

Hybrid Play and Games

# Space on Earth

Game Design Document



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### 1. Changelog

16/12/2013 - added design document sections: Interactional Controls and Mechanics, Game Characters, Sound Design and Features

08/01/2014 - added Monetization strategy and special event missions sections, added content to subplots and backstory sections  
6th February – added level designs and descriptions

19/02/2014 - added game story, backstory, subplot, manus and level 1-5 design.

30/03/2014 - edited the Levels section; added Manus for levels 1-5, added actions in the actions section, added cutscene 3, transferring Xonyan feedback sound and edited the Background Sound designs section; deleted Recorder mode and added off duty, added the Game Theme section and description, added Graphics section without description, added pausing games in the System Parameters section, added Character descriptions of Headquarter, Marcus, Diana, Xonyans and Xercits.

23/04/2014 - Adding sketches, description and difficulty variables to the Interactional Controls and Mechanics section

20/05/2014 - Added scenes; Battle/fight scene, Mast scene, Detector scene, Hiding scene, edited Game Concept section; Selling Features, Key Features, Interfaces section created, edited Noise Trails information.

21/05/2014 - Edited Plot and Subplots sections, edited Game Concept description, edited UI section, added Gameplay description, added Moodboard section, added description to Mast scene, Space ship scene, Remote Drop scene, added UI flowchart, added section, added items and icons to Graphics section, added ideas to the Marketing Ideas section, Gameplay description started.

22/05/2014 - Concept document Gameplay description of Recruit Levels added, Levels edited

23/05/2014 - Edited Recruit levels section, added Design Guidelines section

27/05/2014 - Added Overlays section to the UI section, added Energy Bridge overlays to Overlays section, Edited Energy Bridge scene section

28/05/2014 - Added the Things to weave into the story section, adding Xonyan types the Characters section

06/06/2014 - Edited the Scenes section, added new Scene Flowchart, edited the Hiding scene description, added Hiding scene progression chart, edited the Battle/fight scene and the Detector scene descriptions.

10/06/2014 - Edited the Lost Omnidevice scene description and added a sketch UI to the section, added sketch of radar function to the Hiding scene section, updated the Interactional Controls and Mechanics section, Lost Omnidevice overlay added to Interfaces section, updated the Scenes section, added the Story/Messages System section.

12/06/2014 - Updated the Sound Beam description in the Interactional Controls and Mechanics section

19/06/2014 - Added the Monetization Strategy section and the Social Media Integration section

24/06/2014 - Edited the Rules section, added rules for generating, time limit and hierarchy of a Hiding in the Hiding Scene section

25/06/2014 - Added if the player hasn't played for a while to the Rules section, updated the Energy Bridge overlay UI and the Mast control room overlays

02/07/2014 - Added sound explanation to the Hiding scene in the Scenes section, added the Transitions between scenes section

03/07/2014 - Edited the Mast scene and Space ship scene descriptions, edited the mood board

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04/07/2014 - Updated the Hidings scene progression image, added the Sound Bomb description and updated the Sound Beam and Translator description in Interactive Controls and Mechanics section, added Sound Bomb to the Sound Design section

08/07/2014 - Added Recruit level, Clearance level 1, 2, and 3 descriptions under Synopsis in the Story section, added description of the Fraction in the Characters section

29/07/2014 - Edited and added to the Story, Synopsis and Clearance Levels descriptions

31/07/2014 - Added the Bank/ATM scene, edited the Remote Drop scene, edited the Synopsis section

06/08/2014 - Modified the Game Concept description, modified and edited the Synopsis in the Story section, edited the Characters section

09/09/2014 - Main structure of GDD version.

15/09/2014 - Expanded Similar Games and Competitors. Updated tables/charts. Updated content and layout.

23/09/2014 - Game Episodes

SOE will be one single game, but we will divide it in different episodes to fit a F2P business model. To move from one episode to the other, the player will have to face a payment wall.

Episode	Description	Price
Ep.1 - Recruit	Main game mechanics introduced. Ranking limited. Story with cliff-hanger.	FREE
Ep.2	Masts. Full ranking unlocked. Plot unveils. New enemies.	0.99€ *
Ep.3	New enemies. All power-ups. Story concludes.	0.99€ *

\*The prices are subject to change

Currently we still have to define which parts of the game will belong to the specific episodes, the amount of episodes, and so on.

Winning/Losing condition, Story Brief, Game Episodes, Scenario Logics. Added figure captions.

24/09/2014 - Expanded Target Audience

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## 2. Overview

### 2.1. Game Concept and Philosophy

Space on Earth (SOE) is a single-player sound and movement based *pervasive game*.

**Pervasive gaming** is a genre of **gaming** systematically blurring and breaking the traditional boundaries of **game**. The limits of the magic circle are explored in spatial, temporal and social dimensions. (<http://www.remotedevice.net/main/cmap/exploringtheedge.pdf>)

The game is meant to be played on smartphones, using earphones.

The main player activity is to navigate the real world environment to find – using the smartphone (called Omnidevice in the game’s fictional world) invisible aliens called *Xonyans*.

While being an action game, SOE contains RPG and Adventure elements.

SOE is a game that is not played on the smartphone screen, but played using the smartphone as an active tool/controller in the gameplay. Through gameplay we stimulate movement in the real world.

### 2.2. Game Fiction

The player is enrolled in a secret agency (called Agency) dedicated to protecting Earth against an alien invasion already in progress. The alien race, called *Xonyans*, are invisible and intangible, which means they are right among us, yet we can’t sense them.

