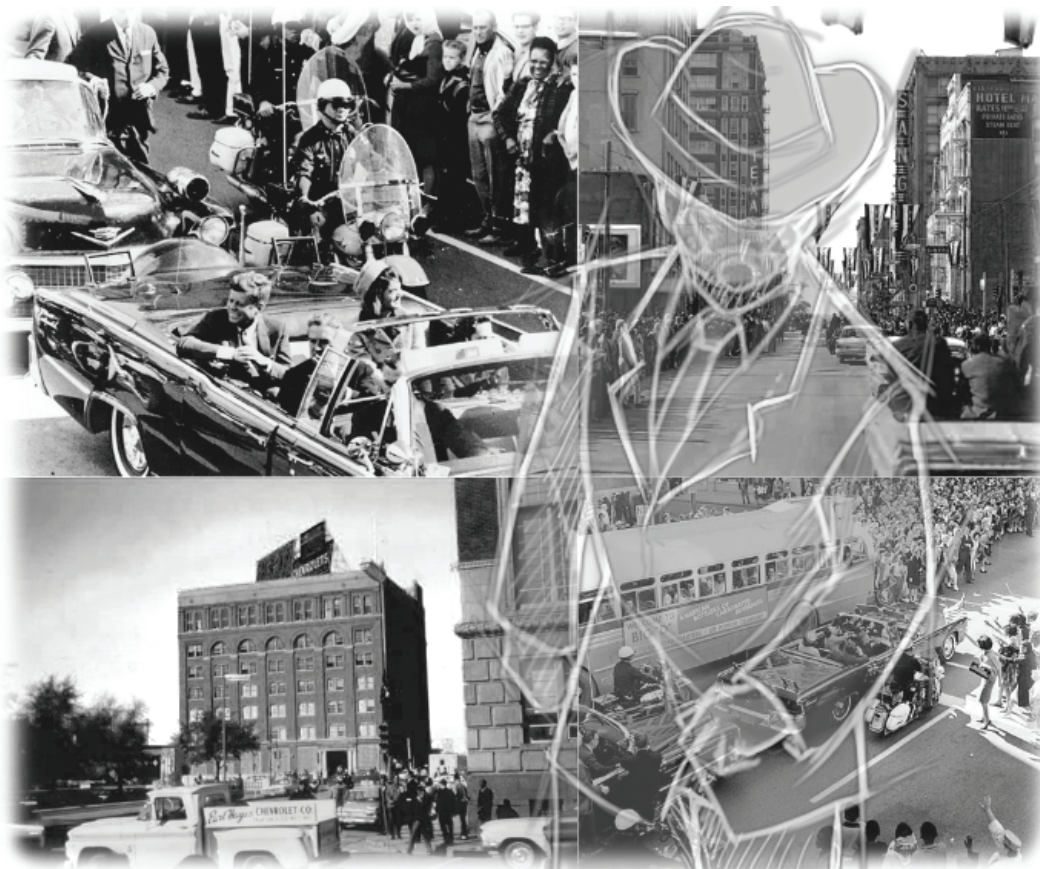




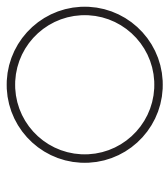
BRAVE NEW WORLD



Questions / Comments?

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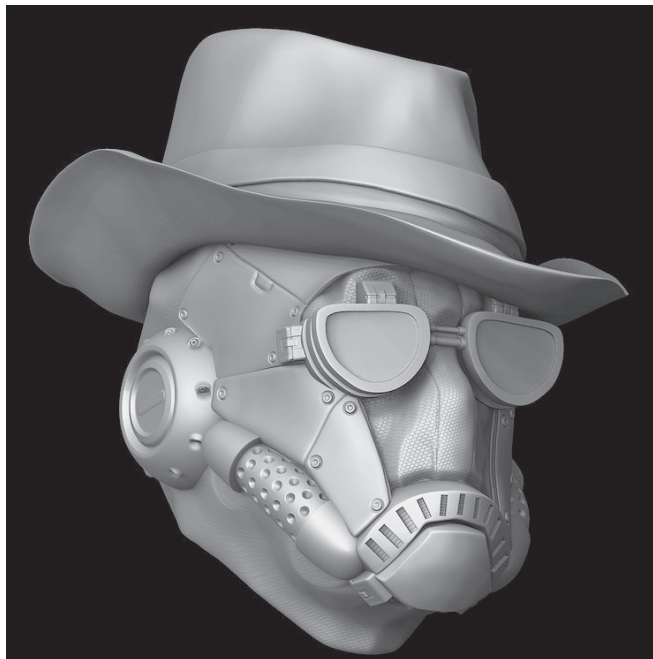
CREDITS

PROJECT NAME

BRAVE NEW WORLD

TEAM MEMBERS

Charles Trahan	Game designer / Level designer
Hung-Ko Chuang	Game designer / Level designer












SPECIAL THANKS

Jessi Thind	Tutor / Supervisor
Jean-Philippe Toutant	3D modeler (JFK's head)
Xavier Collet-Garand	3D modeler (Huxley's head)
Jean-François Mondor	Animator



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OVERVIEW



GAMEPLAY

Brave New World is a 1st person stealth-puzzle game. All of the puzzles in this game are based on the notion of causality as defined by the relationship between one event to cause another. The player will have the ability to manipulate causality.



CONTEXT

"It's all about timing"

The player was sent back in time to November 22, 1963 to prevent the assassination of U.S. President John F. Kennedy.

If the player fails his mission, this tragic 20th century event will trigger a chain of events that will ultimately culminate into the collapse of civilization in the 21st century.



UNIQUE SELLING POINTS

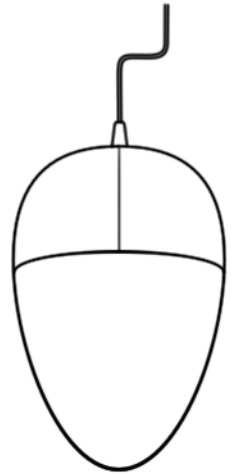
- **Observe!** Carefully monitor civilians or enemies to learn their action in order to bypass them.
- **Freeze and rewind!** Use the power of time manipulation to alter event flows and eliminate the numerous conspirators that are after the President's life.
- **Stealth!** The player is obliged to stay in the shadows to avoid causing irremediable time paradox.





CONTROLS

This game requires a keyboard and a mouse to play



W	Walk forward	Mouse Movement	View orientation
----------	--------------	-----------------------	------------------

A	Walk sideway Left	Right Click	Pick up object
----------	-------------------	--------------------	----------------

S	Walk backward	Left Click	Throw object
----------	---------------	-------------------	--------------

D	Walk sideway Right		
----------	--------------------	--	--

E	Use / Interact object		
----------	-----------------------	--	--



R	Rewind NPC (only during time freeze)		
----------	--------------------------------------	--	--



F	Freeze / Unfreeze time		
----------	------------------------	--	--

C	Crouch		
----------	--------	--	--

Spacebar	Jump		
-----------------	------	--	--



GAME MECHANICS

This game mixes stealth and timing gameplay.

A good analogy to better understand this concept would be to imagine a hybrid game of *Thief* and *Braid*.

The main game mechanic is time manipulation.

