

DOOME

Team Shazam

Jeff Dingman, Jennifer Ash, Dan
Axelrod, Brian McDonald, Ryan
Tuck

Overview



- Narrative
- Setting
- Characters
- Scenario

- Perspective: (usually) 1st person
- Platform: PC
- Genre: Adventure

Narrative

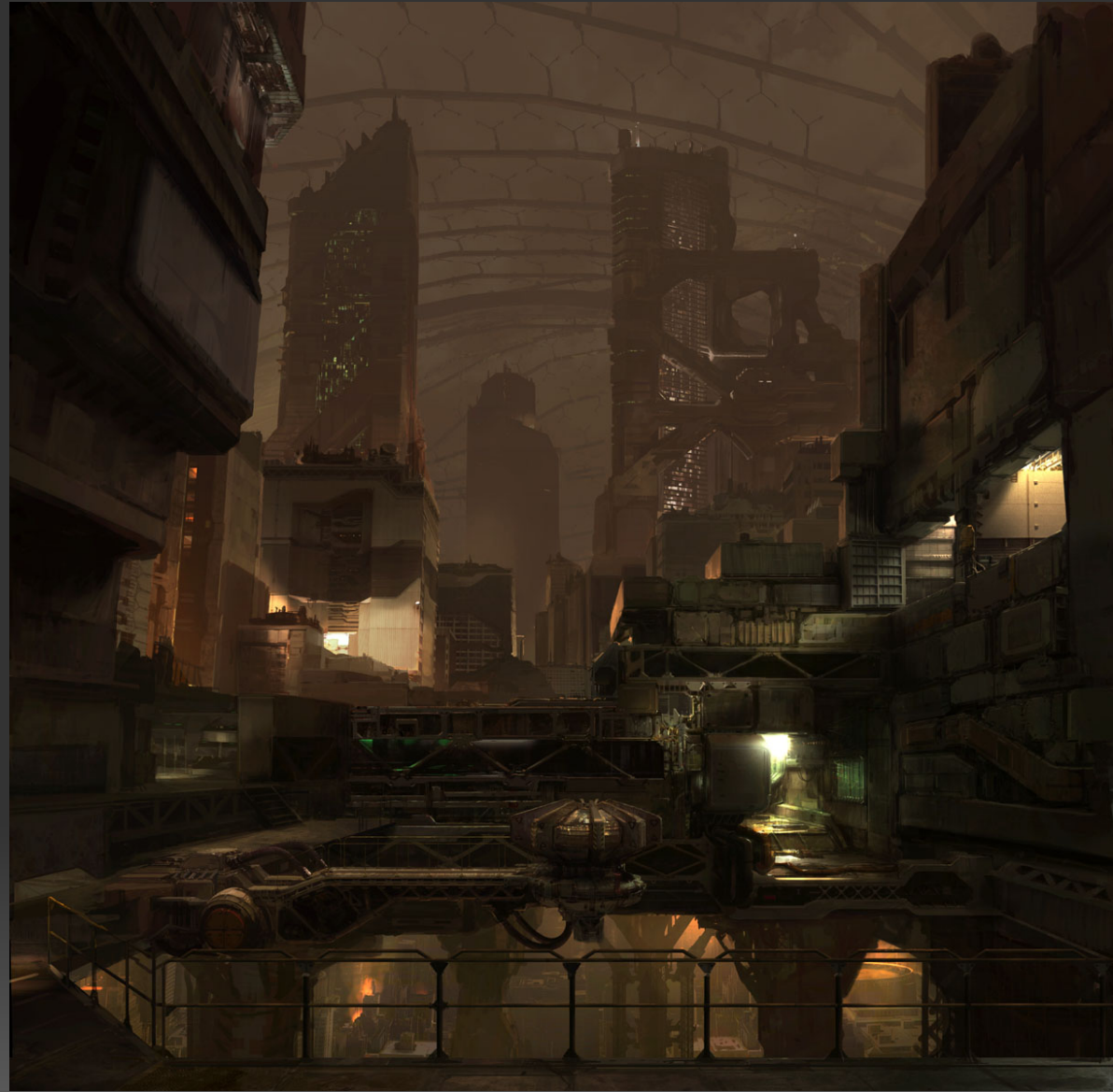
- Decade long war, most of humanity is killed.
- One of the few places that survived is Nopolis, the setting of the story.
- The citizens of Nopolis work tirelessly to somehow restore the Earth and humanity to what it once was
- Gregory, the player's avatar, is a hard-working citizen
- Contacted by someone he used to work with. Which is very unusual.



