



Design Document for:

Ascendance

Escape from Bastion: 01

“Gamer’s Life Productions LLC”™

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Version # 1.00

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Game Objectives

Philosophy

Goal # 1

To create an immersive experience, through setting and gameplay, which transports players while reminding them of their own humanity. Setting, tone, combat, and NPC interaction heighten realism to enhance the player's sense of caution and mortality.

Goal # 2

To best achieve Goal # 1 elements will be implemented which create a unique experience for each player. Players will feel connection with their characters, and allow their personalities to shape the game. Player decisions will directing affect gameplay, plot, and NPC interaction.

Goal # 3

To give a definition to the survival horror game genre style that has been diminished down to jump scares. Ascendance will focus on atmosphere and situational horror to provide the player with constant immersion in suspense and fear.

FAQ

What is the game?

This is a action, survival horror game. The game takes place in an underground fallout shelter in the aftermath of a nuclear war. Many inhabitants have been mutated by the biological leakage inside of the bunker. After years trapped within the shelter, any semblance of government has been abandoned. All hope of ever seeing the surface again would be lost were it not for a failsafe programmed into the shelter. Players will have 10 real-time hours to fight their way from the lowest point of the shelter to the surface.

Why create this game?

To create an immersive horror survival game that is both personal and impactful. This game challenges the conventions of linear story paths with player choices that directly affect the game and cultivate an intimate and unique gaming experience.

Where does the game take place?

This game takes place in an underground shelter underneath New Mexico. In a confined, maze-like bomb shelter. The grimy, decomposing shelter produces a claustrophobic environment within an expansive habitat. While made of metal the shelter is also the living breathing life support system of every inhabitant. The shelter was produced with that in mind. Everything within has the purpose of sustaining life within, and keeping evil out.

What do I control?

Players will view this world and experience horror through the events of a female character as she makes her way to the surface. Certain choices within the game will be left up to the player, and will affect NPC interactions. This will also affect which weapons the player has.

How many characters do I control?

Only one; the protagonist.

What is the main focus?

The main focus is for the player to discover an escape from their living hell, while revealing traits about themselves as they make tough decisions. Sometimes there is no right or wrong, only a decision to be made.

What's different?

Less jump scares and more pure action and player immersion. Ascendance will have not only the blood and gore players love, but also the atmosphere and player choice integration that makes each gamers experience unique. The other large feature that sets our game apart from other games including those specifically in the horror genre is our 10 hours of real gameplay.

What are the enemies?

Our enemies will be a variety of mutated inhabitants that were living inside of Bastion 01. Since the outbreak happened due to the leak from the top of the bunker where a much larger portion of inhabitants lived. A majority of the mutants will seem almost non-existent mentally however they have an undying rage to attack anything around them. There is a smaller portion of mutated that have kept their former knowledge and are able to think for themselves. However they are not always thinking for the better of humanity. All enemies will use a variety of swings, lunges, or simple attacks. Basic attacks change depending on mutant types.

How does the combat system work?

Players are able to make on the fly decisions about how to engage their enemies. A couple of different options include: Blocking, Kicking, Running, or just straight up engaging the target with their current weapon.

How much health does the character have?

100.

Feature Set

General Features

Large and Enclosed Spaces
Mutants
Survivors
3D graphics
32-bit color

Gameplay

10 Hours of real-time to escape
Crafting system
UI injury system
Journal log menu setup
Hexagon Style Inventory
Health - Stamina - Encumberance
*Sneak System
*Player Hiding Inside of Objects
No Breaks or Pauses In-Game
[Subject to Additions]

* Marks features that were talked about possibly adding, however will be on a much lower priority due to scale.