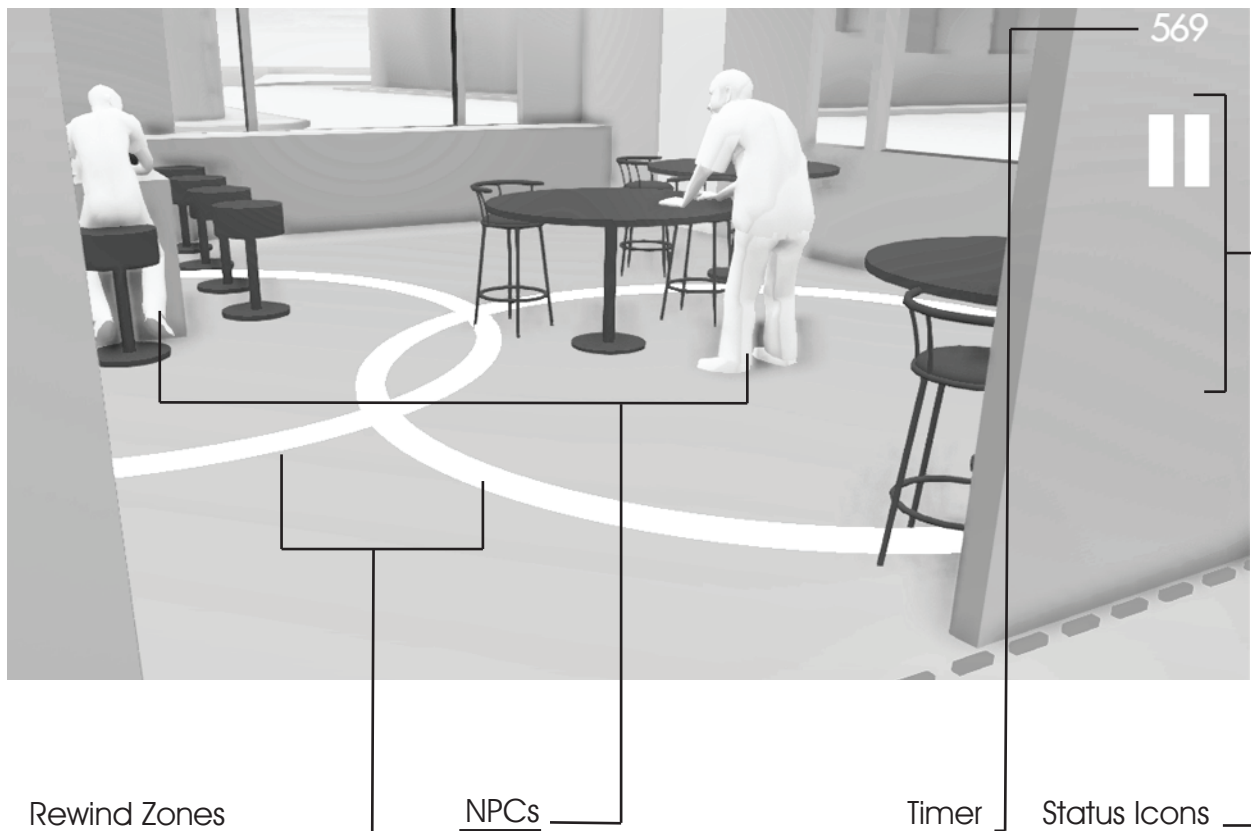
The player can freeze the flow of time in the level and reverse time around specific NPCs to “rewind” their actions.

By manipulating events within the level, the player has a direct influence over the levels.

When time is frozen, the player can walk around the level freely but cannot affect any physical object (e.g. picking up object, opening door, etc.)

The player has to be in the “rewind zone” (area of effect) around a NPC to rewind him.

The player can only rewind a NPC when time is frozen or else he would be detected.





LEVEL DESIGN INGREDIENTS



WHAT ARE THE PARTS

- o "Cause" NPC(s) + rewind zone
- o "Effect" NPC(s) + rewind zone
- o Interactive object(s)
- o Hiding spots
- o Time limit (deadlines)



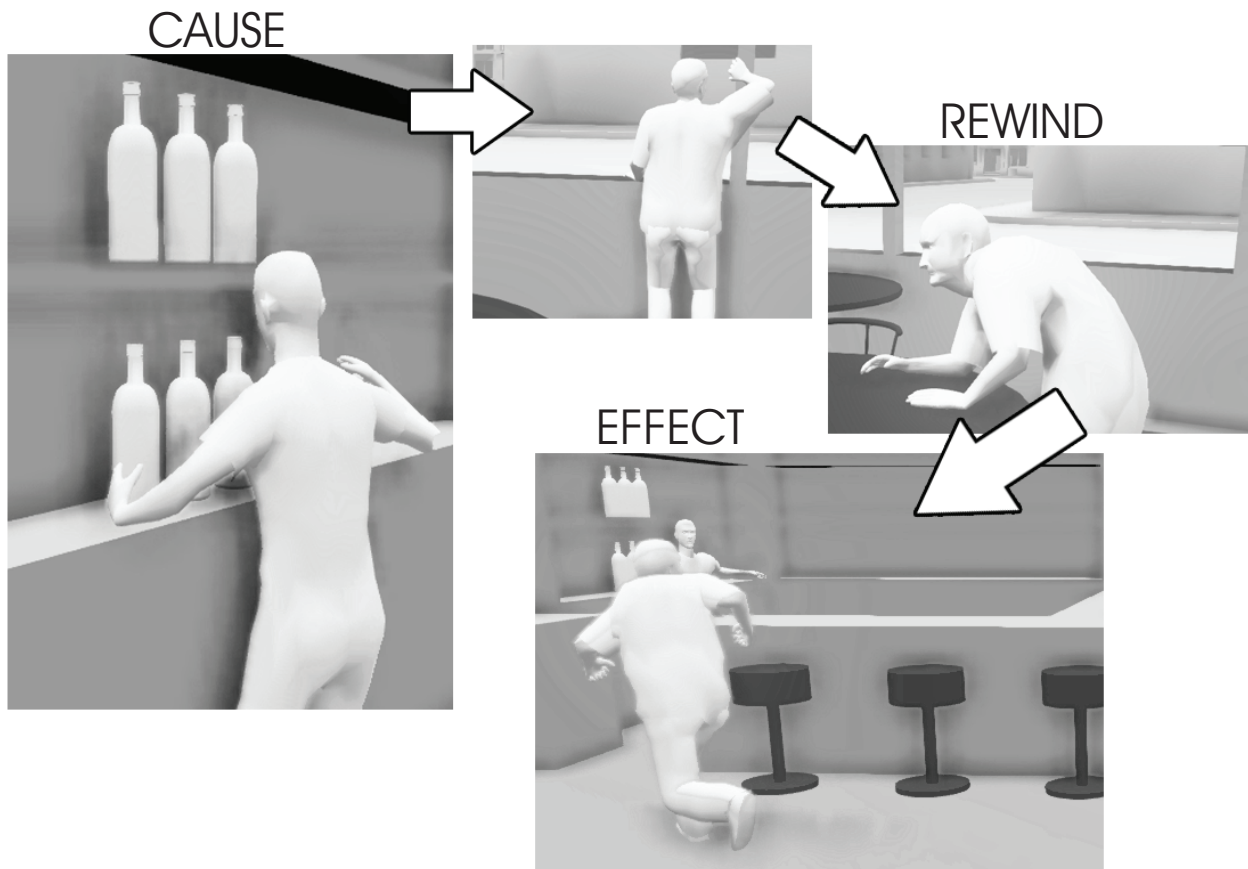
CAUSAL PUZZLES - WHAT'S THE RECIPE

All puzzles are based on the notion of causality.

A causal puzzle requires:

1. a "cause" event
2. an "effect" event

The player must create a cause event by rewinding a NPC in order to generate an effect event.