The player uses the Omnidevice (the smartphone) to stay in contact with the Agency and to accomplish the assigned missions (capturing *Xonyans*, finding hidden files, etc.).

### 2.3. Game Episodes

SOE will be one single game, but we will divide it in different episodes to fit a F2P business model. To move from one episode to the other, the player will have to face a payment wall.

Episode	Description	Price
Ep.1 - Recruit	Main game mechanics introduced. Ranking limited. Story with cliff-hanger.	FREE
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\*The prices are subject to change

Currently we still have to define which parts of the game will belong to the specific episodes, the amount of episodes, and so on.

### 2.4. Winning/Losing condition

SOE is structured in different pockets of activities. There are temporary winning conditions relative to specific in-game accomplishments (winning a battle, finding a specific object). The long term winning condition could be interpreted as getting to the end of the Story Quests (see Quest System).

If the player loses a battle, the Omnidevice will shut down and reset (in a fictional way, as the phone will of course be on all the time). The Agency, in fact, doesn’t want the Aliens to get access to the device, and prefers momentarily detaching the player from the Agency network. In terms of gameplay, the player loses the resources collected during the fight.

*More details need to be defined.*

### 2.5. Story Brief

In the fiction of SOE, the players are all secret agents working for the *Agency for Extra-Terrestrial Affairs* against an alien invasion.

The *Agency* is an underground movement started by a group of researchers who documented the alien existence on Earth. The Earth is currently under attack by the invisible *Xonyans*, the aliens coming from the planet *Xonya*.

*Xonyans*, like humans, live of oxygen, but *Xonya* is highly polluted and no longer capable of producing oxygen. Therefore the *Xonyans* need to get oxygen from somewhere else, and they have found Earth. But Earth does not produce enough oxygen to feed both planets.

Professor C. L. Ever has invented a formula to compress large amounts of oxygen: Earth's entire holdings of oxygen can fit into one bottle of milk. The formula was originally developed for the navy divers, but the *Xonyans* have intercepted the news of this invention. Using this formula would solve their problems in a few minutes, but life on Earth would be extinct.

The player needs to uncover and prevent the *Xonyans* from stealing the Earth's oxygen by protecting the professor's file, and to reveal the secret plans of this alien race.

While protecting Earth from the *Xonyans* the player finds evidence that things might not as they first seemed to be. Who is trying to infiltrate the *Agency*? And is the *Agency* really telling the truth? It seems like something is hidden.

### 2.6. Learning intensity

SOE is composed by a strong narrative component that we don't want to interfere with the first phase of the game, in which the player will get familiar with the game mechanics and discover new ones progressing in the game. Because of this, we want to make sure that the story unwraps mostly when the player is already familiar with the gameplay elements.

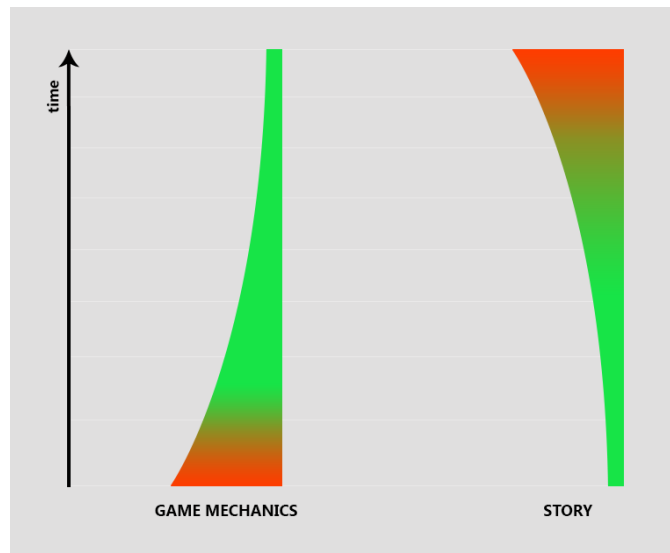


Figure 1: the width corresponds to the learning intensity.

### 2.7. Technology and Target Platforms

SOE is developed in Unity3D, and will be released on iOS, Android, and Windows Phones devices.

## 2.8. Target Audience

The focus target audience of SOE is young kids between 10 and 13. To be more aware of this age group in comparison with others, we can look at this graph by Mikael Häggström.

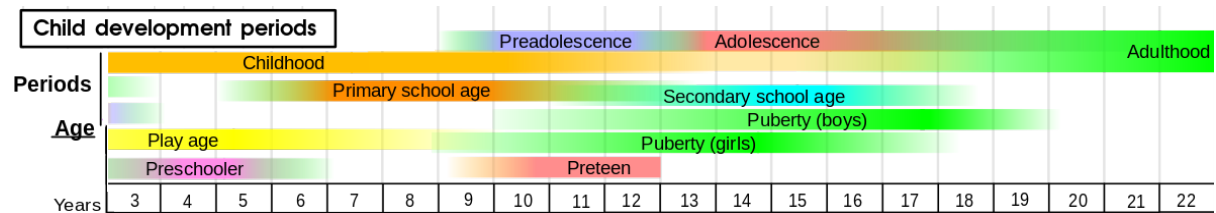


Figure 2: "Child development periods" by Mikael Häggström

Our target audience is often referred to as *Pre-teens*, *Preadolescents*, or *Tweens*.

The *Skolebørnsundersøgelsen 2010* report provides us with data regarding kids belonging to three different age groups (11, 13 and 15 years old). The following data is focused on the statistics that relate to the first two groups, from here on referred to as Tweens.