Controls

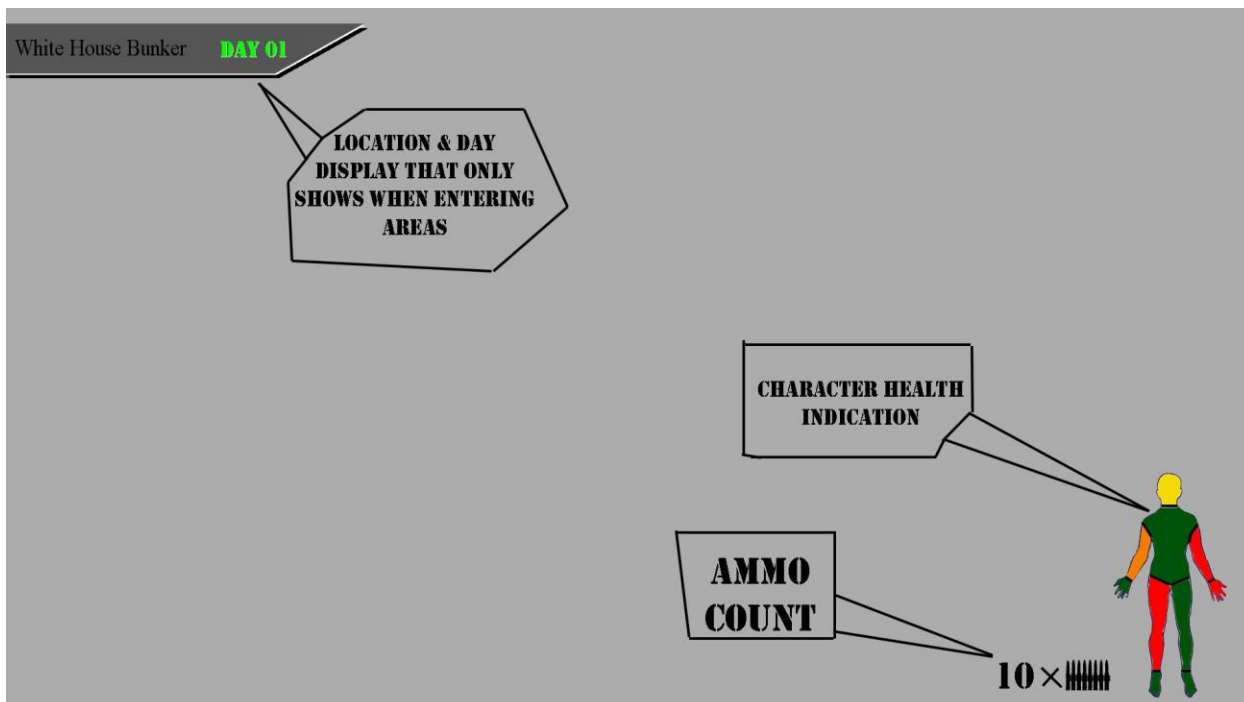
Movement - WASD
Space - Jump
LMB - attack
MMB - shove
RMB - block
F - Kick
Z - zoom
Ctrl - crouch
E - Interact
Tab - Wrist watch HUD
I - Inventory/Quests/ etc...
ESC - Save/Load/Exit/Resume

User Interface

Stamina
Health
Stealth Mode
Karma Meter
Map
Loot
Craft Tables

HUD / Player Interaction / Menus

- What the Player Gets:
 - Watch
 - Ammo Types
 - Ammo Count
 - Quick Weapon Select
 - Countdown time remaining
 - Google Glass
 - Displays Health
 - Displays Stamina
 - When Opened:
 - Minimap
 - Quest / Objectives Tab
 - Options
 - Save
 - Quit to Main
 - Inventory + It's Submenu:
 - Include Encumberance
 - Weapons Menu
 - Crafting Menu
 - Keys Menu



- Etc.

Crafting Materials

Wood Plank
Barbed Wire
Bat
Machete
Duct Tape
Baton
Taser
Battery Pack
Soldering Iron
Frying Pan
Blasting Jelly
Wooden Spear
Rail
Air Tank
Hose
Scrap Metal
Rope
Crossbow
Saw Blade
Pistol
Pipe
Shotgun
Metal Spear
Light Bulb
Fuse
Tin Foil
Matches
Camera
Wires
Timer
Microchip
Stuffed Animal
Nails

Misc De-Craftable Objects (Meant for breaking down):

Tin Can
Boot
Pants
Glass Bottle
Plastic Bottle
Soda Can

Weapons

Damage Amounts:

Low - 4 points of damage

Medium - 8 points of damage

High - 16 points of damage

Stock Weapons:

Melee:

Knife: A modest Survival Knife. It might not be best to fight something off with this, but it's better than nothing at all.