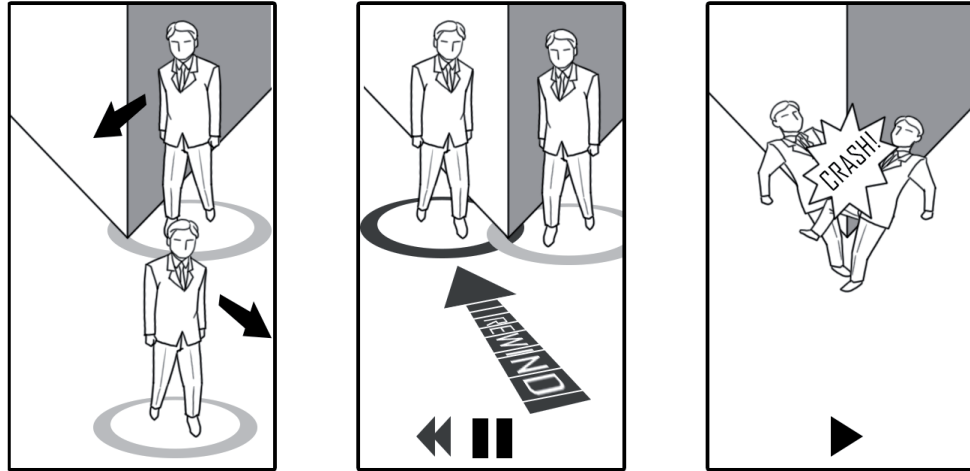


LEVEL DESIGN INGREDIENTS (Cont'd)

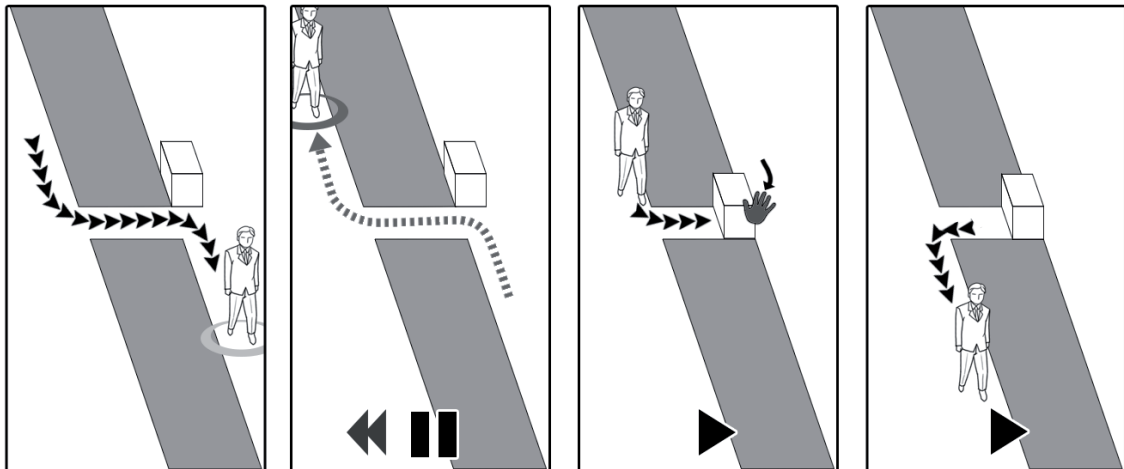


A causal puzzle depends on the relation between at least two entities:

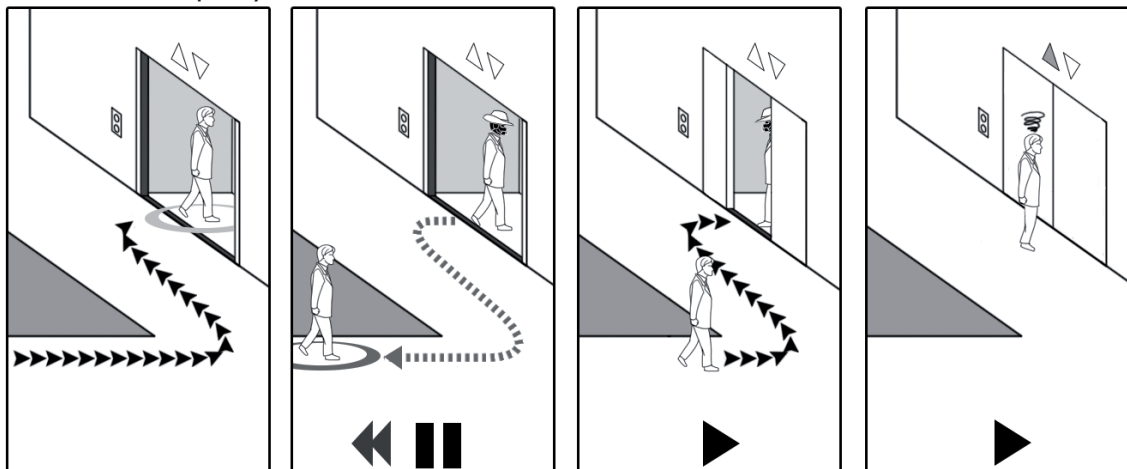
- Two NPCs



- One NPC and an interactive object



- One NPC and player



If there is only one entity, a cause event can be created but no effect event will be generated. Such causal puzzle is therefore impossible.

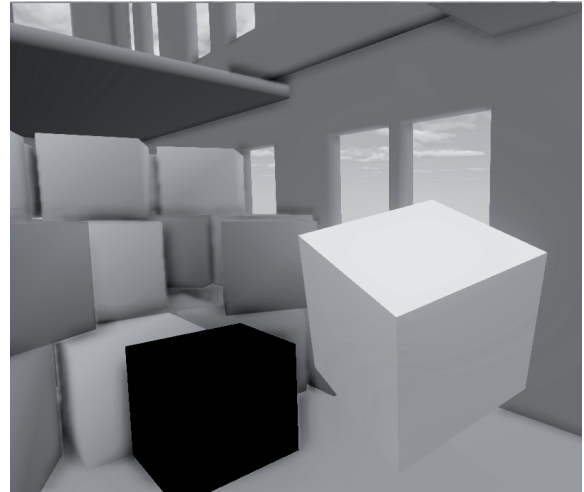
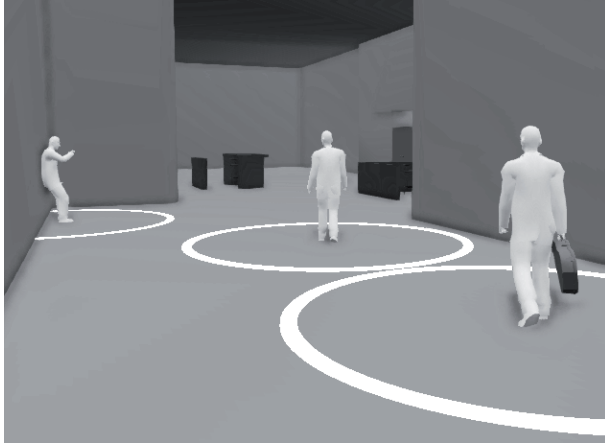


LEVEL DESIGN INGREDIENTS (Cont'd)



Every causal puzzle needs one NPC or multiple NPCs that can be rewinded by the player to create a cause event.

Interactive object(s) that can be manipulated by the player and/or NPC(s) needs to be placed in the area to generate an effect event (reaction) to the cause event.



Every puzzle room needs hiding spot(s) to exploit the stealth gameplay of the game.



The goal of a causal puzzle may varies:

- Clear a way for the player to walk through the level without being detected.
- Eliminate threats (e.g. conspirators) within time limit.
- Slow down a process occurring in the level (e.g. presidential parade).



LEVEL DESIGN INGREDIENTS (Cont'd)

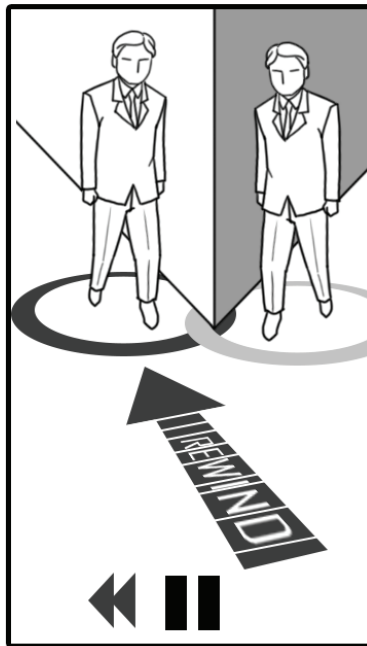
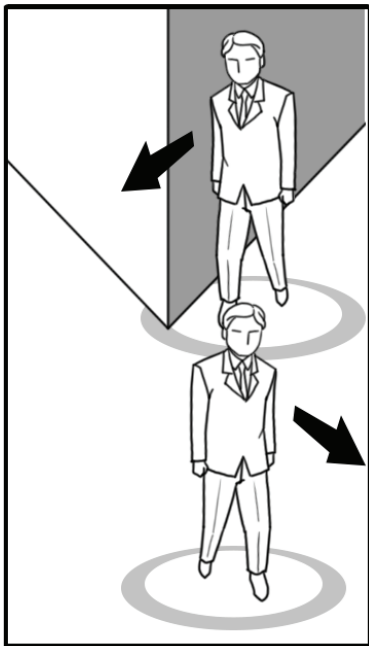


PUZZLE COMPLEXITY

The Least Complex example

Two NPCs:

The player makes two NPCs run into each other / start a fight.



