve as a good way to learn about the lives of some of the NPCs as well as the culture of those living in the area.

The aim is for those who like lore to inspect everything possible, but for those that want to go for direct progression have ways of knowing what to look out for. This can be done with certain shady-looking characters to always have mission-related information as well as ships and locations frequented by undesirables to be noticeable. This can also make the player feel like they are figuring out the world – Ærrol is a character that uses "street smarts" as much as any weapon in order to survive the lawless society, once the player starts figuring out the cues presented this "street smart" gets translated to the player.

OLD MAN WITH A GUN

Ærrol, at the end of it all is an old man and far past his best and this translates to gameplay in a few ways. The main aspect of this is that Ærrol never runs and is at best able a gentle jog for short period of times as well as small dashes. The main form of movement is simply walking and the player will need to take this into account. In combat, this means the player will have to position themselves with some level of foresight and not rush headfirst into a fight because they will not be able to sprint out of a situation once inside.

The guns available to the player also reflect this, it is not all gun blazing but rather slow and accurate weapons. Walking into battle and calmly taking out enemies with precision will allow the player to feel the experience this character has but will also let the player feel rewarded for good accuracy.


MISSION PREPARATION AND MONEY

As a bounty hunter, you provide your own equipment. Before each mission the player chooses how much ammunition they would want to purchase and that is what they start the level with, the further in the game you are the more options the player will have in terms of weaponry. As mentioned earlier, the Hero missions have the smallest reward meaning their missions will have an added challenge of being able to afford a decent amount of ammunition at the beginning of the mission. The player in this sense will have to be more resourceful, and will punish the guns blazing, collateral damage playstyle which goes against the Hero mission's ethos. The opposite would of course be true for the more ruthless bounty options.

Any ammunition the player finishes with will be turned back into money and given back to the player. This will encourage the player to look around and scavenge more ammunition to ensure they finish the level with high ammunition. Although the player will be punished for having a more brazen playstyle the aim is for this to not drastically impact their gameplay and instead may mean they just do not start a mission with the more powerful/exotic weaponry/armour.

CHOOSE YOUR BOUNTIES

After the first few missions the player will be able to choose their own bounties to take, however the options are always limited to a choice of just two or three bounties. The decisions the player makes in this sense heavily depends on the outcome of the game with there being four alternate endings to the game as well as the main ending to the game. Therefore, the two or three bounty choices available will depend on previous choices the player makes. The alternative endings are



very specific to get to however so they are more of Easter eggs than a traditional alternate ending. Instead bounty choices will impact the money gained at the end more than anything else.

VEHICLES

Many vehicles will be featured in the game such as trams, speeders, and of course different types of ships however these will not be directly driveable by the player. Most vehicles in this world are automated and are self-driving, meaning many of the instances where vehicles are used, the player is fighting while inside it rather than driving. Most notably, there will be no space battles in the strictest sense as again in this time period space travel is simply not advanced enough for that kind of warfare and is instead more similar to ancient naval combat with boarding techniques and ramming. This is why AErrol's previous line of work developed him into quite the sharpshooter as getting boarded by pirates was a regular occurrence.


Since these vehicles will follow a predetermined route, this gives a chance for good storytelling moments and scripted events, getting a glimpse of all walks of life and the way people live.

1ST PERSON AND 3RD PERSON GAMEPLAY

There will be a switch between 1st and 3rd person throughout the game dependent on which weapon is being used at the time. Having no weapon drawn or using the main pistol will cause the player to be in 3rd person, however any other weapon and the player will be forced into 1st person. I feel this will give the player a greater interactive experience. Being in 3rd person will be very useful when searching a crowded room for someone when your weapons are not drawn or pulling off quick kills with a pistol whereas switching to heavier weapons such as assault rifles will give the player a little more immersion when facing multiple enemies if they are in 1st person.

QUICKDRAW

Enemies will not attack initially if the player has no weapon drawn and will only attack if the player gets too close or stays within their line of sight for too long; this gives the player a window of opportunity to make the first move. By holding onto the fire button with no weapon drawn a crosshair will flash on the screen where their crosshair *would* be if they had their weapon drawn, releasing the fire button will draw the weapon and fire in one swift motion. This allows the player to use that window of opportunity of passiveness from the enemy to kill problematic targets. I feel this would somewhat simulate real life in a sense in the fact that enemies will not instantly shoot



as soon as they see you if you have no weapon in your hand, but rather have a few seconds of questioning why you are there, a few second the player can exploit to get a clean headshot.

ADDITIONAL BOUNTIES

Each level will have an opportunity for the player to kill an additional target. These targets will be found by the player actively exploring the level and coming across sections away from the main direction of the level. Being the scum-filled place that space is in this game it would be more unusual if the player never happened across someone who also has a bounty on their head. These bounties will simply give the player more money at the end of the level.

GOOD CITIZEN POINTS

Occasionally the player may come across a crime being committed, if the player kills the criminal this will lead to “good citizen points” being gained at the end of the level. This will result in the player being paid more for bounties if going down one of the “good” routes. Additionally, going negative on these points (by killing innocents) will cause the player to be paid less. Naturally, going down one of the “evil” routes will mean the player is unaffected by these.

The aim here is to add a little extra to each level, as well as reinforcing the different playstyles.

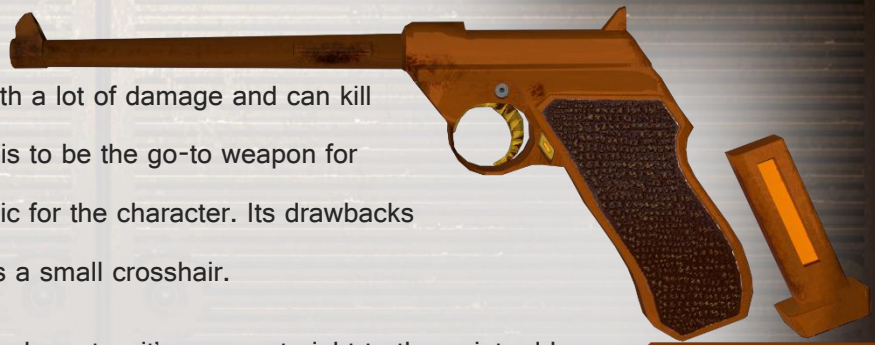
Going down a more guns-blazing route means the player won't be punished by accidentally killing innocents.