Type: Slash/Pierce

Damage: Low

Breaks Down Into:

Hacksaw: Probably meant for wood, but logic has long left this plan.

Type: Slash

Damage: Medium

Breaks Down Into:

Machete: A short, sharp piece of metal attached to a handle. Close enough to a sword; it should work just like one, right?

Type: Slash

Damage: High

Breaks Down Into:

Crowbar: Utility over flashiness, but you can't help but think this weapon has a reputation.

Type: Blunt

Damage: Low

Breaks Down Into:

Baton: A Police Baton. Looks like the previous owner didn't find it effective as a defensive weapon. Let's see if we can make better use of it.

Type: Blunt

Damage: Medium

Breaks Down Into:

Bat: Simple wooden (Or aluminum?) tool with more uses than hitting a ball around.

Type: Blunt

Damage: High
Breaks Down Into:

Wooden Spear: Little more than a sharpened pole, still sufficient to do damage.

Type: Pierce
Damage: Medium
Breaks Down Into:

Metal Spear: A long piece of metal than can work as a makeshift spear.

Type: Pierce
Damage: High
Breaks Down Into:

Ranged:

Pistol: A small service handgun. Has less than half a clip left.

Type: Pierce
Damage: Low
Breaks Down Into:

Shotgun: The staple tool of apocalyptic survival. Formerly a sporting weapon, there are bullets in the chamber but no other ammo to be seen.

Type: Pierce
Damage: Medium
Breaks Down Into:

Assault Rifle: There might be a guard missing his weapon, but he's probably dead. Good for a few shots but after that it's a fancy-looking club.

Type: Pierce
Damage: High
Breaks Down Into:

Sniper: A long-range rifle. What is it doing in an enclosed facility? You've got one bullet, don't miss.

Type: Pierce
Damage: High
Breaks Down Into:

Upgraded Weapons:

Melee:

Barbed Bat: What it says on the tin; a bat with spikes. More effective than your average bat.

Type: Bleeding, Blunt
Damage: High (Blunt), Medium (Bleed)

Alternate Names: Spikey Bat, Hurt Bringer, Barbera

Recipe: Barbed Wire, Bat

Nail Bat: What it says on the tin; a bat with spikes. More effective than your average bat.

Type: Bleeding, Blunt

Damage: High (Blunt), Medium (Bleed)

Alternate Names: Spikey Bat, Hurt Bringer, Barbera

Recipe: Nails, Bat

Bladed Bat: Gives the user the ability to put more weight into the swing of their sharpened melee blades. More momentum means more impact power.

Type: Bleeding, Blunt

Damage: High (Blunt), High (Bleed)

Alternate Names: Weighted Blade, Weighted Bat, The Slap-Dash

Recipe: Bat, Machete, Duct Tape

Taser Wand: A police baton that was modified together with leftover parts from a taser. This baton serves to beat your enemies and stun them with an electric shock.

Type: Blunt, Electric

Damage: Medium

Alternate Names: The Shocker, taz-EERRR!, Shock Stick

Recipe: Baton, Taser, Battery Pack, Duct Tape

The Caulerizer: A blade that's been enhanced with a soldering iron on the handle to give a hot, clean cut on enemies.

Type: Bleed, Fire

Damage: High

Alternate Names: Searing Blade, Soldering Blade

Recipe: Machete, Soldering Iron, Battery Pack, Duct Tape

Morning Star: Giant mace like melee weapon with big spikes. Made out of wood planks and nails and/or barbed wire. Does less damage than a similar weapon made out of a Bat.

Type: Bleeding, Blunt

Damage: Low (Blunt), Medium (Bleed)

Alternate Names: Evening Star, Big Boy

Recipe: Wooden Planks, Nails, Barbed Wire (optional), Duct Tape

'Sploder: Take a frying pan, put some blasting jelly on it. Limited uses per craft.