Narrative



- Three sections to narrative structure:
 - ~Mystery/Hook
 - ~Development of Character
 - ~Fulfillment of Story and Character
- Vincent and the Council are the main antagonists in the story. Neither is wholly evil or good, but exist in a gray area.



Milestones



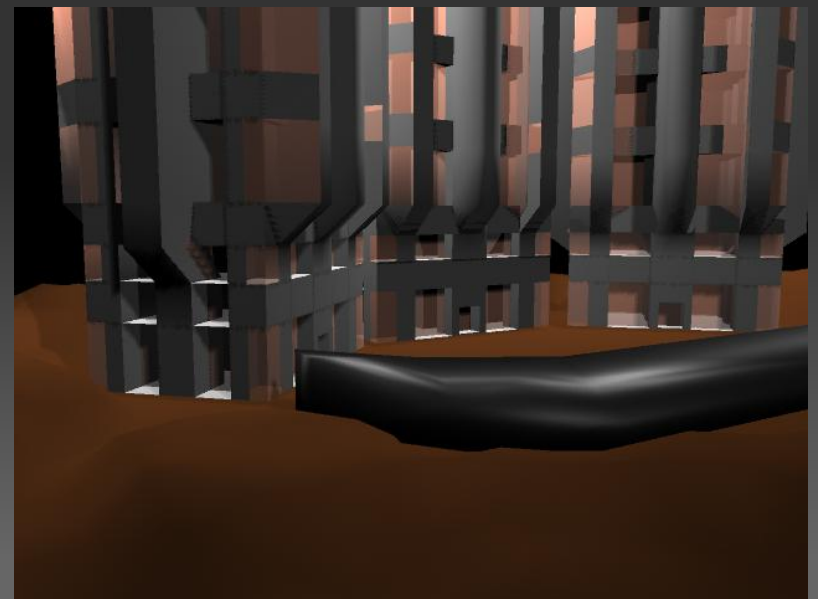
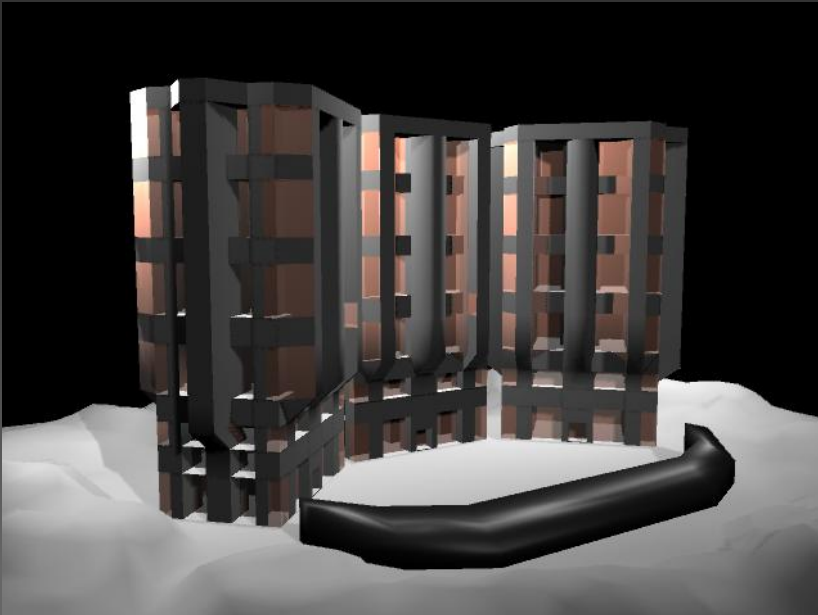
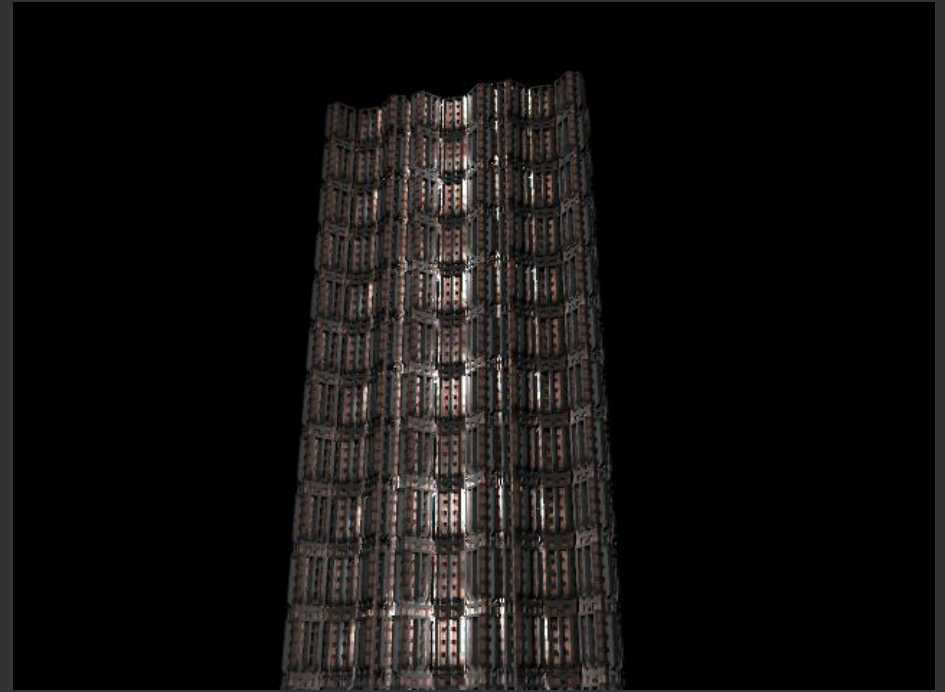
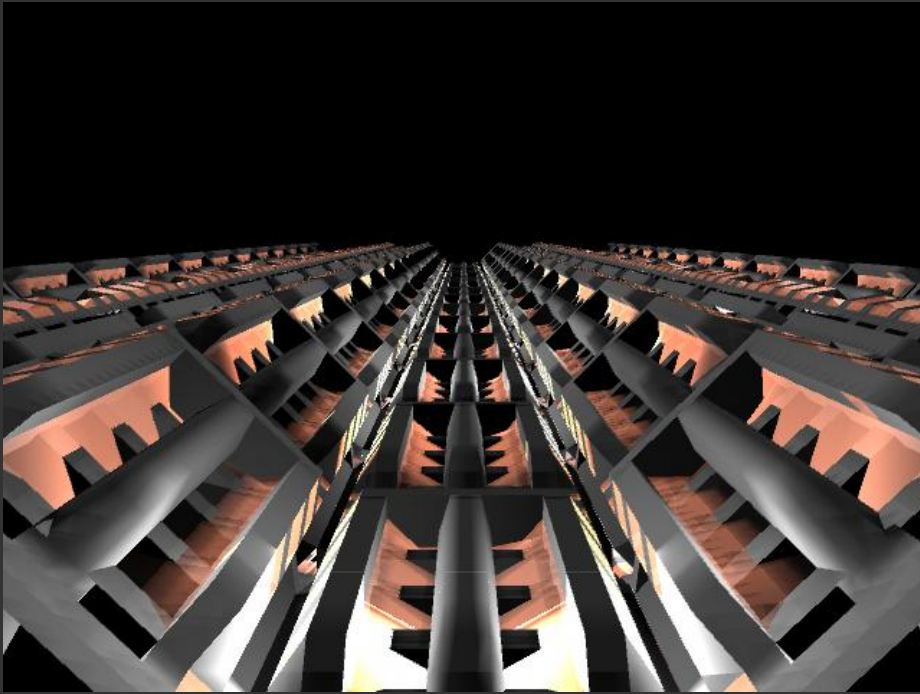
- Intro of characters (Storyboard 1)
- A Day in the Life
- Befriends Vincent
- Vincent reports to the Council
- The Council starts to overwork Gregory
- Gregory tries to contact the Council
- Communicate with others
- Access the Council
- Call from Cassandra
- The Escape

Setting and Society



- Takes place in Nopolis, a domed city set in an otherwise uninhabitable wasteland
- Groups of people banned together in fortified cities to compete for whatever resources are left
- Able to travel outside but is a dark and scary place
- Nopolis is highly advanced but keeps their workers secluded in glass like cubicles
- Society of loners
 - People form only superficial relationships
 - Fundamentally broken; drives main character to strive for meaningful interaction
 - Able to meet people and interact but prefer to be left alone to maintain the status quo
 - The Council strives to keep people from wanting to leave so that Nopolis's advanced technology that gives them the edge does not get leaked to others