Number of clues given:
Speed of anims:
Complexity of movement to desired ends:
Windows of opportunity:
Amount of hiding spots:
Event duration:

High (3+)
Slow (slow walk)
Simple (1 coordination)
Large (10+ seconds)
A lot (3+)
Short (1- minutes)



LEVEL DESIGN INGREDIENTS (Cont'd)

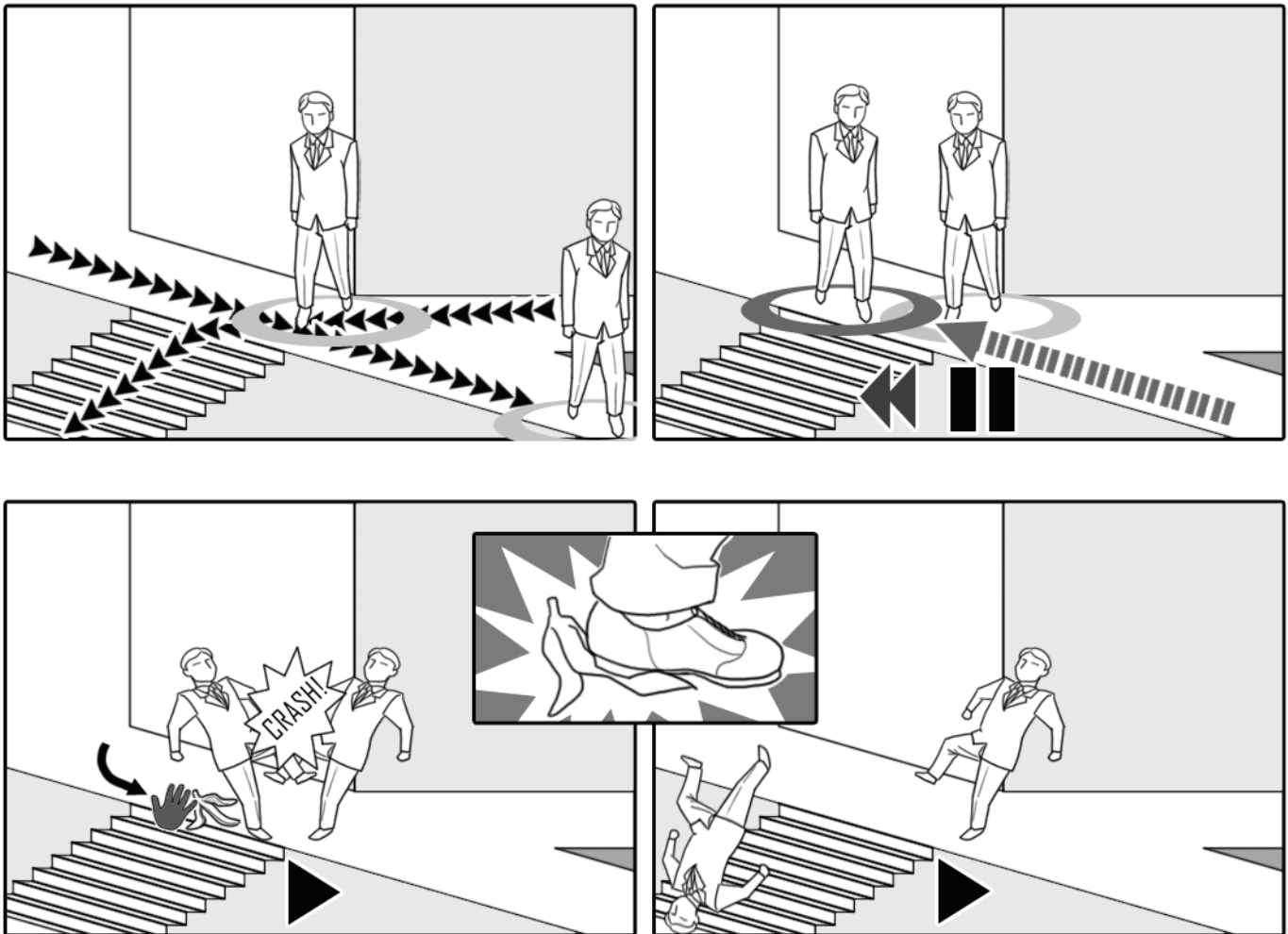


PUZZLE COMPLEXITY

Moderate example

Two NPCs + 1 interactive object:

The player makes two NPCs run into each other and places an object which causes one of the two NPCs to trip and fall and hurt itself badly.



Number of clues given:

Speed of anims:

Complexity of movement to desired ends:

Windows of opportunity:

Amount of hiding spots:

Event duration:

Moderate (2 ~ 3)

Moderate (fast walk)

Medium (2 ~ 3 coordinations)

Medium (5 ~ 9 seconds)

Few (3-)

Moderate (1 ~ 3 minutes)



LEVEL DESIGN INGREDIENTS (Cont'd)