WEAPONS

ÆRROL'S LUGER

The pistol will be the main weapon of the game and the first weapon the player will have. A simple weapon but with a lot of damage and can kill common enemies in one headshot. This is to be the go-to weapon for players throughout the game as it is iconic for the character. Its drawbacks however are a slow rate of fire as well as a small crosshair.

The weapon is very representative of the character, it's a very straight to the point, old school and no high-tech funny business.



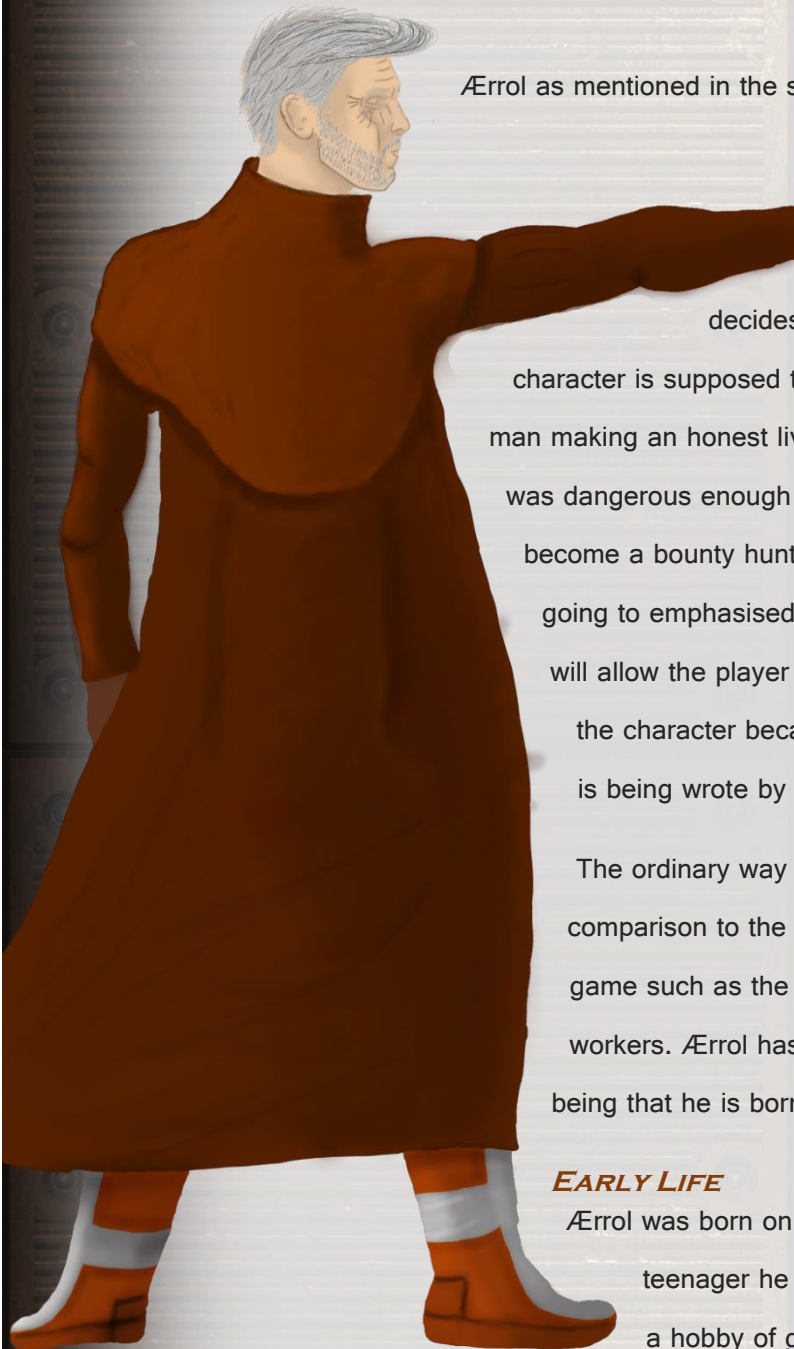
Ærrol's Luger

ÆRROL'S CARBINE

Similar in design as the pistol this is another weapon unique to the main character. This is a weapon that may preferred by many players as their go-to weapon as it has similar damage output, a higher rate of fire and longer range. The carbine and luger uses the same ammunition, both because they are similar types of weapons but also to make it easier for the player as these two weapons are likely to be the most frequently used weapons as between the two of them they are near all-purpose.

CHARACTERS

ÆRROL




Ærrol as mentioned in the story summary is a 65-year-old man who has been made redundant by the company he works for and without a future pension so decides to turn to bounty hunting to earn a living. This character is supposed to be in many ways quite ordinary, an honest man making an honest living throughout his life, albeit his previous job was dangerous enough to allow him to have the skills needed to become a bounty hunter. This “ordinary” way about the character is going to be emphasised and reemphasised throughout the game. This will allow the player to be immersed more into the “here and now” of the character because the interesting part of the character’s story is being written by the player level-to-level.

The ordinary way about Ærrol will also contrast greatly in comparison to the characters the player will meet throughout the game such as the various criminals and genetically modified workers. Ærrol has another contrasting trait with those in space being that he is born on Earth and one of the first space explorers.

EARLY LIFE

Ærrol was born on Earth within a culture of explorers, at just a teenager he had created his own rudimentary ship and made a hobby of going to space for weeks on end exploring before returning to Earth. When the United Nations founded small bases of operations many of those from this culture, including Ærrol, became useful cargo transporters as they had space travel expertise, allowing them to get paid for doing what they loved. Even during the breakdown of law and order in space, Ærrol found love and had a family and had as close to a normal middle class family as you can expect in space, living on a modest bit of land on Mars. Around 20 years before the game was set his family was involved in an accident on a commercial flight back to



Earth where there was a serious air leak causing all on board to suffocate. Ærrol has since had no plans to start a new family, especially due to the ever more devolution of law and order in space.