Setting Continued



Game Mechanics



Controls

- * w, a, s, d for movement
- * e key for interacting with objects and NPC's
- * spacebar used for jumping
- * hold shift to run

Gameplay

- * story focuses on utilizing items from which you obtain from NPC's in order to advance through the plot line
- * venturing out allows for easier access through areas
- * cutscenes in the first person view maintain player immersion

Characters



- Gregory - Player Character
- Cassandra - Enabling NPC
- Vincent - Antagonist



Gregory - Player Character

- Personality
 - Slightly Submissive
 - Friendly
 - Open
- Background
 - Lived a rough life before coming to Nopolis
 - Dreams of making humanity self-sufficient again
- Why he came to Nopolis
 - Nopolis provided a steady environment
 - He wants to work for the betterment of humanity



Cassandra - Enabling NPC



Personality:

- "Just shy, not antisocial (you can talk to me)"
- Cat-like curiosity, squirrel like movements
- Closed and introverted

Background:

- Grew up in Nopolis since she was 5
- Parents killed in the war
 - Vague memories of another type of society

Why she came here:

- Was sought out for her intelligence
- Needed the security Nopolis provides



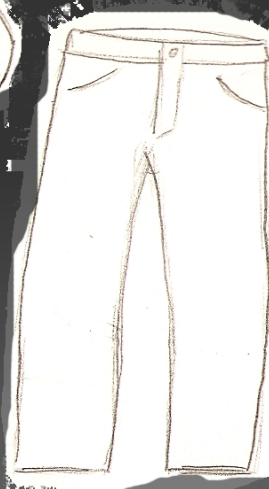
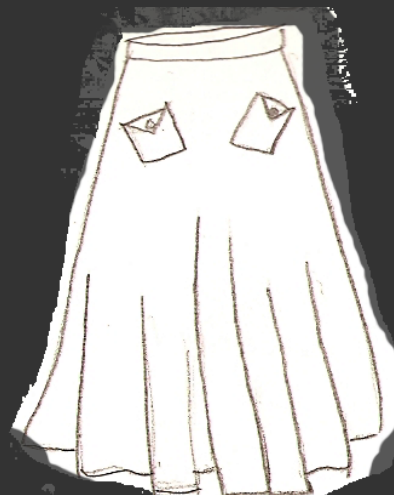
Vincent - Antagonist



