City In Amber Treatment

Overview:

City In Amber is a single player narrative adventure game. In this game, the protagonist, Robert, who is both an archaeologist and an adventurer, comes to a jungle that was noted by his grandfather and discovers a secret that no one knows. He finds an abandoned city covered by amber. After he enters this city, he gradually realizes that the city in amber might not belong to any human civilization. There is lots of evidence showing that citizens here are not human. In that case, Robert falls into cognitive confusion and self-doubt because the things in the city are completely out of his expectation and knowledge. Player and Robert will need to overcome their bias and convince themselves this is a dinosaur civilization.

There are three major scenes of City In Amber. The first scene is in a burger cafe, Big T's Burgers. In Big T's Burgers, Robert realizes those tablewares and interior design are not for humans. He starts to wonder where he is and why those things are so strange, different from any city he used to visit. The second scene is in a park, where Robert will find more trails left by the citizens. The third scene is in a temple. In this temple, Robert understands that he encounters a city that was left by a civilized species that have their own social structure and religion. In the end of the story, Robert needs to take a test to see if he really accepts what he sees---a dinosaur civilization.

In the game, the player will see the city through Robert's eyes and acknowledge that the dinosaur civilization is not lower than any other civilizations. The player will be able to interact with equipment that is used and designed for dinosaurs. In the journey, they will gradually accept and embrace the dinosaur civilization.
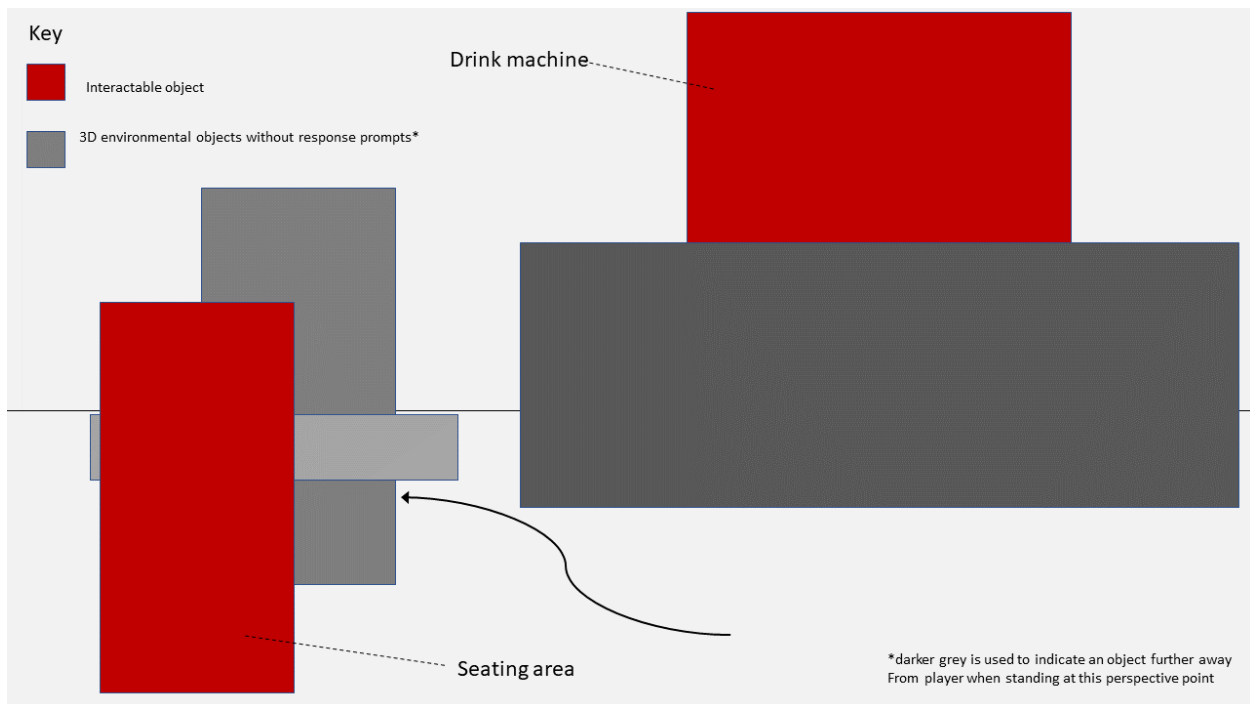
Players:

This game is just for one player. It follows the very common Single Player vs Game Scene Interaction. The purpose of the single player game is to make players immerse in the journey that Robert will have on the city in amber. They will not be disturbed by other players or too many random elements. Players will be able to interact with some elements in three different scenes and hear Robert think aloud. They will control Robert to explore all areas in different scenes.
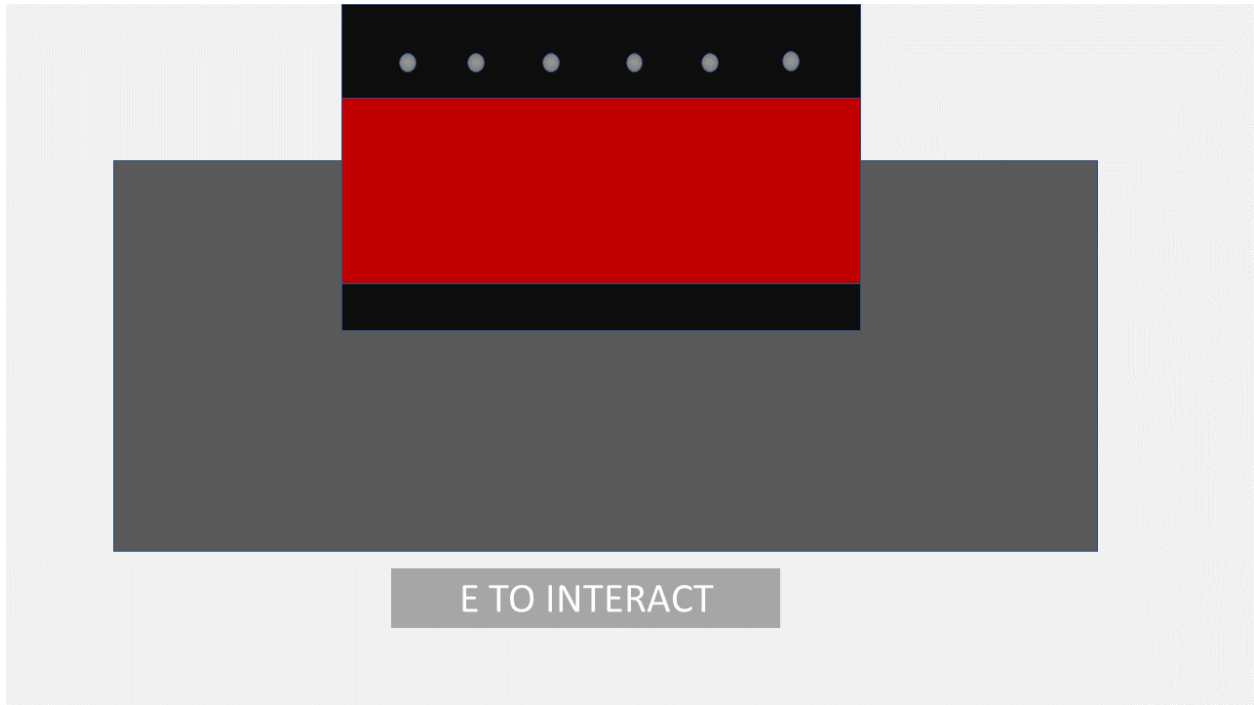
Objective:

The goal of this game is to introduce dinosaur civilization in a joyful and funny way. Unlike lots of other narrative games which tell deep, sad, and meaningful stories, City in Amber wants to surprise players without any sense. In the beginning, players will be upset since they enter a

strange city with a weird Burger Cafe. However, this feeling will turn to "Seriously??? A Dinosaur civilization!!!" And then, instead of barbaric animals, players will find religion, social structure, and daily leisure life of the dinosaur civilization. They will realize dinosaur civilization is the same as human civilization. They open their minds and accept that all civilizations are equal.