SASKIA

Saskia as a name translates from different languages with vastly different meanings, from meaning “Knife”, “Saxon” and “Protector of Mankind” all of which are accurate to her personality to some degree. She is bounty hunter just like Ærrol and, like Ærrol, born on Earth. Saskia is a recurring rival throughout the game and is considered one of the best bounty hunters with decades of experience, unlike the player’s character who has only just begun their career. Although not a villain per se she does however fight Ærrol many times throughout the game to reach bounties before the player does.

Saskia is a 47-year-old Bounty Hunter who has been in the business for around 25 years and is one of the best bounty hunters around and has a respectable amount of fame among the criminal underworld. Unlike Ærrol who uses a mix of intelligence, charisma, and skill to get a target, she uses almost pure brute force. She wears full body armour with all kinds of high-tech gadgets such as built-in rockets, hidden blades even primitive shielding. Since the people in society are very poor, she is one of the few that can afford new and futuristic-looking weaponry and gadgets. This is displayed very clearly as she has highly reflective, silvery equipment. This is highly contrasted with both Ærrol and everybody else that has metal with an orange/rusty shade to their weapons and armour.

In many ways her and Ærrol are very similar in the sense as they carry out their work with some level of honour and do not necessarily enjoy the work they do, they just happen to be good at it. They are both born on Earth and even born to the same culture of early explorers. However, in other ways, Ærrol and Saskia are polar opposites. Ærrol is more of a quiet and direct person whereas Saskia has a little more panache and probably talks a bit too much. Saskia is one of the best bounty hunters and she is fully aware of this fact whereas Ærrol is very much the “new kid on the block”. As well as this Saskia, unlike Ærrol, has full body armour that looks brand new and more flamboyant than Ærrol’s rugged and old gear.

An unlikely emotional connection between Saskia and Ærrol will develop slowly as you progress through the game. At first, she is just another rival bounty hunter but eventually as she

keeps cropping up in missions, they develop mutual respect between each other. During these interactions there will be small instances of conversation between the characters which at first this will likely be taunts between rivals and banter but eventually turns into playful teasing. From this teasing blossoms an unlikely relationship between the two, I envision this to be instigated by her saving his life, but stealing his bounty at the end of the mission to “get even” – a joint mission with the two of them may be possibility near the end of the game. Since they are not technically enemies this is much easier to pull off and more believable to the player that such a relationship could develop.

GENETICALLY MODIFIED WORKERS

Although no different species there are certain characters that can be differentiated from “normal humans” and although this has no effect on gameplay it adds to the environment. The rich 1% use genetic modification on themselves to elongate their lives however technology in this era can modify almost anything in the human body but anything outside of elongated lifespan is poorly tested and therefore dangerous. It is mostly used therefore to survive particular environments, usually to make better workers.

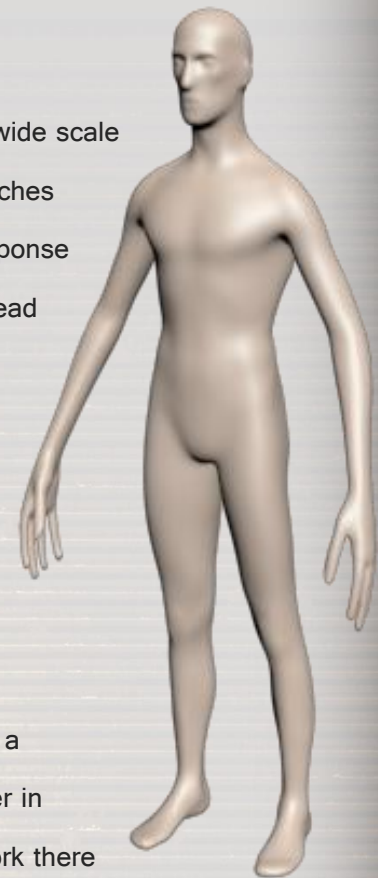
MARTIANS

Lower gravity on Mars and no way to simulate 1G gravity on a planet-wide scale means that overtime the human body will lose muscle mass until it reaches an unnatural and potentially dangerous level. Many corporations in response gave modifications to their workers on Mars to make them taller to spread out their mass and make them less dense. With their long limbs and bony features they are often regarded as creepy by those from Earth.

Martians outside of Mars tend to adopt non-manual work such as customer service or administrative roles due to the fact they struggle in 1G environments.

MINERS

With the intent of increasing productivity, companies forced upon them a modification that allowed them to be stronger and stay awake for longer in order to mine more on asteroids. Although machines do a lot of the work there is still a lot of manual labour needed in mining. Miners tend to be built with an insane amount of muscle although they tend to have dark bags under their eyes as well as a



Concept of a Martian

very unhealthy look about them. This is because the modification means they only *feel* like they need around about two hours sleep per night, when in reality their bodies still need the full 8.

These can be found most commonly in the asteroid belt and tend to spend most of their time in their space suit, often sleeping in it. Of all the genetically modified, these are the least healthy and rarely make it past the age of 35.