- 35% of Tweens (between 11 and 13 years old) sleep less than 8 hours a day
- 15% of 13 years old kids sleep in the afternoon more than once a week
- 12% of Tweens practice more than 7 hours a week of intense physical activity
- 36% of Tweens practice at least 4 hours a week of intense physical activity
- 6% of Tweens don't perform intense physical activity
- 19% of Tweens spend at least 4 hours every day in front of the TV
- 34% of Tweens spend at least 4 hours in the weekend days in front of the TV
- 16% of Tweens spend at least 4 hours every day playing videogames
- 25% of Tweens spend at least 4 hours in the weekend days playing videogames

This data is slightly outdated if we consider that between 2010 and 2014 the mobile game market and the access to smartphone devices has hugely grown. A new updated version of the report exists, but is not yet available. The figures extracted from the 2010 report, though, can give us some information about how Tweens spend their time in Denmark, and what time windows we can try to fill in with Space on Earth.

Another interesting data from the *Skolebørnsundersøgelsen 2010* report shows us that between the 43% and the 47% of Tweens goes back and forth to school using a bike. It is important to take this data into account, since these players won't be able to play SOE in those windows of time.

It is our intention to create a game world eventually capable to capture players from older age groups.

## 2.9. Similar Games and Competitors

Following, a table including web/mobile games similar in certain aspects to SEO.

Title	Developer	Price	Link	Info
<b>Ingress</b>	Google	FREE	<a href="http://www.nianticproject.com/">http://www.nianticproject.com/</a>	
<b>Zombies, Run!</b>	Six to Start	3.59€	<a href="https://www.zombiesrungame.com/">https://www.zombiesrungame.com/</a>	Exercise Game
<b>Coderunner</b>	RocketChicken Interactive	1.99\$	<a href="http://www.coderunnergame.com/">http://www.coderunnergame.com/</a>	Agent Game
<b>DJEEO</b>	DJEEO Education	FREE	<a href="http://www.djeeo.dk/game.html">http://www.djeeo.dk/game.html</a>	Web Platform for teaching
<b>Geocatching</b>	Groundspeak	FREE	<a href="https://www.geocaching.com/">https://www.geocaching.com/</a>	Treasure



				Hunting
<b>Figurerunning</b>	Figurerunning	FREE	<a href="http://www.figurerunning.com/">http://www.figurerunning.com/</a>	Exercise Game
<b>Woop App</b>	Spejderne	FREE	<a href="http://spejderne.dk/">http://spejderne.dk/</a>	Treasure hunting, mass scale
<b>Crimeville</b>	PortaPlay	FREE	<a href="http://portaplay.dk/portfolio/crimeville-skattejagt-art-crime/">http://portaplay.dk/portfolio/crimeville-skattejagt-art-crime/</a>	ARG
<b>Mulighedernes Land</b>	PlayingMondo	FREE	<a href="http://www.mulighedernesland.dk/">http://www.mulighedernesland.dk/</a>	
<b>Shadow Cities</b>	Grey Area	N/A	<a href="http://www.greyarealabs.com/">http://www.greyarealabs.com/</a>	SHUT DOWN

### 3. Gameplay: the Omnidevice

SOE is played on smartphones. The smartphone acts as a technological device that, in the fiction of the game universe, is called Omnidevice.

The Omnidevice is the core of the gameplay.

It allows the player to see the invisible *Xonyans* inhabiting our world, capture them, find their hidings, read documents, and explore the game universe. All these activities require the use of different parts of the Omnidevice - from now on called Modules - that will become available to the player while progressing in the story.

#### 3.1. Modules Overview

The Omnidevice is divided in different Modules:

Module name	Description	Upgradable
<b>Detector</b>	Used to find <i>Xonyans</i>	Yes
<b>Captivator</b>	Used to capture <i>Xonyans</i>	Yes
<b>Vault</b>	Used to store the captured <i>Xonyans</i>	Yes
<b>Energy Bridge</b>	Used to create safe areas in the environment	No
<b>Protection Shield</b>	Used as a health bar	Yes
<b>Log</b>	Used to keep track of missions and get info about the story	No
<b>HQ Speaker</b>	Used to get updates on missions and story bits	No

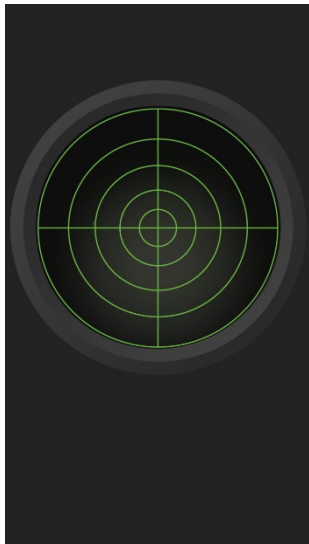
Some of these modules require their own screen in the interface, while some others are integrated in the interface of other modules.

#### 3.2. Detector

The Detector is a radar-like module that allows the player to find the *Xonyans* close to the player's current position in the urban environment.

This module corresponds to the default module in use by the player when starting the game.

When using this module, the sound has a fundamental role, as it guides the player in the discovery of the *Xonyans*.



On the Detector, when the player gets close enough to them, it is possible to see icons corresponding to:

- Xonyans
- Hidings
- Spaceships
- Safe areas

The player position is always corresponding to the center of the radar.

The Detector is constantly updating the information on screen, in form of “pulses” starting from the center and moving towards the outer circle of the radar.

When the player is close enough to one or more enemies (in form of single enemies, hidings, of spaceships) the game will automatically switch to the Captivator module.