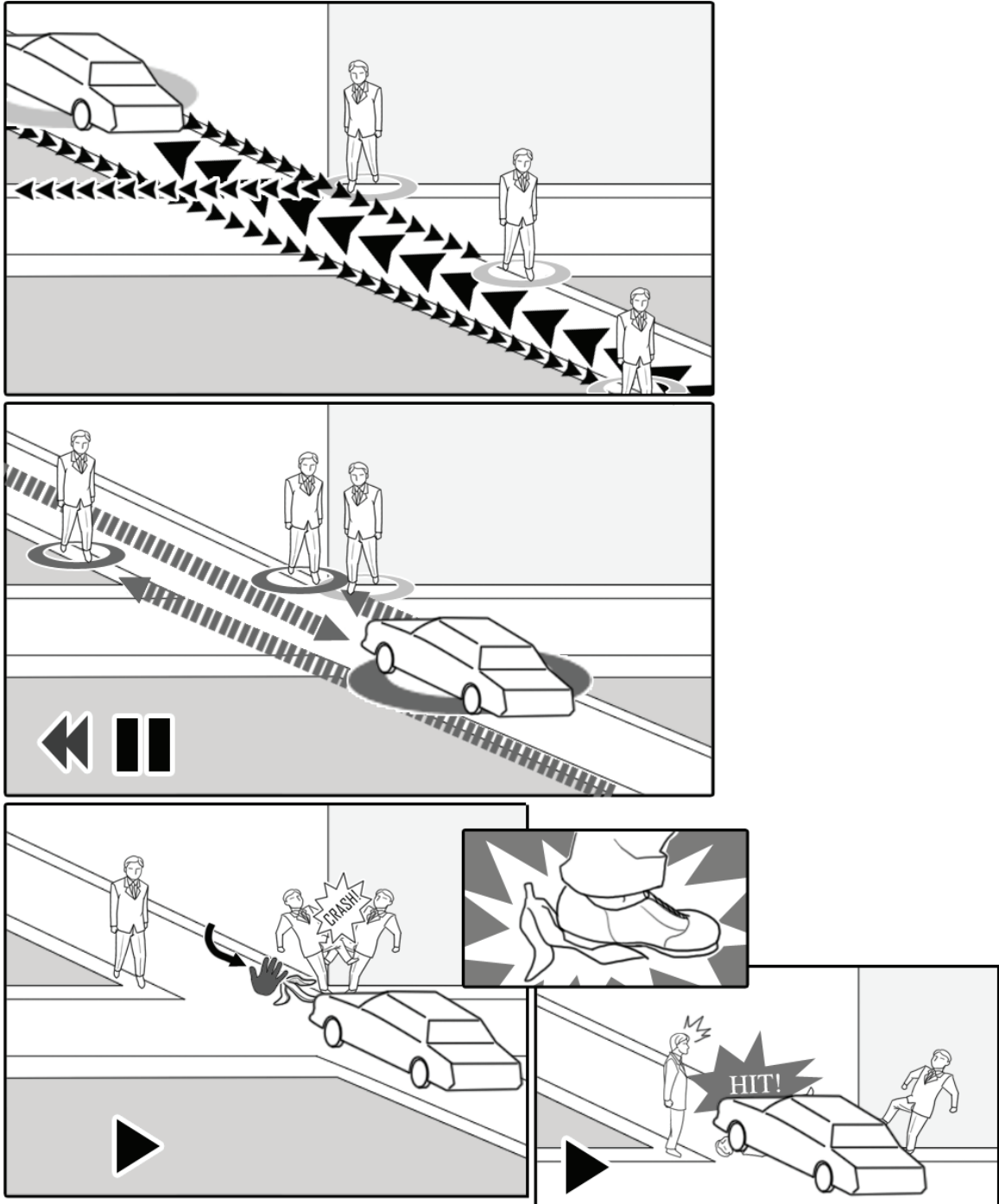


PUZZLE COMPLEXITY

The Most Complex example

Multiple NPCs + Multiple interactive objects + player:

The player is required to rewind several NPCs and to use object to create a chain of events of a fight between 2 NPCs with one of them killed by a car and witnessed by another NPC.



Number of clues given:

Speed of anims:

Complexity of movement to desired ends:

Windows of opportunity:

Amount of hiding spots:

Event duration:

Few (0 ~ 1)

Fast (speedy moves)

Complex (3+ coordinations)

Short (0 ~ 4 seconds)

Very few (0 ~ 2)

Long (4+ minutes)



WALKTHROUGH



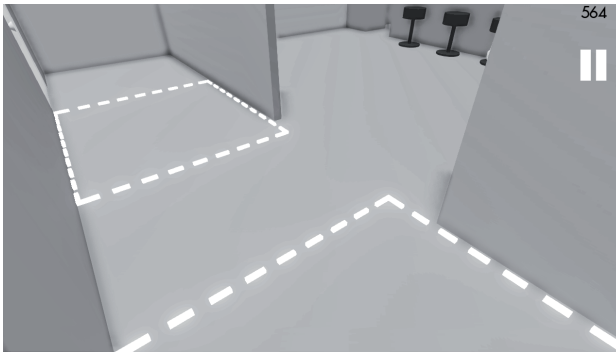
PUZZLE #1: THE BAR

Objective: Get rid of both NPCs in the room

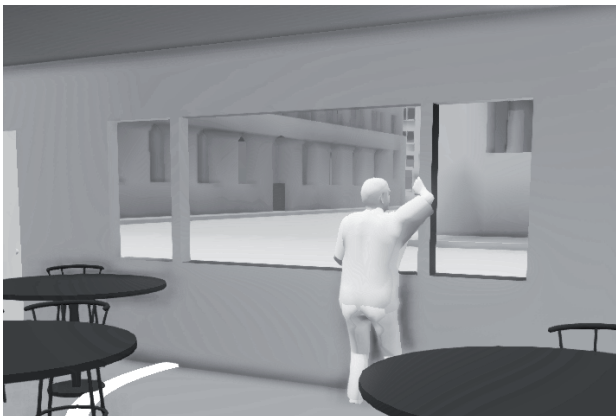
1) The player enters the building through an open window.



2) The player stays in the safe zone (green dotted lines) and observes the scene.



3) The player freezes time and rewinds the NPC (barman) to a position where he can see the other NPC who is trying to steal bottles.



4) Now the room is cleared, the player may walk across the room.



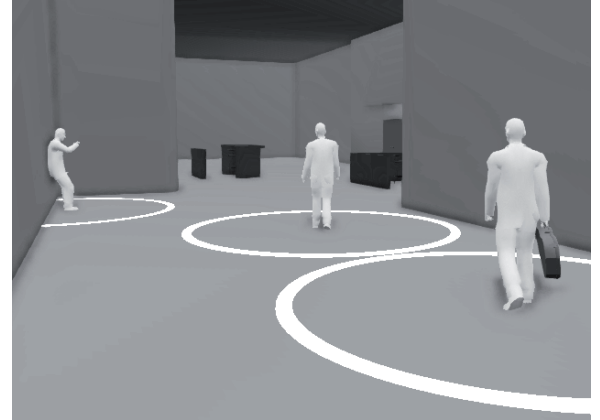
WALKTHROUGH (Cont'd)



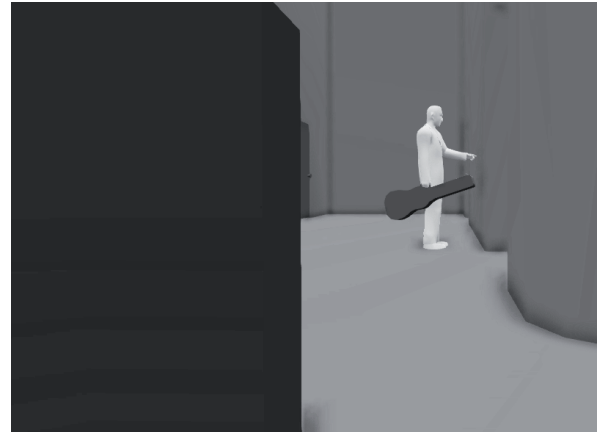
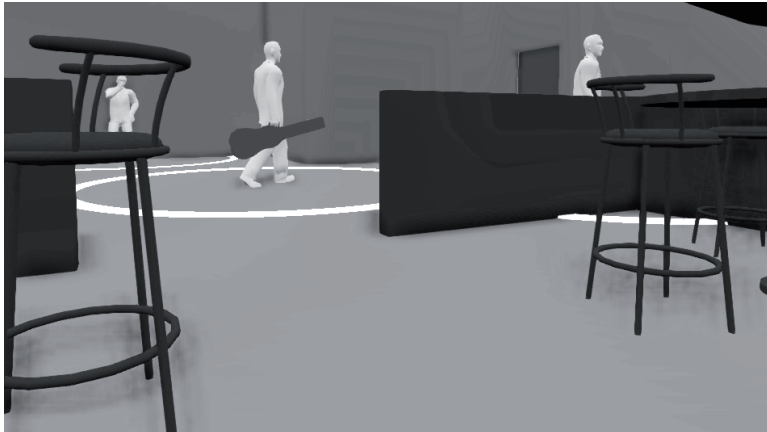
PUZZLE #2A: THE RECORD BUILDING LOBBY

Objective: Get to the roof before the conspirator does (with guitar case) without being seen.

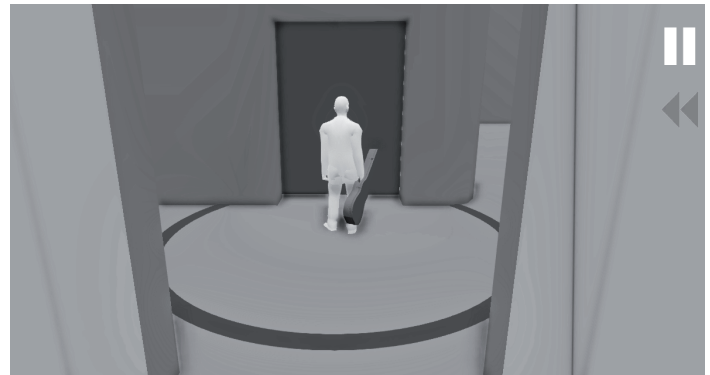
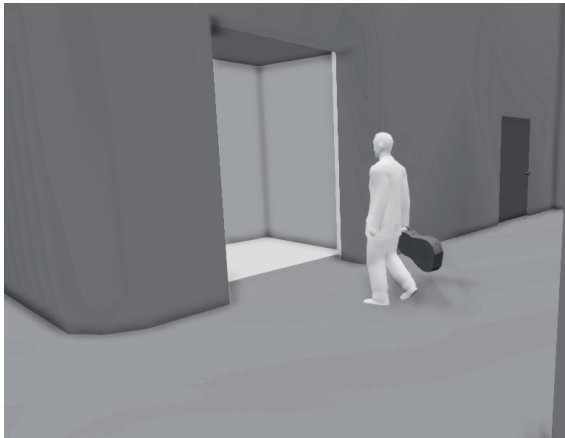
1) The player can only follow the conspirators slowly due to their long range of vision.