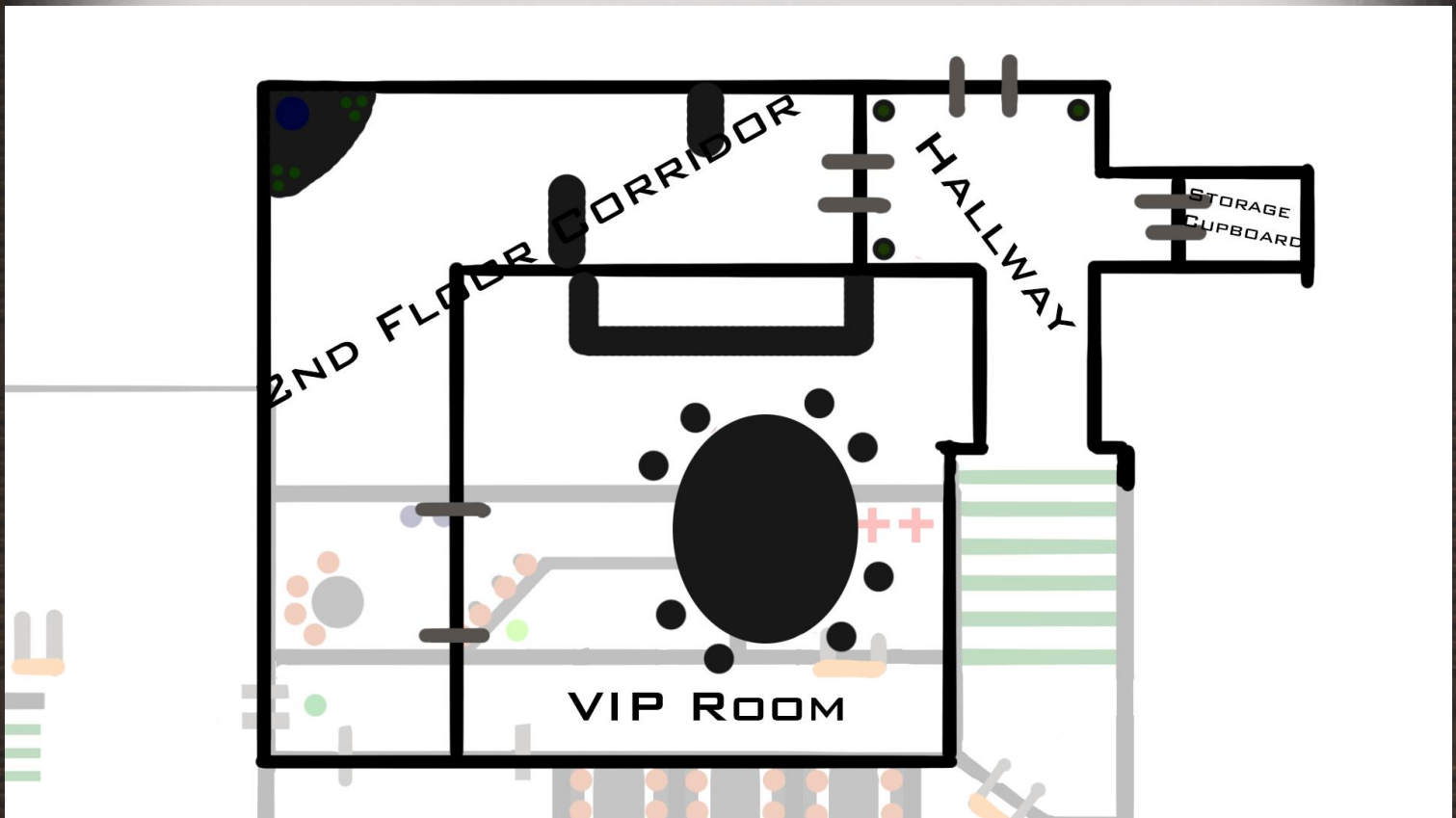
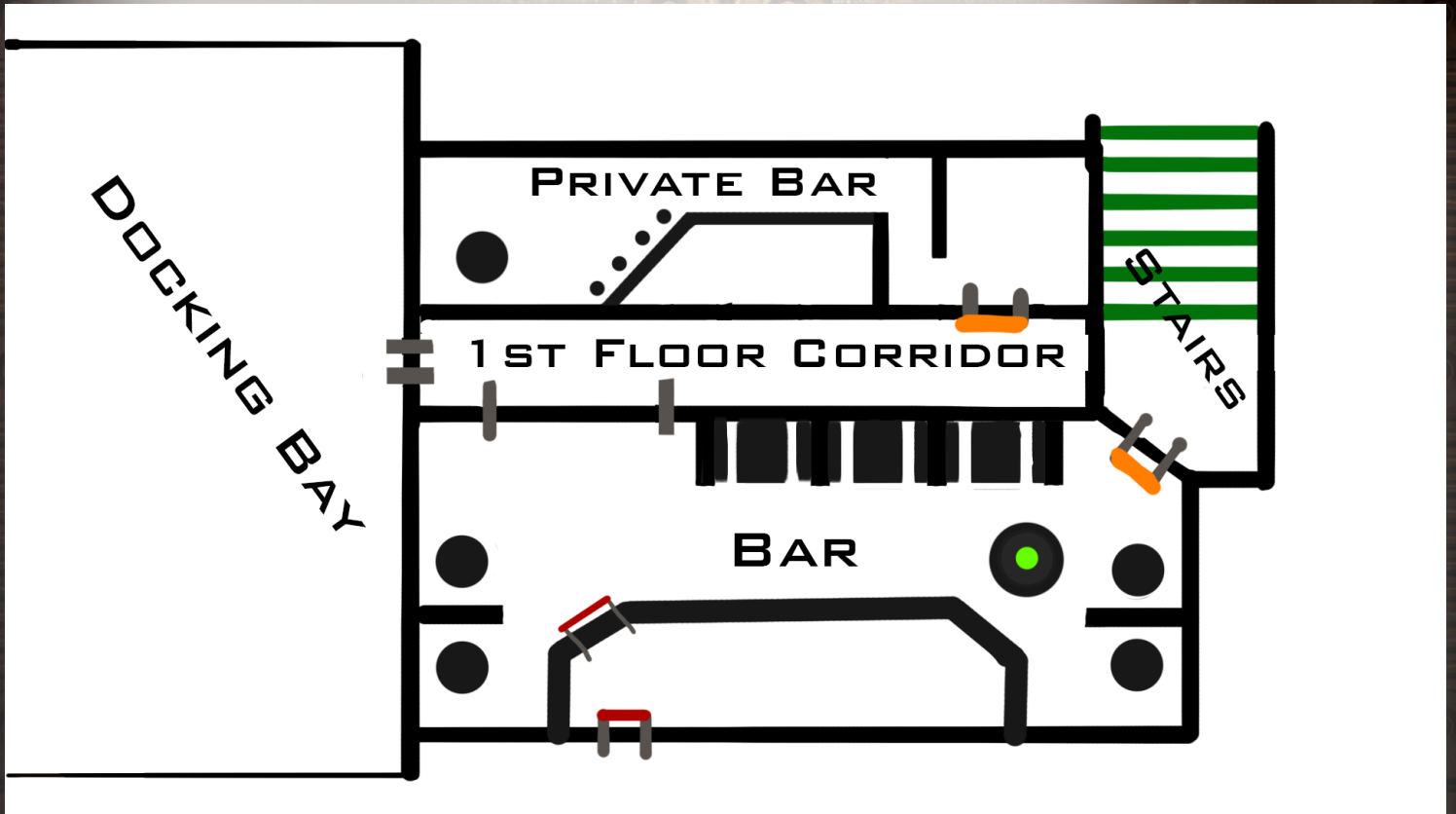
DIALOGUE