Upgrades: *to be defined*

### 3.3. Captivator



The Captivator is a weapon-like module that allows the player to look for and capture *Xonyans*.

When using this module, the player needs to listen to the sound of the *Xonyans* and then orientate the phone accordingly in order to find them.

The player locates the *Xonyan* by pointing the Omnidevice in the direction toward the sound source. The sound follows the player’s movement with the Omnidevice relative to the position of the sound source indicated in stereo perspective.

When a *Xonyan* is at the center of the Captivator, the player can tap on the Captivator to capture it.

The Captivator has a fixed amount of “bullets”, and can be reloaded when entering inside an Energy Bridge.

Correctly tapping on the screen in the right moment will result in the *Xonyan* being captured and stored in the Vault module.

Upgrades: *to be defined*

### 3.4. Vault



The Vault acts as a storage box where the *Xonyans* are captured.

During the Fight scenario, the player is able to capture *Xonyans* using the Captivator module of the Omnidevice.

The Vault, though, has a limited amount of slots, therefore the player is only capable of capturing a specific amount of *Xonyans*.

The player will need to empty the Vault by entering inside an Energy Bridge.

Upgrades: to be defined

### 3.5. Energy Bridge

The Energy Bridge is a safe area that the player can create by setting 2 points in the environment.

The line between these 2 points constitutes the diameter of the Energy Bridge.

When the player goes inside an Energy Bridge, the Vault can be emptied, while the Captivator and the Protection Shield can be recharged.

Once established, the Energy Bridge lasts for a fixed amount of time, after which it disappears.

### 3.6. Protection Shield

The Protection Shield acts as an energy bar for the player. *Xonyans* are capable to attack the player, consequently lowering the energy of the shield.

The player can recharge the Protection Shield by entering inside an Energy Bridge.

Upgrades: to be defined

### 3.7. Log

The log is a textual area containing links to all the missions and other files and resources collected throughout the game. In the Log the player can have an overview of what needs to be done, and can additionally get details about the background story of the game's fictional world.

### 3.8. HQ Speaker

On screen the player will always be able to see an icon relative to the HQ Speaker. The HQ Speaker is a part of the Omnidevice dedicate to the communication with the Agency HQ. When the HQ are talking to the player, the HQ Speaker will show that audio transmission is currently active. If the player taps on the HQ Speaker when it is not active, the game will repeat the last message played.

## 4. Gameplay: Scenarios

### 4.1. Scenario Types

During the game, the players can find themselves in the following scenarios:

Scenario	Description
<b>Battle</b>	The player encounters the <i>Xonyans</i>
<b>Exploration</b>	The player moves in the environment looking for an activity
<b>Hiding</b>	The player needs to break the defences of the hiding
<b>Spaceship</b>	A spaceship is landing, the player can prevent it from happening
<b>Mast</b>	The player enters a <i>Xonyan</i> settlement

#### 4.1.1. Battle

This scenario happens if the player gets close enough to a *Xonyan* shown in the Detector, or following a Hiding/Spaceship/Mast scenario.

Module used: Captivator

### 4.1.2. Exploration

In this scenario, the player has no pressure, and is freely navigating the urban environment. Following the sound played in the earphones, the player gets clues about what is happening around her.

Module used: Detector.

### 4.1.3. Hiding

*Xonyans* hide in places defined Hidings. In the Hidings they often stay in groups and protect specific pieces of information.

Once the player finds a Hiding, she has to destroy its defensive system

Module used: Captivator (or ad-hoc module)

### 4.1.4. Spaceship

*Xonyans* often land on our planet while the player is moving around the urban environment.

If the player hears the sound of a spaceship landing, she can try to sabotage the landing by creating a non-landing area.

Module used: Energy Bridge (or ad-hoc module)

### 4.1.5. Mast

*Xonyans* settle on our planet inhabiting areas called Masts. These Masts are constituted by a circular area connecting 3 specific points.

The player needs to gain access to the Mast before facing the *Xonyans*.

Module used: Captivator (or ad-hoc module)

## 4.2. Scenario Logics

The interaction between one scenario and another will be defined by the logics described in the following diagram.