Type: Blunt, Explosive

Damage: High

Alternate Names: One-Hit-Quit, KA-BLAAAMMM!, The Egg Scrambler

Recipe: Frying Pan, Blasting Jelly

The Guillotine: Long pole with a sliding rail on it. At the top sits the long reaper blade locked into position. When players put this blade behind an enemy they can release the trigger and inject the blade with canister propulsion forcing the blade at high speeds along the rail. Going off the idea of a real scythe with handles; however down the pole is a rail for the blade to slide along.) Extremely long reset time.

Type: Bleeding

Damage: High

Alternate Names: None

Recipe: Wooden Spear, Rail, Machete, Air Tank, Hose, Duct Tape

Ranged:

Crossbow: Jury-rigged from planks of wood, some string, and metal. This weapon can be upgraded into alternate types (Such as the Wood Work Rummy, or the Don't Tase Me Bow).

Type: Pierce

Damage: Medium

Alternate Names: None

Recipe: Wooden Planks, Rope, Scrap Metal, Duct Tape

Don't Tase Me Bow: A combination crossbow/taser, this incapacitates enemies while doing minor damage.

Type: Incapacitation

Damage: Low

Alternate Names: None

Recipe: Crossbow, Taser, Duct Tape

Wood Work Rummy: Weapon that crossbow launches saw blades at high speeds towards an enemy. Invented by a very drunk workshop man.

Type: Bleed

Damage: High

Alternate Names: Buzz Kill

Recipe: Crossbow, Saw Blade, Rope

The Scrapper: This weapon allows the player to make use of pieces of metal laying around the ground. This will project metal chunks at high ranged speeds.

Type: Bleed

Damage: High

Alternate Names: Scrap Metal Pistol, Bolt Pistol

Recipe: Pistol, Pipe, Scrap Metal, Duct Tape

Mashotty: Machete and a short shotgun turned into one weapon. Can be used for close range combat attacks or very inaccurate short ranged attacks. Carries up to 1 shotgun shell in the chamber. The idea is for this to be stabbed into an enemy then have the trigger pulled giving a stronger melee attack with a powerful kick.

Type: Pierce, Bleed

Damage: Medium (Pierce), High (Bleed)

Alternate Names: None

Recipe: Shotgun, Machete, Ammo, Duct Tape

Air Tank: Uses a bolt and slide barrel. Inside the barrel is a long metal rebar rod which is sharpened on the end. When this bar is projected with the air tank, it flies forward smashing into anything that is close and touching.

Type: Pierce

Damage: High

Alternate Names: Gut Piercer

Recipe: Air Tank, Metal Spear, Shotgun, Duct Tape

Whale Hunter: A weapon that is designed in the form of a double barreled shotgun, however it has been modified to shoot very long projectiles that are harpoon like.

Type: Pierce

Damage: High

Alternate Names: Moby Dick Killer, The Ahab

Recipe: Shotgun, Pipe, Metal Spear, Duct Tape

Explosives:

Bulb Bomb: A light bulb bomb that can be filled with razor blades, nails, or other small sharp objects.

Type: Explosive

Damage: Medium

Alternate Names: None

Recipe: Light Bulb, Scrap Metal, Fuse, Duct Tape, Battery

Tin Smoke: A small smoke emitter made with tin foil and match heads (yes this does actually work).

Type: Special

Damage: N/A

Alternate Names: Now You Don't

Recipe: Tin Foil, Matches, Fuse

Photo Bomb: A sort of homemade flash grenade that is made with a disposable camera, batteries, and tape.

Type: Incapacitation

Damage: N/A

Alternate Names: Mini Paparazzi, Pocket Paparazzi, Selfie Bomb, Flash bomb, Photo grenade

Recipe: Camera, Duct Tape, Battery Pack

ElectroMagnetic Pulse: A homemade EMP grenade made with a disposable camera, batteries, tape, wires, and a watch/timer.