Dialogue will be kept to a minimum however when it is used it will either be the character talking to themselves in order to give the player pointers or small conversations between characters. These small conversations will either tell the player what to do next or give a bit of narrative to the game, or both. Small pieces of dialogue will also be between enemies before they start attacking the player. This can be a quick way of giving a sense of character to the environment or developing narrative without interrupting the player as well as making the enemies seem more human rather than simply targets to shoot at.



*Stormtroopers having a casual conversation
as seen in the films as well as the Jedi
Knight series of games*

LEVEL DESIGN



DESIGN AIM

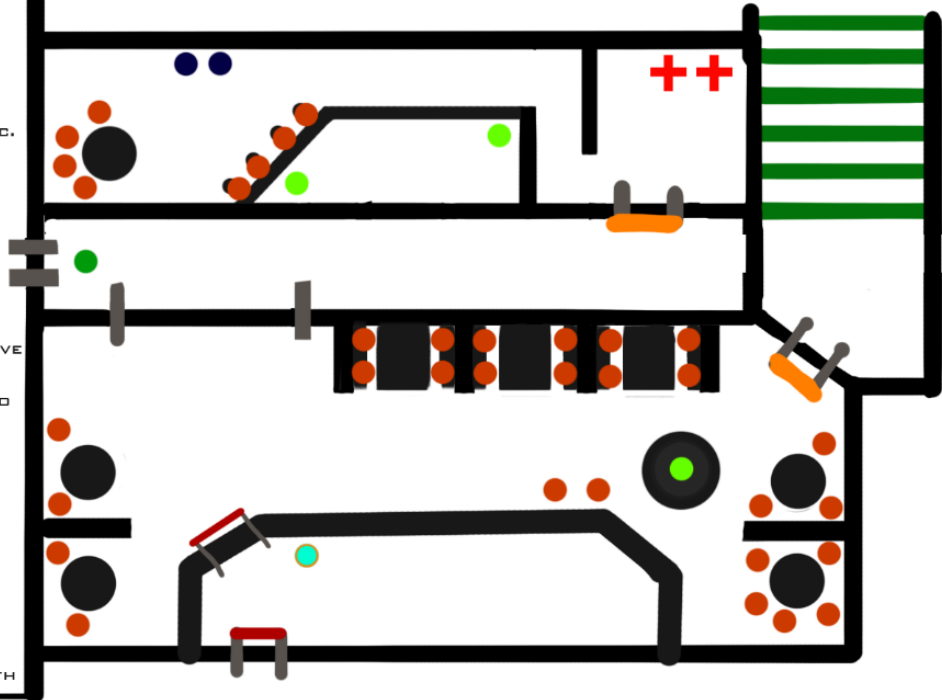
The aim for the game is to have a very compact level design with a series of rooms rather than long linear corridors. Levels taking the player on a journey through a building where the start and end of a level can be behind a locked door, but the journey takes them around a series of rooms before they reach it, and if the player does come back to buildings they've been to before then the circumstances have changed. Enemies and ships that were not there before are now there.

This level is a small example of what level might look like. Compact level design, with the player needing to chat to various people before realising they need to talk to the bartender to acquire a key. Drawing your weapon in the bar will also cause most of the neutral characters to turn on you, the player will need to tread carefully while in that room. The first floor also features a bonus bounty if the player uses the key gained from the bartender to go revisit that room. There are health packs dotted around in some of the corners of the level if the player decided to go look for them.