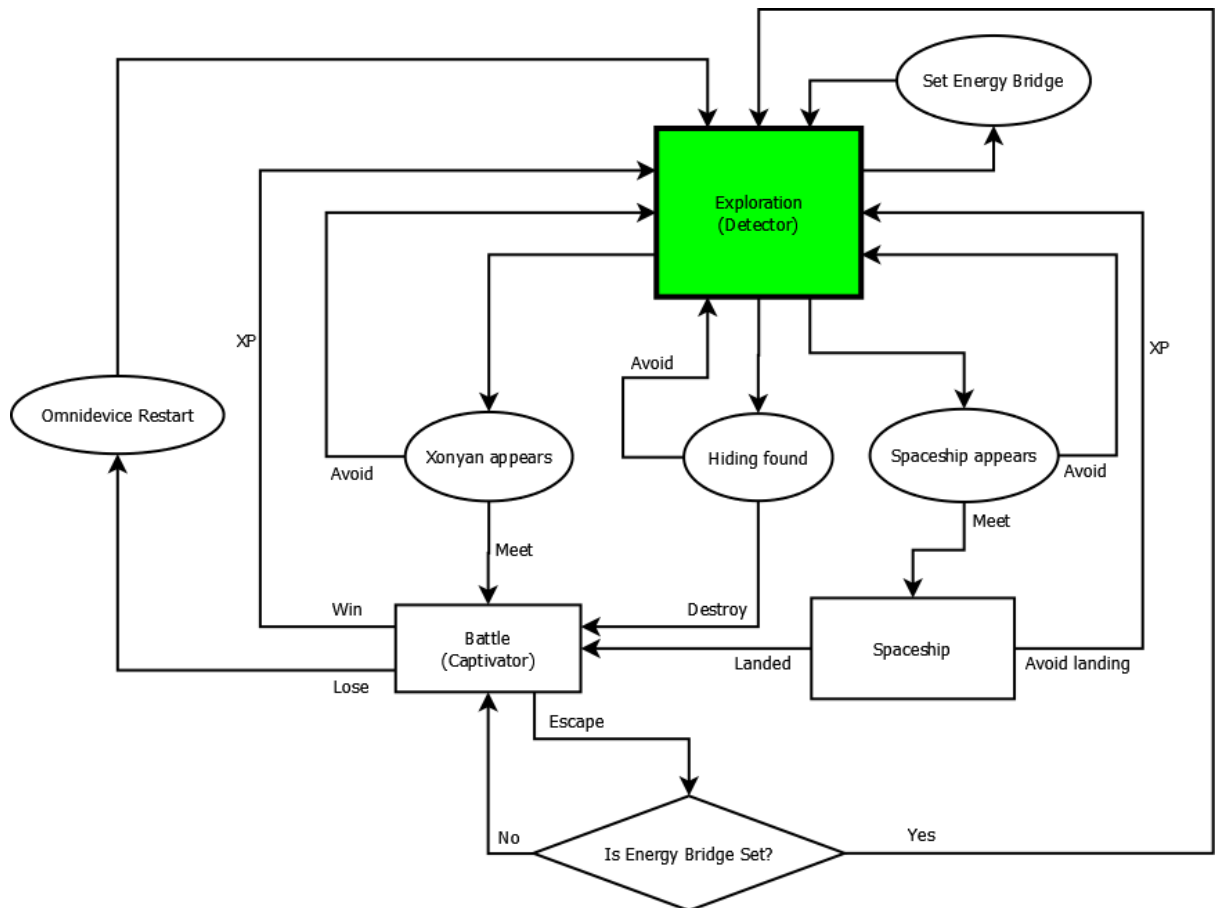


Figure 3: Diagram of the scenario logics

## 5. Gameplay: Xonyans

The player will encounter different types of *Xonyans*, each one of them with very specific characteristics.

### 5.1. Xonyans Overview

The data provided in the following table is constantly subject to change, according to the balancing elaborated with testing data and the file *Dropbox/game design/XP\_Simulator.xmls*.

Type	XP	Speed	Rarity (0-5)
<b>Parvian</b>	50	Normal	0
<b>Xercit</b>	70	Fast	1
<b>Archian</b>	125	Normal	3
<b>Quinian</b>	150	Very Fast	3
<b>El Gravo</b>	/	Slow	5

### 5.2. Xonyan Types

#### 5.2.1. Parvians

The common *Xonyan*. Doing all the “dirty work” for the *Archians* and the *Quinians*. The *Parvians* are very common, almost with no personalities. They move in straight predictable lines. These are the most common to meet, they rarely carry any highly valuable

information, but mostly background information. They sound annoying with a touch of humor.

Behavior: *to be defined*

### 5.2.2. Xercits

The *Xercits* are small, aggressive and fast creatures trained for battle/fighting. That is the only thing they know off. They are not clever. Their strength is in their aggressive speed and strong armor. They move fast in straight lines. For each one captured the rest of the group will get more angry and fast. The *Xercits* rarely carry any information but they in themselves are very valuable to capture as they are valuable to the *Xonyans*. They sound big pitched and aggressive - like a huge mosquito on speed.

Behavior: *to be defined*

### 5.2.3. Archians

These are the *Xonyans* building the mast spaces and engineering the whole system. These are valuable *Xonyans* to capture and often contain a lot of information about the mast system and locations. The *Archians* move in points: from one point to the other in a direction toward to agent. This way of moving is similar to the way they think: in geometry and points. This makes them a bit harder to capture. Capturing *Archians* there is 80% chance that the agent will get highly valuable information especially about the mast positions and entry codes. They sound rather dull and plain almost as if they are singing, but when they are captured they use their tools to try to get out of the vault. Therefore having an *Archian* in the Vault is always audible. They bang on the wall to get out.

Behavior: *to be defined*

### 5.2.4. Quinians

These are quite rare to meet. But easily captured and contains highly valuable and confidential information about hidings and the *Xonyans'* history and plans on Earth - apart from stealing the oxygen in various ways. These *Xonyans* bear the plans of the attack on the financial system. These are also the only *Xonyans* carrying around any stolen code fragments. But these *Xonyans* are rare to find in the streets. They mostly stay in the hidings where they do their research and think big thoughts. The *Quinians* sound is more transparent/whispery and creepy, as they get nearer to the agent they change to sound more aggressive. They hate being disturbed - and even more to be stolen from.

Behavior: *to be defined*

### 5.2.5. El Gravo

The *Xercits'* army robot. This is their most heavy artillery which can't be captured or defeated, the only choice is to run from it. *El Gravo* is big and very slow. It is always lurking, but works mostly around important locations such as valuable hidings or functioning masts. It is often send to protect hidings, masts and space ships when the *Xonyans* detect an attack on these targets. His sound is deep and rumbling resembling heavy machinery and the smartphone vibrator buzzes while he is within range. If an agent is "caught" by *El Gravo* the Omnidevice is lost.