Type: Incapacitation

Damage: Low

Alternate Names: Electronics-Messer-Upper

Recipe: Camera, Wires, Timer, Battery Pack, Duct Tape

Portable Red Button: Similar to an emp but it not only short circuits any electronics nearby, it also makes them explode. Made with a disposable camera, batteries, tape, wires, watch/timer, and a microchip. Could be used to create distractions as well (set it up by a light switch have it explode or something).

Type: Incapacitation, Explosive

Damage: Medium

Alternate Names: Attention Grabber

Recipe: Camera, Wires, Timer, Battery Pack, Microchip, Duct Tape

Nail Mary: Weapon that is formed like a grenade launcher but instead requires the player to fill it with black powder and shrapnel items like nails. This weapon is powered by a small compressor.

Type: Explosive, Slashing

Damage: High

Alternate Names: Hand Cannon

Recipe: Scrap Metal, Air Tank, Duct Tape, Shotgun

Nyan Bomb: Much like the chime monkey from the zombie game; however it's a stuffed cat (doesn't have to look like the nyan cat) that can be wound up. Plays very annoying sound/noise for the mutants to run towards.

Type: Explosive

Damage: Medium

Recipe: Stuffed Animal, Blasting Jelly, Fuse, Timer.

Attachments:

Melee:

Death Star: A small wand that looks like it belongs in a "pretty pretty princess movie". It electrocutes anything that the star makes contact with. Used as an attachment to an existing melee weapon, requires a christmas star (one placed on top of christmas trees), and a taser.

Type: Incapacitation

Alternate Names: Princess Stick, Wonder Wand, Cinderella's BoomStick, My Little Friend, Fairy Dust-royer

Soldering Iron: A soldering iron left idle on a blade is enough to heat any metal.

Type: Fire

Blasting Jelly: A chemical compound used to clear space to build further underground; now left lying around for anyone to pick up.

Type: Explosive

Ranged:

Heating Coils: Taken from a toaster, these heating wires can be attached to the ends of guns for a little extra heat.

Type: Fire

Spare Battery: A spare battery wired to the gun directly, it should give your rounds some extra kick.

Type: Incapacitation

Characters

Protagonist

The main character is a young Half-Asian woman in her early twenties. She was born and raised in the shelter. Her clothes are made of what she can find and piece together, either abandoned or from the deceased. Resources are scarce and everything is used functionally, nothing goes to waste, everything has two purposes. This should be true of clothing as well. Harder things should be used for armor or defense. There should be many layers.

The Protagonist will have a beautiful but naive face and a matured body.

In the beginning she will be frightened, as will the player. The player sympathizes, they want to help this character get out of her living nightmare. Emotions from this point on should belong mostly to the player. There will be a karma system in the game effected by the player interaction with NPCs. If the player chooses to make an enemy of everyone they have that right and vice versa.

She is like many of the shelter's inhabitants. Born and raised within its walls, she has no true understanding of home. She was orphaned by her own parents' heroism. Punished within the society for being too compassionate. All she knows is the harsh reality of her current existence and yet she still clings to the notion of human compassion instilled in her by her parents.

The protagonist's (and thus the player's) main objective is to escape Bastion 01 within the 10 allotted hours. She does not want this place to become her tomb as it has for so many others. The human population of Bastion 01 is dwindling with every passing day. Staying is suicide. The character needs to leave. The question left up to the player is how she will go about it. Will she fight her way to the top leaving a trail of dead bodies in her wake? Or will she defend those who are defenseless and lead the pilgrimage out of Bastion 01.

Character Components: Fear, courageousness, strength, sadness.

Child Guide

This character is a small boy around the age of 9 to 12, he acts as a sort of guide on the first mission of the game helping the player through the 'tutorial.' This character represents the small amount of innocence that still exist within the shelter. Clothing for this should emphasize his small stature. He is frail, adventurous, and usually happy, but with a haunted look in his eyes. He is the protagonist's best friend.

Refugees

These are a collection of survivors. There should be a huge variation of age and race.

Grieving Father: Mid-40s, perpetually angry, large stature. At first players will despise this character, but as the plot moves forward they will sympathize and maybe even pity him. The pity will be counteracted by the sternness of the character. A strong man who has been broken and beaten by this world, he's lost more than just a child to this war, he's lost his sense of self worth. He tries to regain it through the present story. Just before the scene this character will be taking a moment to look at a small photo of his lost son. The writer can tell you about his grief. The other characters can only tell you about his pain, anger, and loss. He will tell you he is strong, fearless, and that he can keep everyone safe.