2) The player can use rooms or dead angles to avoid being seen.



3) When the elevator arrives, the player quickly rewinds the conspirator (with guitar case) to a point in time where it requires some time before he comes back to cause him to miss the elevator.





WALKTHROUGH (Cont'd)



PUZZLE #2B: THE RECORD BUILDING ROOF

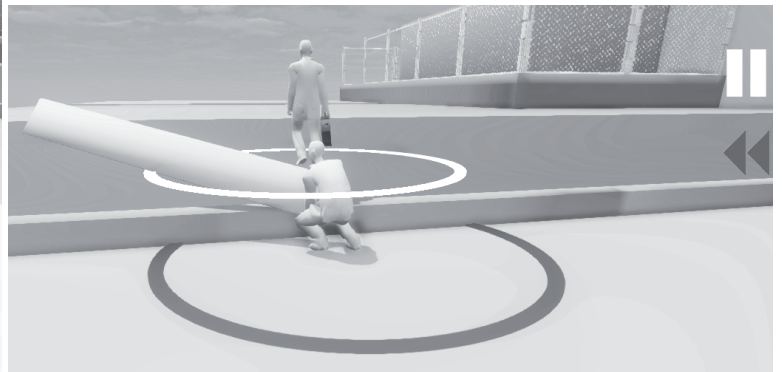
If the player did not take the elevator to reach the roof, this puzzle will not be available and the player will receive a bad ending instead.

Objective: Prevent the conspirator (sniper) from reaching his vantage point.

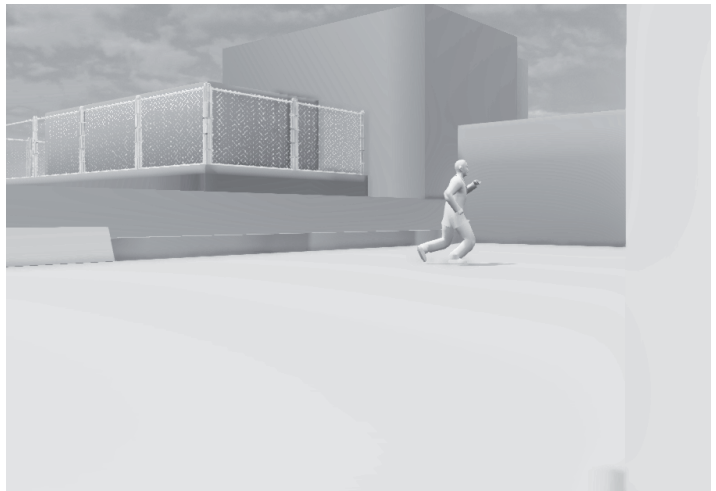
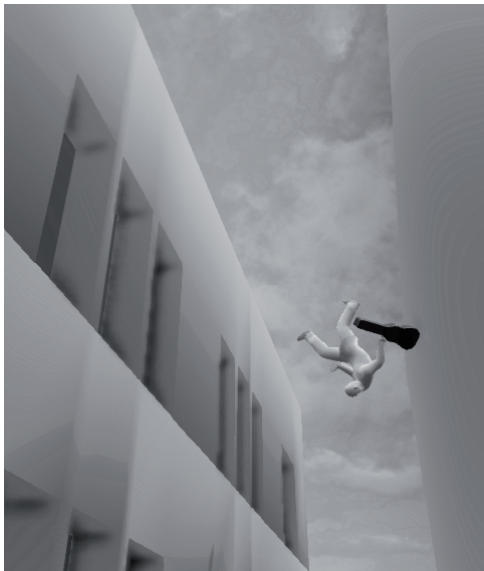
1) The player takes cover and observes the scene.



2) The player freezes time and rewinds the conspirator who was placing the plank.



3) The conspirator (sniper) falls off the building and the other one runs away.

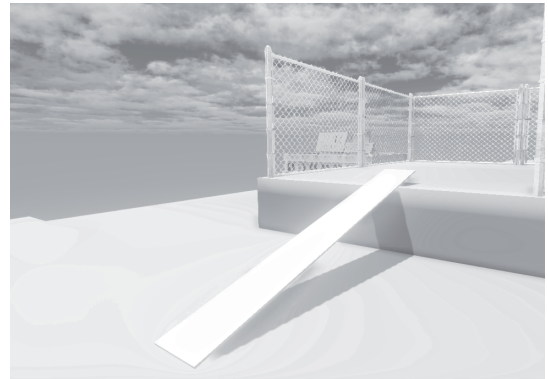
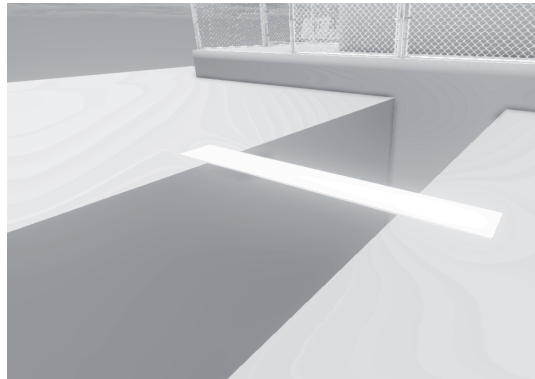
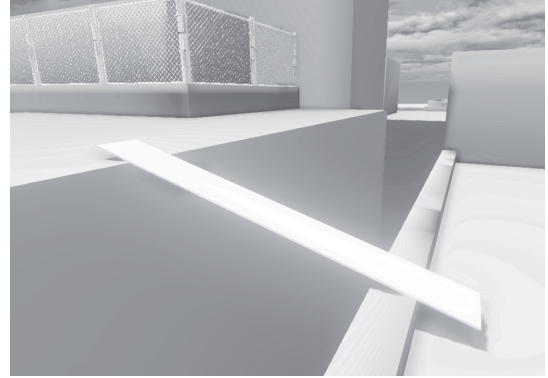
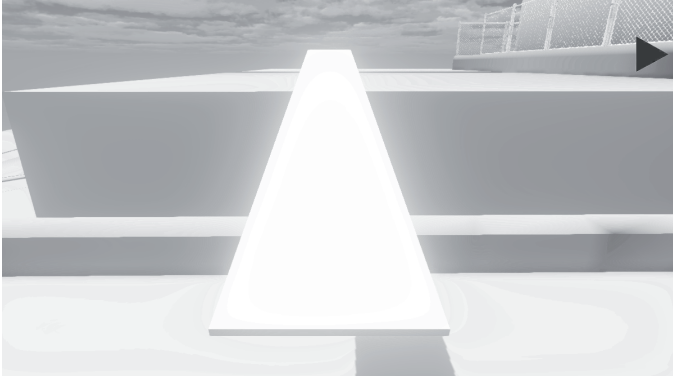




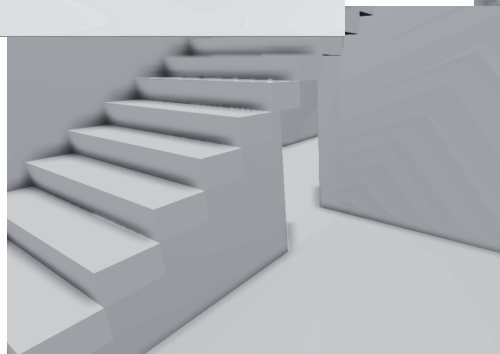
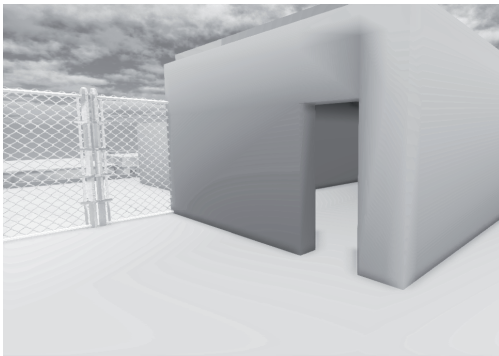
WALKTHROUGH (Cont'd)



4) The player can use the plank to cross the building.