Behavior: *to be defined*

## 6. User Interface

### 6.1. Navigation Logics

Following, a diagram explaining the navigation between the different parts of the GUI.

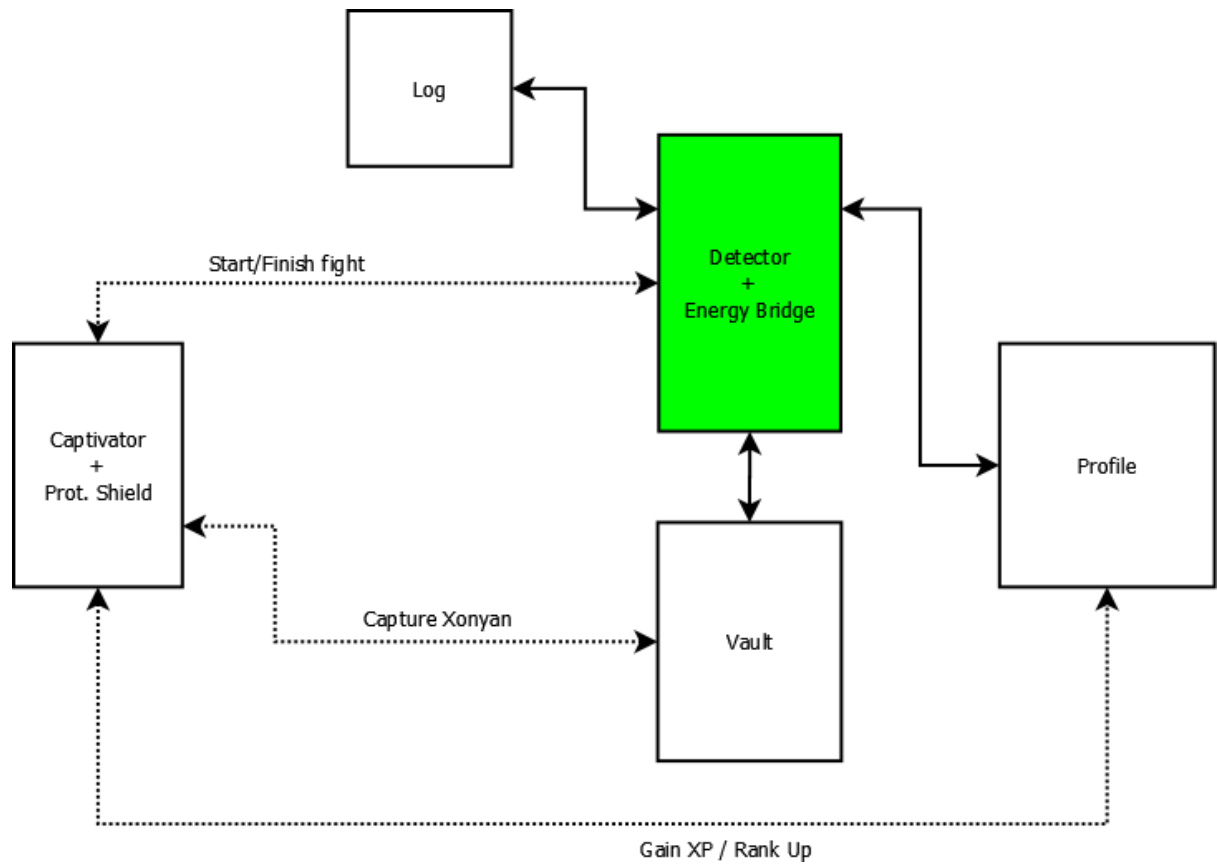


Figure 4: Full lines: transition performed by the player. Dotted lines: transition automatically performed by the game

## 7. Game Progression

SOE relies on different systems for providing a sense of progression to the player. These include rank systems, quest systems, as well as elements such as badges and achievements.

### 7.1. Experience Points (XP)

The player progression of SOE is based on the earning of Experience Points (XP).

A specific amount of XP (fixed or variable) will be assigned to the player after a fight, or after specific actions depending on the gameplay scenario.

Scenario	Assignment	Based on
Fight	Variable	Xonyan type, time, shield left, precision
Hiding	Variable	Time
Spaceship	Fixed	Success
Mast	Fixed	Success

Full details on the assignment, balancing, and calculation of XP can be found in *Dropbox/game design/XP\_Simulator.xlsx*.

### 7.2. Rank System

In SOE, players will follow an RPG-like rank progression based on XP.

When the player starts the game, the rank assigned will be Rank 1.

In order to progress from one rank to the other, the player will have to collect XP.

#### 7.2.1. Structure

The game will be divided in different Rank Tiers. To each tier corresponds a specific label that the player will be assigned to, and that will be visible in the profile page of the Omnidevice.

Following, a table describing the subdivision of the tiers, their associated name, and additional information.

Ranks	Tier	Extra
1-9	Recruit	
10-19	Apprentice	
20-29	Junior Agent	
30-39	Agent	
40-49	Advanced Agent	From Rank 41 on, we might consider them as expansions of the game
50-59	Senior Agent	
60-69	Golden Agent	
70-79	Platinum Agent	
80	Master Agent	

NOTE: The Tier names are totally temporary and are subject to change. "Agent" will be switched to "Rebel" depending on the faction selected by the player at the end of the Story Quests.

Considering that the player will be labelled "Recruit" from Rank 1 to Rank 9, it might be an idea to assign a number after the tier label. In other words, the player will be Recruit 1 when in Rank 1, Recruit 8 when in Rank 8, Apprentice 1 when Rank 10, Agent 3 when Rank 33.