This character sends the player on a dangerous quest to teach the character a lesson. He does this because he wants to protect everyone and the player has put them all in danger. This is his way of proving a point about keeping everyone safe. He needs to protect everyone because it is the only way to distract him from the fact that he could not protect his child.

Starts the character on their journey while simultaneously adding weight, severity and emotional connection to the quest. This character's objective is to save everyone. His action is to punish those who would threaten that, making examples out of them.

Character Components: Grief, fear, rage, loss, anxiety, sorrow, anger.

Old Woman: Small and frail in appearance, late 60s to early 70s. Respected as one of the few original survivors to still be alive.

Drunk Workshop Man: A drunk engineer who gives the player the blueprints for the Wood Work Rummy, a rare weapon.

Gangs

These are the characters who decided the lack of government supervision means survival of the fittest. They gather supplies through force. Their appearance is scarred and dirty. They wear more blacks and reds. This should have a punk rock feel without losing the patchwork and hand-me-down feel of the game. This means black leather and metal. Think Mad Maxian. Also Judge Dredd. There are both male and female gang members, all of them are muscular and aggressive. They help provide a better understanding of the dog-eat-dog society of Bastion 01.

Mutant Gang Members

Some of these characters have been mutated throughout the course of this game, but have retained a larger portion of their mind, and are still able to think for themselves; even if not for the greater good for humanity. These characters will have similar blacks and reds from their unmutated counterparts, but have added features to show they are something more than human.

Female Gang Member: Slightly mutated, but no feral.

Mutants

Common

- Biter: Unhinged jaw (goes from top row of teeth down the neck), serrated fangs, long nails, patchy hair.
- Doctor: Saturated with diseases, can infect the player.
- Puss Bomb: Mutant that is made up of mutated boils and body deformities all which hold a nasty puss like substance that will blur the vision of a player.
- Mutant Baby: Mutants with the torso and head of an infant. Their arms and legs are like that of an ape. The arms of the mutant babies are long and the legs are shorter than normal babies.

Uncommon

- Ribcage Monster: This mutant has a nasty tendency to eat its prey through use of what was human ribs. These ribs are now like jaws similar to those of a deep sea angler fish.
- Naked Old Cat Lady: Mutant lady who keeps her sanity as long as players don't come near her or her

food.

- Fat Monster: A giant fat mutant who has over the time eaten and absorbed other mutants.
- Spider-mutant: A person that has partially mutated into a spider. This can go both ways: the legs are human arms or they have spider legs sprouting from their backs..

Rare

- Secret Agent: These stealthy mobs lurk in the darkness, a lingering entity of protective service that is no longer in operation due to the current status.
- LabMan: A crazy man who is one of the last remaining scientists who worked inside of Bastion 01.

Bosses

Agent Stan - He leads his secret service men with great power allowing no-one to interfere with Mr. President. However over the past couple of months the secret service now guard their own code of honor by protecting the head, Agent Stan. Later in the game players will have to face off against this boss who will have his agents standing on the sidelines watching the fight. If the player is successful the agents will never interfere with the players actions later in the game, or so they promise.

- President: Final boss. When the player discovers the President's body it has been ripped open as if something came out of it. The mutant that emerged evolves and the player periodically finds shells from where it went through metamorphosis.

Botanist Scientist - This is a man who has worked too many hours studying plants inside of Bastion. He studied his plants even after he began to mutant, because of this he is now slowly becoming one with the plants he once studied. New abilities are at his disposal and he plans to use these abilities however he pleases.

Skuffy - Once the man on the job who handled anything mechanical related. A man who carries the weight of lava and obsidian that has now grown attached to him during his mutations.