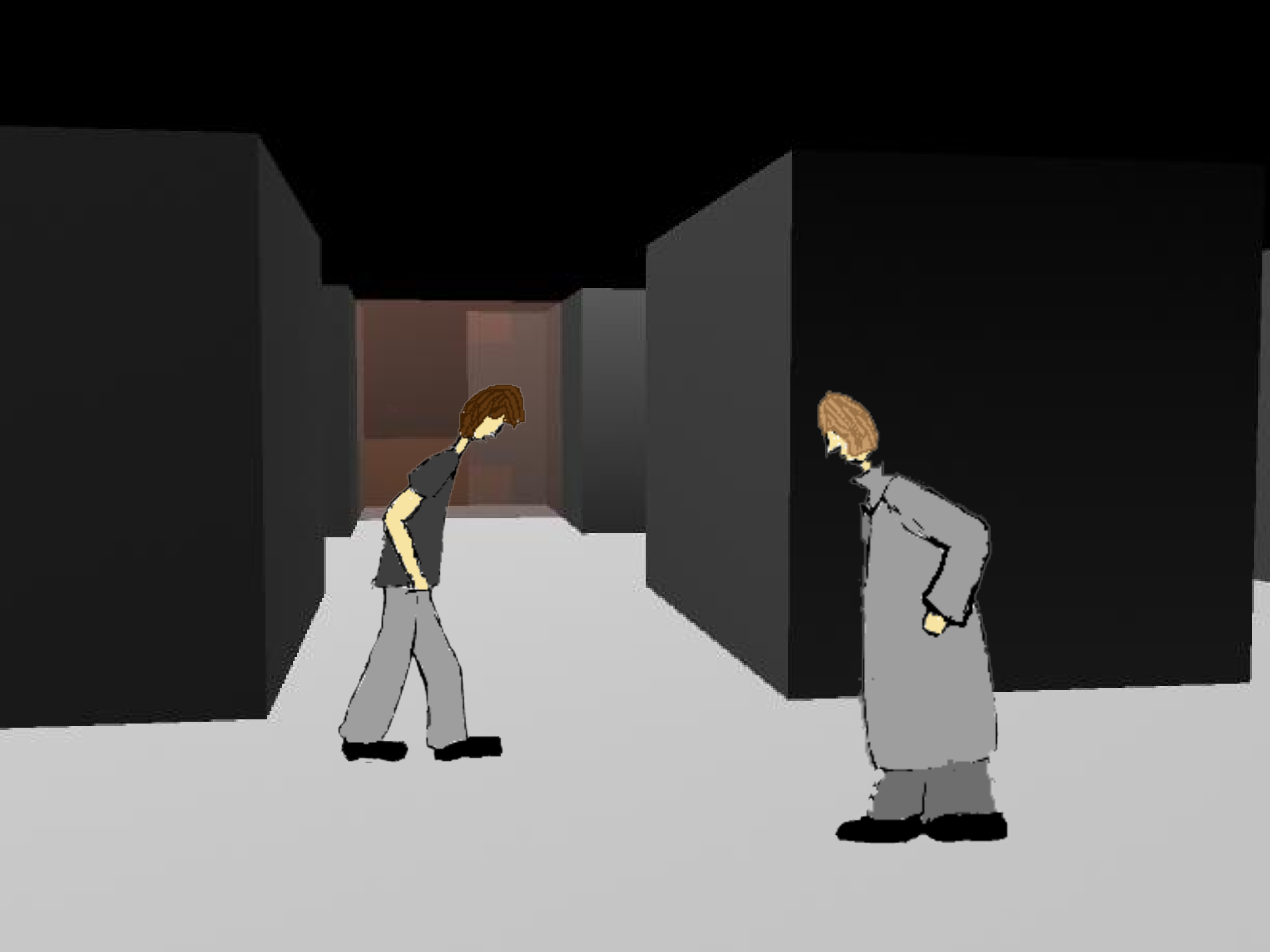
- Personality
 - Dominant
 - Friendly
 - Neurotic
- Background
 - Lived in a place like Nopolis which fell violently
 - Left to survive on his own since age 13
- Why he came to Nopolis
 - Vincent was attracted to Nopolis because it is like his childhood home
 - He stays to try to stop it from falling to ruin like what happened in his childhood

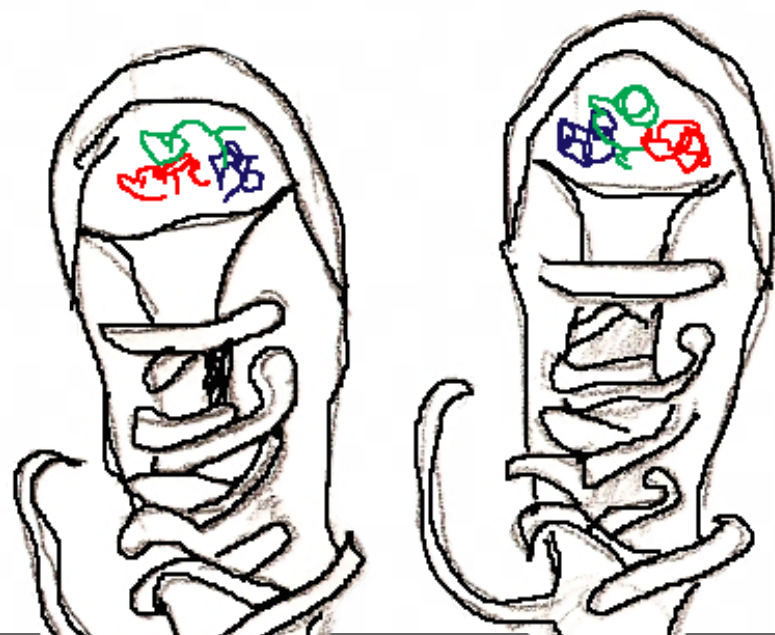


Clothing

















Summary



- Character-driven adventure game
- Plot and gameplay focus on socialization
 - Developing characters' social abilities
 - Finding and fixing society's problems
 - Some mystery thrown in for good measure
- Complex story best told interactively
 - Branching storyline means player has real choices
 - Sense of mystery and discovery are heightened with player in charge
- Fun!

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