5) The player proceeds through the building to reach the next destination.





WALKTHROUGH (Cont'd)



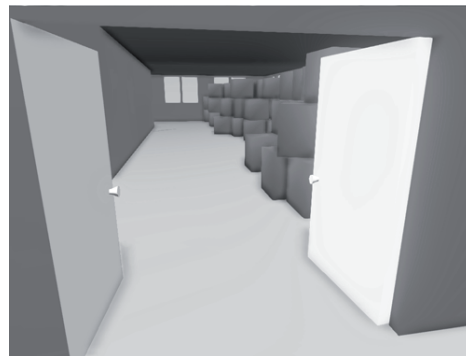
PUZZLE #3: THE BOOK DEPOSITORY

If the player did not cross the building after getting rid of the conspirator (sniper), the countdown will continue and the player will eventually receive a bad ending.

Objective: Stop the conspirator (sniper) on the depository roof.

Floor 1

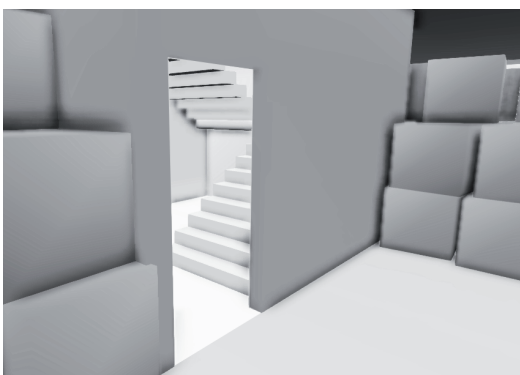
1) The player needs to steal keys from the sleeping guard to enter the depot.



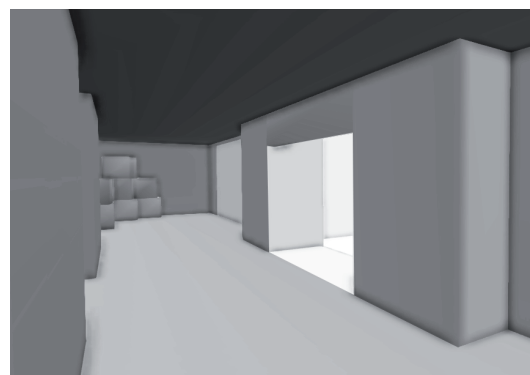
2) Once in the depot, the player encounters a new type of enemy: The robot. The robot moves when time is frozen; pauses when unfrozen.



3) The player can choose to use either the stairs or the cargo elevator to climb up floors.



Take Stairs: to page 17



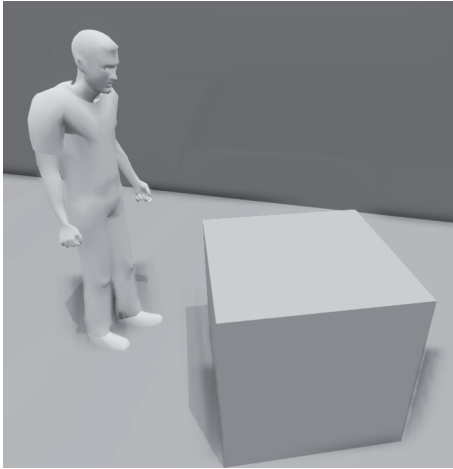
Take Elevator: to page 19



WALKTHROUGH (Cont'd)



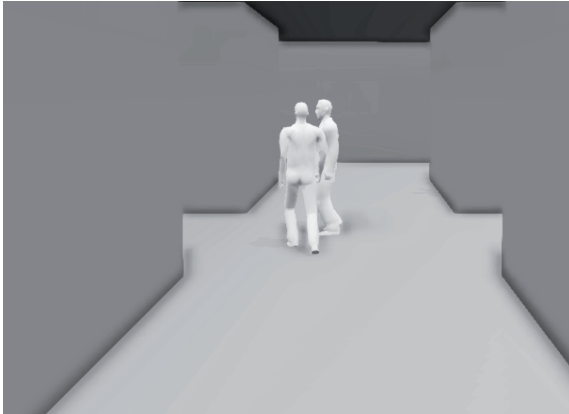
4) The player can manipulate object to block the conspirator or robot's path.



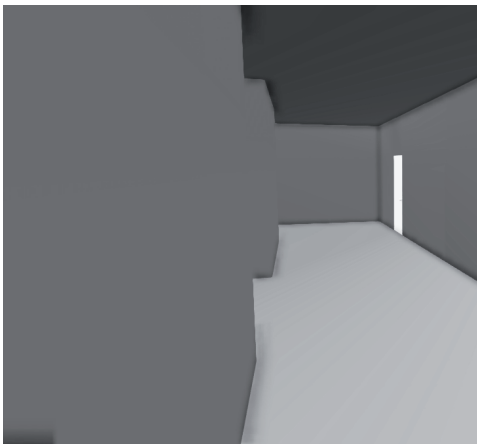
FLOOR 6

5) The player reaches floor 6 where Lee Harvey Oswald is.

Objective: Prevent Lee Harvey Oswald from reaching his vantage point.



6) The player needs to reach the room at the far end right hand side from the stairs. 2 robots are patrolling the area.

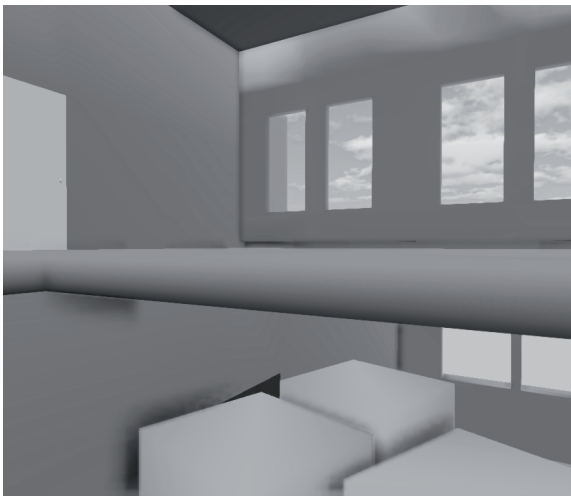
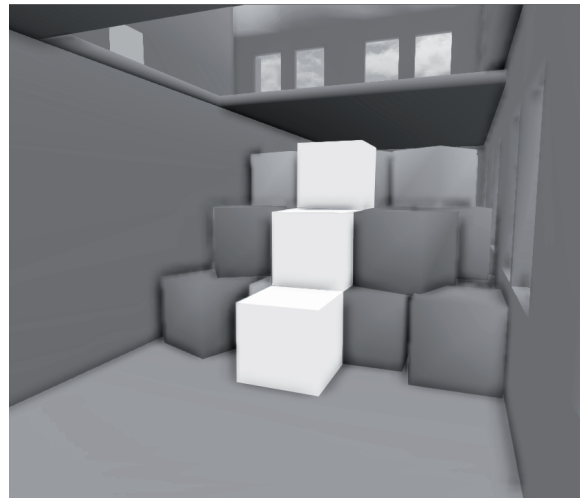
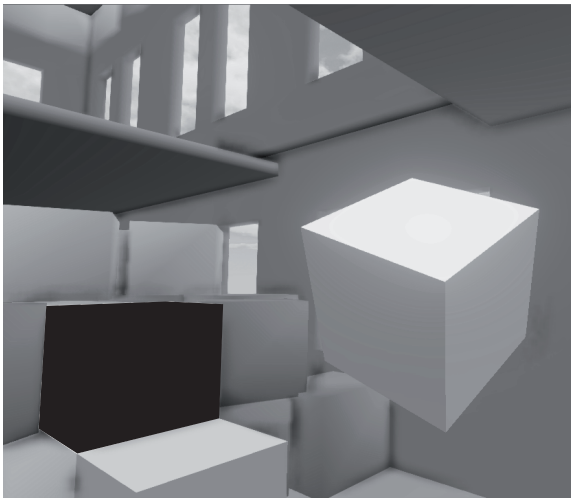
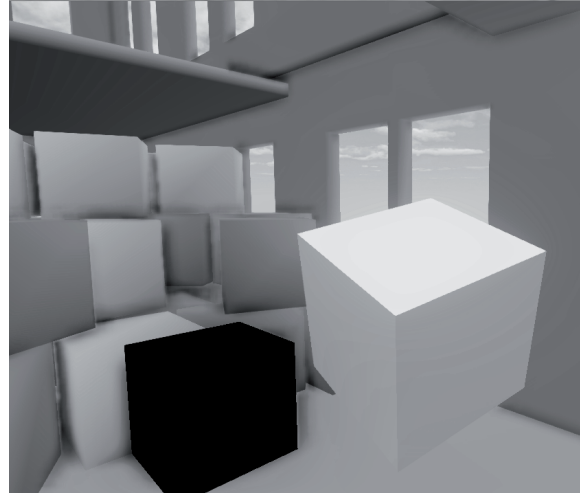
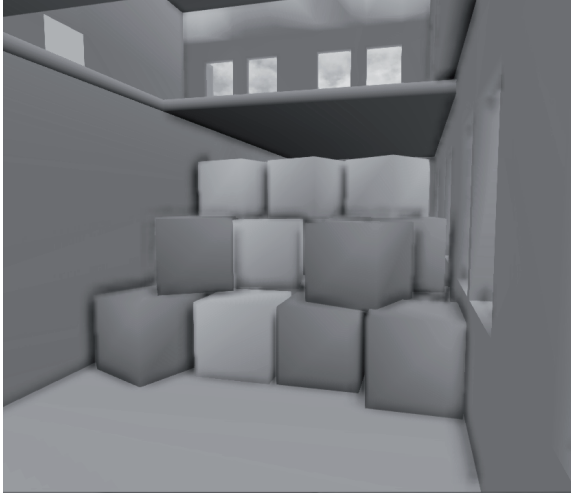