The Game World

Overview

The area is located in the United States of America. The area the player will be exploring is the giant underground complex built for the war that just ended. Though they are underground, the complex is large and diverse. It varies from the cramped, multi-leveled housing to the open, high tech entertainment levels. While the complex is still functioning there is no upkeep. It is broken, neglected, dilapidated. The materials should be concrete, steel, rebar, glass. This may once have been a welcoming place. It is now hell. Trash litters the hallways, along with the deceased both human and mutant. Lighting will be lots of ambers and blues.

The Story

All major nations have taken action in a world wide nuclear war. The aftermath is a barren wasteland, entirely separate from the world below. The surface is now populated only by the mutated remnants of the species that once inhabited it. Centuries later biological aftermath have dissipated to livable conditions. While life on the surface would be grueling, life in the shelters is unbearable. After radiation leaked into the shelters, what was supposed to be an escape from danger soon became a prison of nightmares. After centuries of fighting for what little lives they could have, the possibility of salvation has revealed itself. One door holds the possibility of freedom. One door will open within the ten hour limit. One door will grant access to the surface world.

Whispers say the men were all devoured by mutants. After all these centuries without food mutants still thrive on the surface. Mutants hunt down humans as a predator does with its prey. Some mutants have fused with other mutant humans, others have mutated with mutant animals. Some roam in packs, while others roam by themselves. There are some legends of people who have gone to the surface and seen creatures that even mutants dare not approach. Horrible abominations that wreak havoc through the souls of men and make fear run through their very blood.

The Timeline

- January 1st, 2017 - Russia forms an alliance with China and begins annexing former Soviet States. Lithuania is conquered, and as a last desperate gambit of their government they release a virus against Russian troops, which leads to a worldwide pandemic.
- January 5th, 2017 - The virus spreads to the U.S.
- January 7th, 2017 - Failsafe protocol **X** is initiated. The President and his staff are flown to an underground bunker called Bastion 01 located in the New Mexico desert.
- January 9th, 2017 - All Joint Chiefs of Staff arrive at the bunker, 43 select Senators and Congress members arrive at Bastion 01. As the virus morphs into a large scale issue, Civilian investors in Bastion 01 arrive sporadically.
- January 15th, 2017 - California, Oregon and Arizona become Quarantine States, though it is unsure at this point if the virus can be contained.
- February 1st, 2017 - Containment measures have failed; cases of the virus have started to appear in the Western United States.
- March 3rd, 2017 - The outside of rural pockets of survivors, the United States is effectively no more.
- 2018 - Bastion residents are vaccinated within the bunker.
- 2019 - Biological contaminants have seeped into Bastion 01, minor mutations are seen in 90% of vault residents.
- 2020 - Vault residents suffering from minor mutations start to become outcasts, and factions begin to form. Rare cases of extreme mutation are reported.
- 2021- The majority of cases of mutation have become extreme, there is only a remaining 10% of unmutated inhabitants. President disappears.
- 2042 - Protagonist is born.
- 2065 - Our story begins.

The Physical World

Key Locations

[Oval Office, Offices/Boiler Room/Warehouse. Control Room/Security, Animal Testing/Botanist, Fancy Housing, Entertainment, Lower Class, Slums/tram]

Level 1: President's bunker. Complete replica of the Oval Office, the President's living quarters, a broken elevator to a tram system. 10' tall.

Oval Office - This is where our game begins. At the very bottom of the shelter the room furthest from the surface, the most protected. The Oval Office. Its exactly what it sounds like: a replica of the Oval Office, made not only as a safe haven but as a symbol of consistency, a reminder of home. As one of the safest rooms in the complex it makes sense that after the fall of government the few survivors who could make it have taken refuge here. This is where they lay their heads at night, and bring the supplies they gather. Originally a reminder of home, this room has become their home. The last safe place remaining after the outbreak.

Level 2: Residence for facility staff and their families. Boilers, geothermal power generators another security station, medbay and a warehouse. Lots of catwalks, including some over lava. Redundant systems prevent total breakdown of facility. 40' tall.

Boiler Room - This is the room that controls the energy creation and distribution throughout the rest of the bunker. This is a key location to Bastion 01 as it provides its people with energy, air, and water.