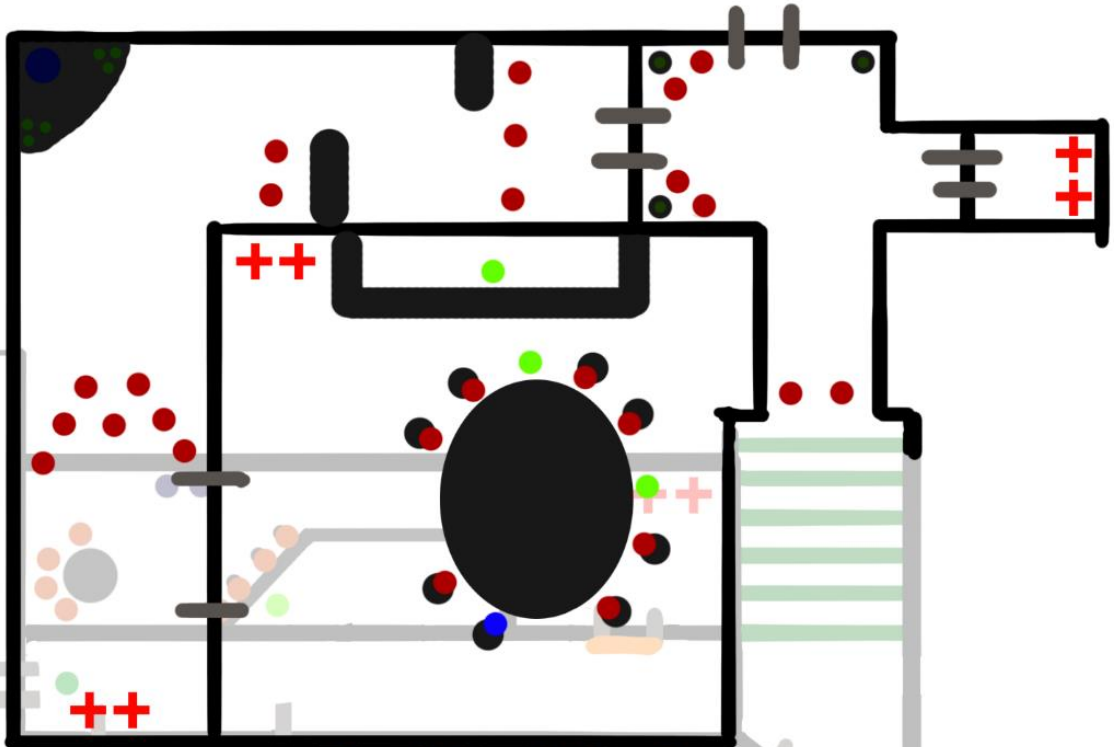
Upstairs there are various enemies, and before the final room there is a window to the hanger where your ship is, showing how close the end and start of the level really is. This may also be an opportunity to have enemies by the ship, showing the player that they need to get back down there once their mission is done.

KEY:

- = MISC FURNITURE:
TABLES, CHAIRS, BAR ETC.
- ▬ DOORS/
LOCKED DOORS
- ▬ WALLS
- ▬ STAIRS
- NEUTRAL-AGGRESSIVE
NPCS
- NPCs WITH KEYS TO
UNLOCK DOORS
(COLOUR CODED)
- INTERACTABLE NPC
- PLAYER SPAWN
- ENEMY
- TARGET/
SECONDARY TARGET
- FRIENDLY/UNARMED
- ✚ PICKUPS: AMMO/HEALTH



As you can see from the level map the player must go to the bar, talk to the bartender



LEVEL PROGRESSION

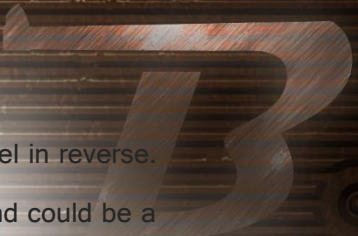


As mentioned previously the only way to get to the alternate endings is to do every mission in their sequence, otherwise the player will be forced to the main ending, additionally when the player chooses bounties it may not be obvious to them that certain bounties take them down a different narrative. In a way these alternate endings are almost Easter eggs for the player to find, some may happen upon them on their first try completely by accident.

Below is a table as to how these different levels can be set out without needing many different levels, additionally this will be how the player will see their bounty choices:

Employer: Martian Peace Charity	Employer: United Nations of Earth	Employer: The Workers Union	Employer: Lejerec Industries	Employer: Anonymous
Reward: £	Reward: ££	Reward: ££	Reward: ££	Reward: £££
Mission Objective: An influential man located in the Asteroid Belt is being held captive in his own office by Lejerec Industries before he was able to contact us about a potential alliance. Infiltrate the building killing any of his captives; freeing him will secure his support to our cause.	Mission Objective: An influential man located in the Asteroid Belt is being held captive in his own office by Lejerec Industries. Although other organisations want this man's political sway he is our ally for now and our only real asset outside of Earth. Free this man and kill his captives to secure his permanent allegiance to Earth.	Mission Objective: An influential man located in the Asteroid Belt is being held captive by Lejerec Industries' Security Forces. The two Officers in charge of this force have used some of the most brutal methods to keep workers productive such as humiliation tactics, torture and rape, amongst countless other things. Their loss will be a blessing to the people as well as our cause. The first officer is located in the captive's office, the second has split the force and making his way to his home on one of the moons of Saturn, go there second to head him off. Kill them both.	Mission Objective: Our company lacks as much influence beyond the Asteroid Belt as we would like and much of this area is under the influence of one man. Go to his office and clear out his security and hold this man captive until our security forces arrive to persuade him into an arrangement that will open up mining operations for us beyond the Belt. This man has a price on his head but we need him alive, expect resistance outside of his security forces; be vigilant and merciless.	Mission Objective: A man with great influence has been in talks with organisations that rival my company and in doing so has wronged me massively. His home is located on one of the moons of Saturn, go there and kill his family as well as <u>any</u> witnesses. This man will do well to remember his place in future.

As you can see from that table the bounties are similar in their narrative but from a differing perspective, as well as this across the 5 possible missions the player could choose (although only limited to three choices per level, refer to the level flow chart) there are only two different maps



needed. Minor changes to the types of enemies, or perhaps progressing the level in reverse. Additionally, cut scenes and dialogue will only vary slightly between missions and could be a matter of replacing a few words between characters in order to progress the main story; entirely new dialogue and unique cut scenes will only occur on the final level on any alternate path. This way the player can experience new situations over multiple playthroughs without having to make entirely new maps and assets.