The Rank System needs to be visualized in-game to motivate the player. Some Ranks will allow the player to upgrade the Modules of the Omnidevice. The player should level up after the first/second fight in the game.

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#### 7.2.2. Logics

The following chart illustrates the logics of the ranking structure, and how to specific Ranks correspond Module upgrades.



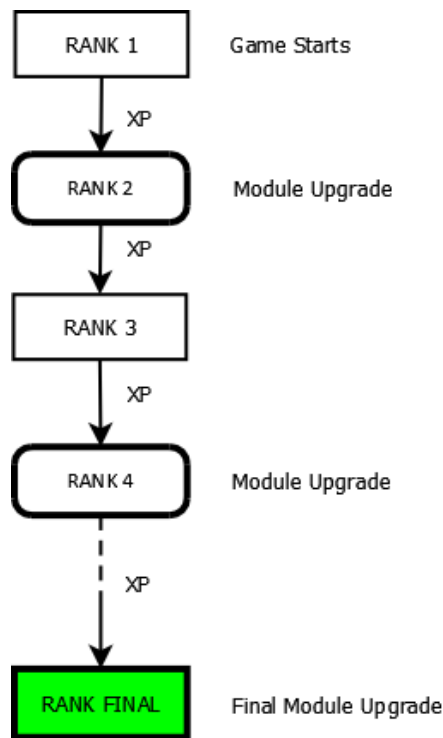


Figure 5: Flow chart of the rank progression

7.3. NOTE: Module Updates are not to be confused with unlocking new Modules. will be unlocked based on the Story Quest the user is playing (see Quest System

In SOE, quests will follow a fully designed linear progression.

).

#### 7.4. Badges/Achievements

- Story/Quest
  - Find the Force Field module of the Omnidevice
  - Meet El Gravo for the first time

*Linear, can be predicted when the player is going to collect it*
- Gameplay
  - Capture 10 Parvians
  - Find 5 Hidings
  - Upgrade your Omnidevice to max

*Mostly cumulative*
- Gameplay (Secondary)
  - Walk 10Km
  - Use the Detector for a total of 30 minutes
  - Survive a fight with only 10% of the shield

*They surprise the player*
- Retention
  - Play 3 days in a row

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- Come back [might be short and long term]

*Can bring players back in the game*

- Social
  - Share results
  - Reach the Top 10% of Agents

*Help establishing public attention*

### 7.5. Quest System

In SOE, quests will follow a fully designed linear progression.

#### 7.5.1. Logics

The following chart shows how the narration progresses in terms of quests. Specific quests will allow the player to unlock new modules of the Omnidevice. At the end of the Story Quests, the player will play inside a gameplay loop, in which most of the time will be spent levelling up, upgrading the Omnidevice, and unlocking achievements.

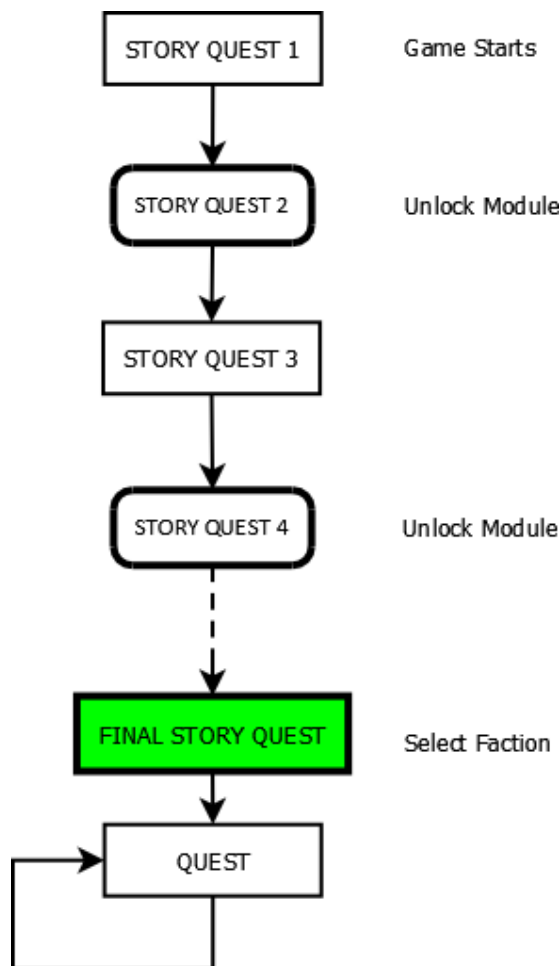


Figure 6: Flow chart of the quest progression

In the Quest loop, quests will be procedurally generated in order to still provide a sense of progression and to stimulate variation in terms of gameplay.

### 7.5.2. Story Quests

Following, the different Story Quests (SQ) that will guide the player in the understanding of the game mechanics, the different game scenarios, and the story. AN in-depth description of the SQ will be included in a separate Quest Design Document.

Quest	Scenario	Description	Unlock	Diff. (1-5)
SQ01	Battle	Learn the basic of the sound/movement mechanic		1
SQ02	Battle	Confirm learning the basic of the sound/movement mechanic		1
SQ03	Hiding			2
SQ04	Battle			1
SQ05	Spaceship			2
SQ06	Hiding			2
SQ07				1
SQ08				1
SQ09				3
SQ10				1
...				2

## 8. Narration

### 8.1. Synopsis

Join the Agency in the epic fight to protect Earth from extinction!