Level 3: Government area. Cubicles, offices, a conference room, and a break room. Has a small fountain and a medbay. Also includes main security room with many monitors. 10' tall.

Control Room - Computers, keyboards. Things that go "beep" in the night. From here one would be able to survey and potentially control the entire complex. This should be covered in a layer of dust.

Level 4: Greenhouses and livestock storage, research and development facilities, main medical center. Home to "The Ark," an animal cloning center. Overgrown greenhouses complete with man-eating plants. A food storage facility, hospital, and open fields. Passages into entertainment level.

Animal Cloning Center - In its prime the animal cloning center was lab-like and mostly composed of glass with white/stainless steel reflective environments. Think sterile. After the outbreak, however, the animals were infected. With their new mutant bloodlust they have destroyed the room. Their cages have been destroyed, everything should be grimy and covered with the blood of the scientists.

Botanist Floor - Located on this floor are the farms and various plants that help to feed the people of Bastion 01.

Level 5: Upper class residential area. Very limited space, but beautiful construction, expensive postmodern decor, high tech but classy. Has a fancy gym. 20' tall.

Level 6: Entertainment level. A library, theater, holodeck, planetarium, shopping center, arcade/casino, miniature golf, and food court/bar. Includes a large fountain area. Has been broken into from the greenhouse level. Includes security station and medbay.

Entertainment Floor - This floor contains used to be the inhabitants' only way of keeping sane during prolonged confinement inside of this bunker. All bastions come equipped with entertainment floors which include anything from vendors to straight up gaming locations.

Level 7: Lower class residential area. High capacity dormitories, includes cafeteria, a small lounge, a health station, a gym, and a tram station. Very little entertainment equipment. Bathrooms are not unisex. Graffiti is prevalent. 60' tall.

Housing/Slums - There are the leftover remnants of housing. It should be multi-level and made of crumbling concrete and steel.

Travel

The player is able to walk through the leftovers of mayhem that plague the concrete complex. A tram system may be integrated.

Scale

The scale of each level will have the player left with feelings of bunker like crampedness as well as times where the player feels open and free. The scale is also flexible and will be changed accordingly during playtesting for the 10 hour game mechanic. Players will be able to finish the game entirely within the set limits of 10 hours, however that is if they go through the game objectively without much delay. This does not mean the player cannot explore off the sides, but they must maintain their own pace throughout the levels of Bastion 01.

Objects

Most of the objects in Ascendance will emphasize the apocalyptic, makeshift atmosphere of the game. Some items will be valued for their rareness. Whereas food and drink containers will be plenty with void contents.

Mood

The atmosphere of the game is claustrophobic, hostile, suspenseful, and rushed. The characters are stuck in an underground shelter, filled with enemies and with only ten hours to make it out alive, they must brave their fears for survival.

Time

The passing of time will be expressed in hours, minutes, and seconds which tick down. The character has no sense of day and night so there will be no am or pm. Every second is a luxury, to rest would be a waste of it.

Camera

Overview

The camera will be featured in two situations.

Camera Detail #1

This will be the main player camera which will have the option of first or third person mode.

Camera Detail #2

This camera will be used during camera swooping sequences when moving the players camera to a designated area for better clarification of story or objectives is necessary.

Game Engine

Overview

Ascendance will be one of the many games coming out from the Unreal Engine 4.

Unreal Blueprints

This feature of the Unreal engine will give power to the coding that goes behind most of the events and triggers in the game.

Water

The water that is generated by Unreal Engine 4 is amazing.

Collision Detection

Unreal 4's collision will be mainly based on both collision boundaries to keep the player within certain spots or the regular object mapped collision.

Lighting Models

Overview

There will be the different types of lighting found throughout the game Ascendance.

Lighting Model Detail #1

We will focus our main lighting into a more dark creepy aspect. Players should not be able to fully see everything on each level, but be left with the feeling of not wanting to wander deep into the darker areas.

Lighting Model Detail #2

The other style of lighting found in the game will focus on a bright and clean style of lighting. This style of lighting will mostly be seen in areas where the mutations have not gotten to. A example of this would be the science lab with its very secure doors keeping the labs within safe and clean for now.