APPENDIX

FULL NARRATIVE

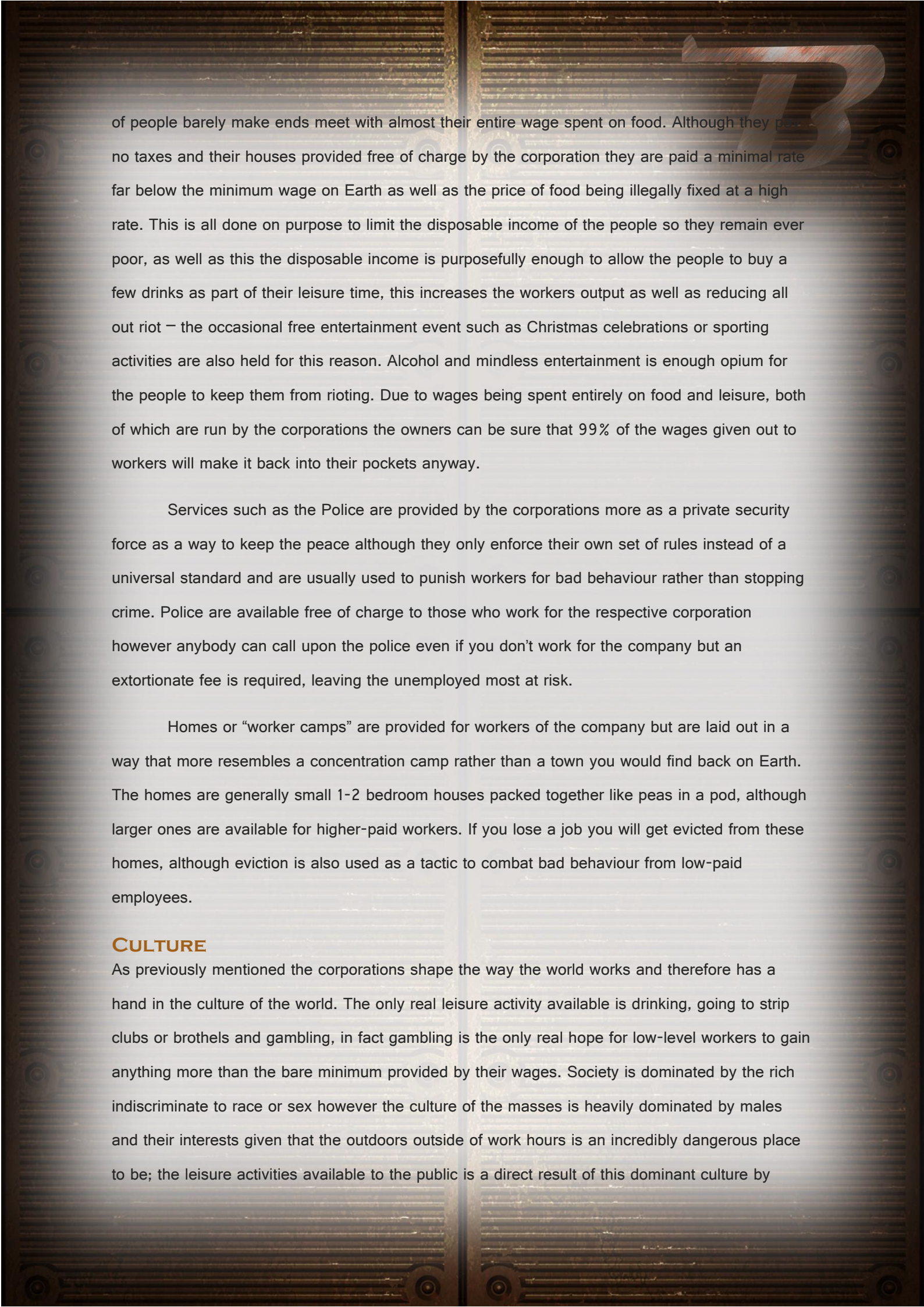
Then game is set in the year 2150 in numerous locations outside of Earth. With advancements in technology it became easier to get into space and this spelled the dawn of the “2nd Space Race”, however this time it wasn’t governments looking to the stars. Instead private companies driven by competition developed technologies at a much faster rates than the poorly funded governments allowing them to develop bases of operations in space making money from goods and services such as rare minerals, tourism, cheap energy and scientific data.

For the first few years of the space race there was a harmony with companies working within the legal boundaries of the United Nations as well as the countries to whomever they were trading with, however after a while there were one or two cases of illegal activity such as human rights abuse and disregarding the minimum wage. Although relatively minor these cases proved that in space the companies were safe from any punishment from the outside and instead of being a slippery slope of illegal activity it more resembled an avalanche with companies establishing their own set of rules, legally separate from Earth and in some ways their own country in their own right.

INFLUENCE OF CORPORATIONS

Corporations in this world are the heart of space as they rule over almost everything, technologically superior to Earthly governments they can get away with almost anything with no punishment from any Earthly political body. Due to this space is largely lawless although it is not without loose rules and guidelines. Not to dissimilar to normal work you are subject to the rules of the company, a work ethic if you will and these rules are enforced via disciplinaries or harsher punishments by respective employer. However, there is a clear inequality in the rules, for example expendable workforce are generally unable to get away with as much rule breaking as those in higher paid positions. Additionally, activities such as theft and murder are of course against the rules, however illegal activity such as that against people from another company is against the rules but rarely enforced and therefore illegal activity as a whole is widespread and a fact of life.

The rich 1% are richer than they have ever been on Earth and the 99% are essentially entirely in poverty with only a handful of people holding down a “middle class” profession. The 99% work as miners, low-level security, customer service roles and numerous other professions that have been reduced to mindless button pressing due to automated systems. This large group