You are enrolled in a secret agency dedicated to protecting Earth against an alien invasion already in progress. The alien race called Xonyans are invisible and intangible, which means they are right among us, yet we can't sense them. They are slowly stealing our oxygen. If they succeed all life on Earth will be extinct.

The Xonyan invasion has been silenced by all Governments as they are powerless to this huge threat. Only if the Earth's population stand together can we defeat this threat and save Earth. The Agency needs you to join!

As you prove your worth in locating and capturing the Xonyans, with the aid of the so-called Omnidvice, you are promoted in the ranks and learn more about the extent of the threat:

The Xonyans are slowly sucking up our oxygen through their mast system: the "Oxy Points" the backbone of their system. But while you prevent the Oxy points from functioning you are also instructed to recover and protect small fragments of code that the *Xonyans* are stealing. The code is Professor C. L. Ever's formula to compress large amounts of oxygen. If the Xonyans get hold of the entire formula Earth will be extinct. Or at least that is what you are told by the Agency.

While recovering the code from the *Xonyans* you also find other messages and signs of communication. Someone else than the Agency is after the code.

Joining the higher ranks you learn about the Fraction. A group of former Agency agents who turned on the Agency. They, too, are fighting the *Xonyan* invasion but with other goals. They are terrorists wanting to steal the formula to gain superior control and power over Earth.

But among the secret information you recover on your quests you find evidence that things might not be as they seem. Why are the Xonyans captured and not killed? When sending up the *Xonyans* to the HQ where do they go and what happens to them? You start to piece together the information. Maybe the Agency's intentions aren't what they say they are. Maybe the Fraction aren't the bad guys?

In the end you need to make a choice. What do you believe? Which story do you believe? Which side do you fight for?

If you stay with the Agency you become part of the inner circles understanding that the alien invasion is infiltrated by a group of terrorists (the Fraction) wanting to gain superior power and control over Earth through controlling the oxygen resources. They must be stopped! You also learn that the Agency's intentions are to find a peaceful solution where both *Xonya* and Earth will survive. That's why the *Xonyans* are not killed but only captured until a peaceful solution has been found.

Or you may become skeptical of the Agency and join the Fraction: The Agency is in league with the *Xonyans*. Their goal is to create a new and better world on *Xonya* with Earth's oxygen. That's why the Omnidevice is programmed to capture and not kill the *Xonyans*. The Fraction believes that the *Xonyans* are evil creatures with one goal only; to save themselves. An unsolvable conflict; The Agency must be stopped and the *Xonyans* terminated.

(Not one story is the truth - but the players are forced to choose side - the game will be looping from here: Beat the other side. Switch sides.)

## 8.2. Backstory

### 8.2.1. Agency

SOE is inspired by the conspiracy theory of aliens already living on Earth as is known also in the movie(s) *Men in Black*.

The *Agency for Extra-Terrestrial Affairs* is founded by a group of former space researchers who found the *Xonyan* activity through their research. No authority would believe their findings which led them to found the Agency. They found it crucial to fight back the threat from the *Xonyans*.

All governments have denied the existence of hostile extra-terrestrial activity on Earth but the researchers have solid proof that Earth is currently inhabited by the invisible *Xonyans*.

In despair all governments want to keep this knowledge a secret in fear of chaos if the story should be publicly known: it takes much more people to protect Earth from this threat than the joined governments will ever have the necessary resources to do. Therefore a small group of researchers broke out and formed the Agency for extra-terrestrial affairs; the truth must be dealt with and the threat must be defeated. The Agency is forced to work as an underground community of secret agents with the mission to gather as many agents as possible in order to be able to protect Earth.

### 8.2.2. Xonyans

Earth was meant to be *Xonya 2*. When the *Xonyans* found out that they were about to pollute their own planet to extinction they made a plan in order to be able to restore *Xonya*, should it come to such state. They found an identical planet, Earth, but when they arrived the planet was quite uninhabitable at that point in time. There was no civilisation and no technological progress upon which they could build a new *Xonya*. It was too much work to inhabit the planet at that time. They made another plan. If they could get all the planet's oxygen back to *Xonya* they would be able to restore life and save their planet. They developed a technology to suck up all Earth's oxygen. The technology developed was to form a giant membrane around the planet which could suck up all oxygen and save it until they reached *Xonya*. The giant membrane is created by putting up masts in a radius of 50 meters. One mast is created in a triangle - the energy to set up the membrane is created

from the triangular form. This technology works but is very tedious and resource intensive. Using the Professor's formula would solve these problems instantaneously.

This time on Earth is the 2nd time - the *Xonyans* did not learn from their previous mistakes and must once more try to save their planet. This time the *Xonyans'* original plan was to move to Earth, but when they arrived at Earth, Earth had changed and is now inhabited by too many people to be inhabited by both the Earthlings and the *Xonyans*. On Earth there is not enough oxygen or space, on top prognoses say that in few years there won't even be enough oxygen or space sufficient for all Earthlings. As a solution the *Xonyans* decided to try to restore life on their own planet once again with resources from Earth.

### 8.3. Narrative tricks

#### 8.3.1. Device Precision

To cover up the inaccuracy of the GPS update when setting the two points of the Energy Bridge - a note/dialog about the interference from the electronic devices found in the city. This radiation can interfere with the energy between the two points leading to a variation in the distance for each time the player creates an Energy Bridge.

#### 8.3.2. Omnidevice Sound Quality

To avoid having a very large package for the player to download, we will compress most of the audio dialogues in .mp3 format. This format has mid-low audio quality, and we will justify this with the same interferences disturbing the radio signal.