WALKTHROUGH (Cont'd)



7) Once in the room, the player needs to find a way to get to the upper floor. A stair can be built by manipulating boxes.





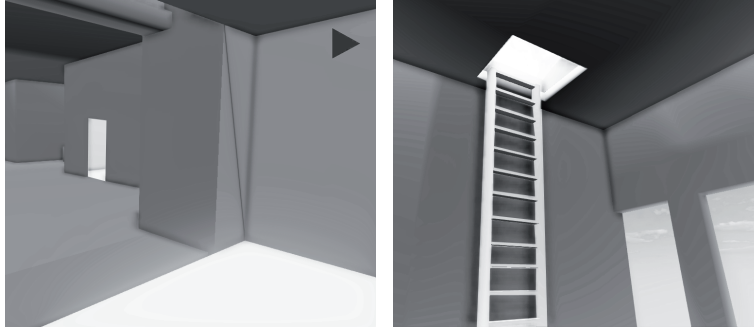
WALKTHROUGH (Cont'd)



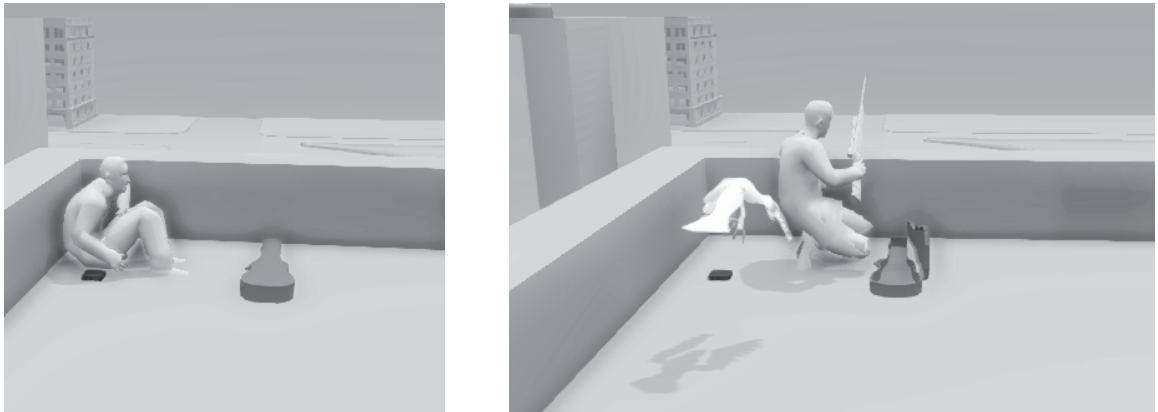
FLOOR 7

Objective: Stop the conspirator (sniper) at the roof.

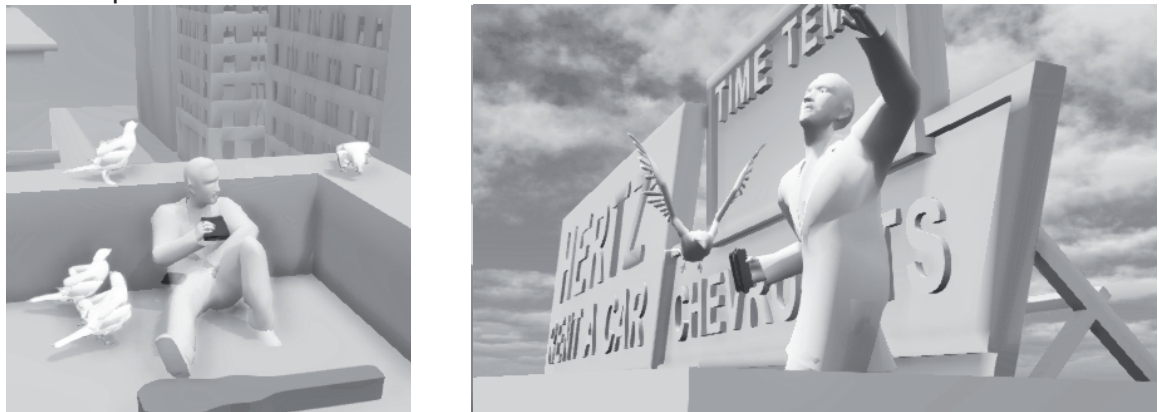
- 1) The player goes to the closest room at the right hand side where a ladder can be used to access the roof. **



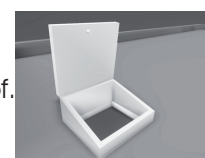
- 2) The player observes the scene and waits for the bird to land.



- 3) The player rewinds the conspirator (sniper) to cause a fight between the conspirator and the birds.



** A robot will show up if the player did not close the doors after reaching the roof.





OTHER POSSIBLE CONTEXTS

- **Assassination of Archduke Franz Ferdinand**

Mission: Prevent the assassination of Archduke Franz Ferdinand in order to prevent WWI and WWII

- **Assassination of Adolf Hitler before WWII**

Mission: Kill Adolf Hitler in order to prevent WWII and the Holocaust

- **Assassination of Vladimir Lenin**

Mission: Kill Vladimir Lenin in order to prevent a future Communist world domination



REFERENCES / INSPIRATIONS

Games:

- Braid
- Thief
- XIII
- Prince of Persia: The Sands of Time

Movies:

- Looper
- Paycheck
- The Butterfly Effect (2004)

Novels:

- 11/22/63 by Stephen King
- Steins;Gate



DESIGNERS' NOTES

- **You can go back but not forward:**

In a puzzle, fast-forwarding is not possible because the upcoming actions of the NPCs have not occurred yet; whenever a NPC is rewinded, its future will be rewritten (chain reaction of causality).

- **The NPCs cannot remove or manipulate objects that the player used:**

Current version of the game does not support such option.