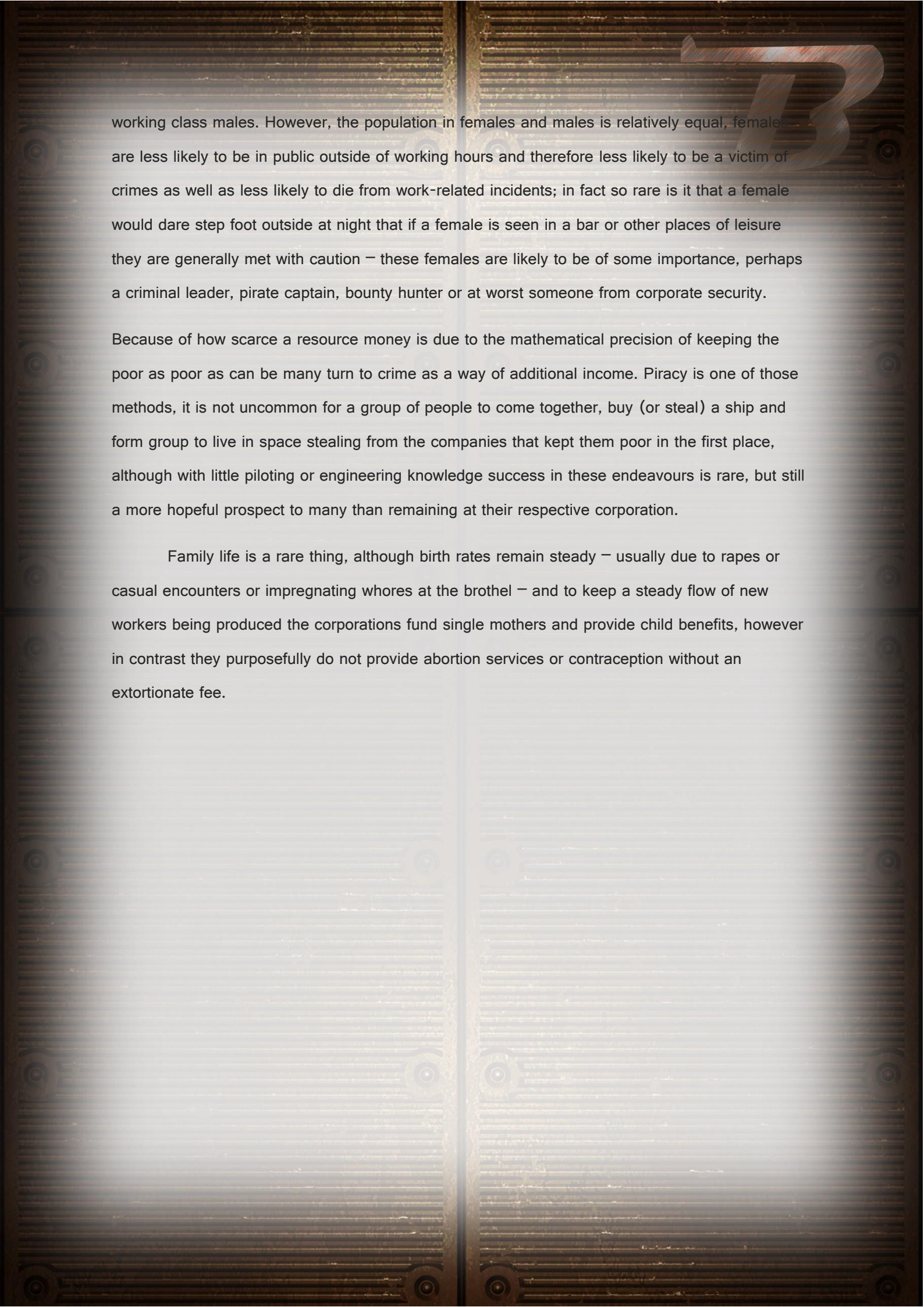
of people barely make ends meet with almost their entire wage spent on food. Although they pay no taxes and their houses provided free of charge by the corporation they are paid a minimal rate far below the minimum wage on Earth as well as the price of food being illegally fixed at a high rate. This is all done on purpose to limit the disposable income of the people so they remain ever poor, as well as this the disposable income is purposefully enough to allow the people to buy a few drinks as part of their leisure time, this increases the workers output as well as reducing all out riot – the occasional free entertainment event such as Christmas celebrations or sporting activities are also held for this reason. Alcohol and mindless entertainment is enough opium for the people to keep them from rioting. Due to wages being spent entirely on food and leisure, both of which are run by the corporations the owners can be sure that 99% of the wages given out to workers will make it back into their pockets anyway.

Services such as the Police are provided by the corporations more as a private security force as a way to keep the peace although they only enforce their own set of rules instead of a universal standard and are usually used to punish workers for bad behaviour rather than stopping crime. Police are available free of charge to those who work for the respective corporation however anybody can call upon the police even if you don't work for the company but an extortionate fee is required, leaving the unemployed most at risk.

Homes or “worker camps” are provided for workers of the company but are laid out in a way that more resembles a concentration camp rather than a town you would find back on Earth. The homes are generally small 1-2 bedroom houses packed together like peas in a pod, although larger ones are available for higher-paid workers. If you lose a job you will get evicted from these homes, although eviction is also used as a tactic to combat bad behaviour from low-paid employees.

CULTURE

As previously mentioned the corporations shape the way the world works and therefore has a hand in the culture of the world. The only real leisure activity available is drinking, going to strip clubs or brothels and gambling, in fact gambling is the only real hope for low-level workers to gain anything more than the bare minimum provided by their wages. Society is dominated by the rich indiscriminate to race or sex however the culture of the masses is heavily dominated by males and their interests given that the outdoors outside of work hours is an incredibly dangerous place to be; the leisure activities available to the public is a direct result of this dominant culture by



working class males. However, the population in females and males is relatively equal, females are less likely to be in public outside of working hours and therefore less likely to be a victim of crimes as well as less likely to die from work-related incidents; in fact so rare is it that a female would dare step foot outside at night that if a female is seen in a bar or other places of leisure they are generally met with caution – these females are likely to be of some importance, perhaps a criminal leader, pirate captain, bounty hunter or at worst someone from corporate security.

Because of how scarce a resource money is due to the mathematical precision of keeping the poor as poor as can be many turn to crime as a way of additional income. Piracy is one of those methods, it is not uncommon for a group of people to come together, buy (or steal) a ship and form group to live in space stealing from the companies that kept them poor in the first place, although with little piloting or engineering knowledge success in these endeavours is rare, but still a more hopeful prospect to many than remaining at their respective corporation.

Family life is a rare thing, although birth rates remain steady – usually due to rapes or casual encounters or impregnating whores at the brothel – and to keep a steady flow of new workers being produced the corporations fund single mothers and provide child benefits, however in contrast they purposefully do not provide abortion services or contraception without an extortionate fee.