Set-up:

Key

- Interactable object

- 3D environmental objects without response prompts*

Drink machine

Seating area

*darker grey is used to indicate an object further away
From player when standing at this perspective point

As the player approaches an interactable object, once close enough a window will pop up that allows them to initiate the interaction state. This is not mandatory – a player may choose to ignore a prompt.

When the player initiates the "interact" command, a larger version of the item fills the majority of the screen. Whatever background was in their view at the moment of pressing the E button

becomes a tinted, frozen backdrop; the interface is completely 2D and the player will not be able to move until they exit interaction (via the X button in. the top right corner).
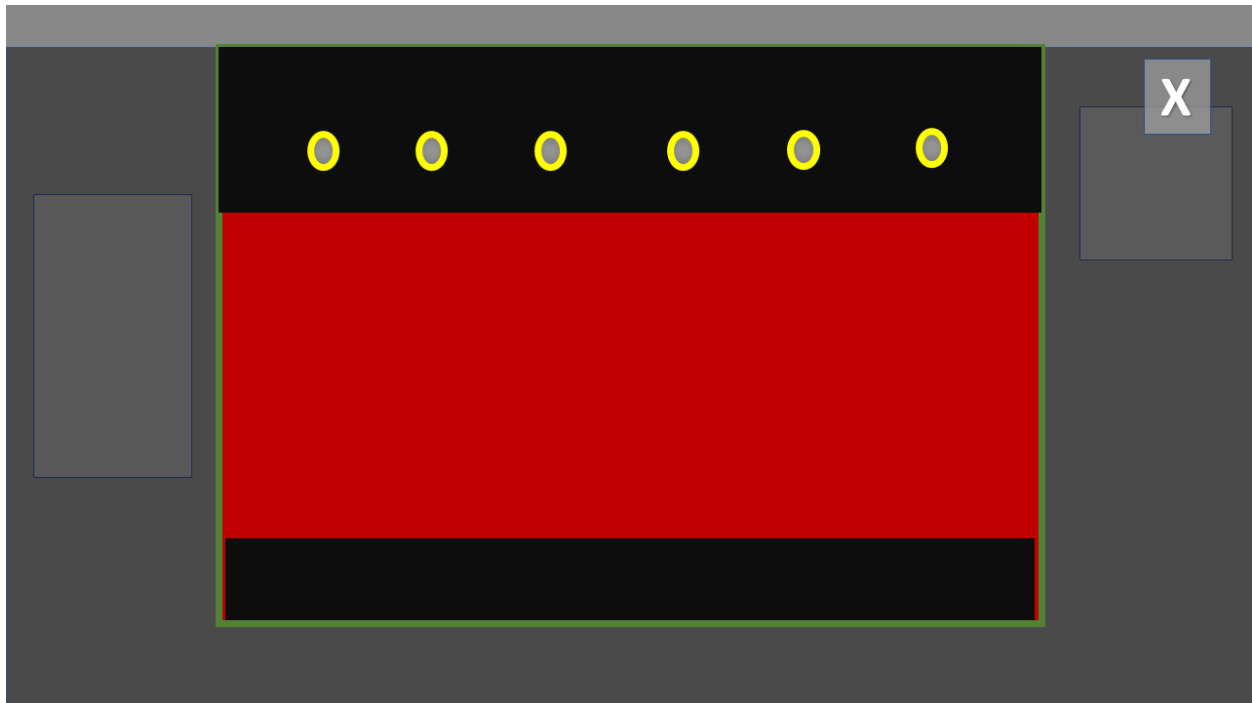
Interact mode allows the player to click the object in question to hear Robert's thoughts on it. The green highlight surrounding the image indicates for informational purposes the zone in which the player can click to hear a thought. These comments will often be dismissive.The yellow highlight surrounds a context-sensitive element on the interactable item that will prompt Robert to say another thought, but this time the comment will likely be more open minded and less defensive. These elements will usually be extremely distinct features that are difficult to explain away.

Tentative details:
Where the player clicks determines the number of "empathy points" that Robert earns from the interaction. The mere act of interacting/clicking nets +1 point. If the player clicks the context-sensitive area on the object, they earn an additional +1 empathy point.
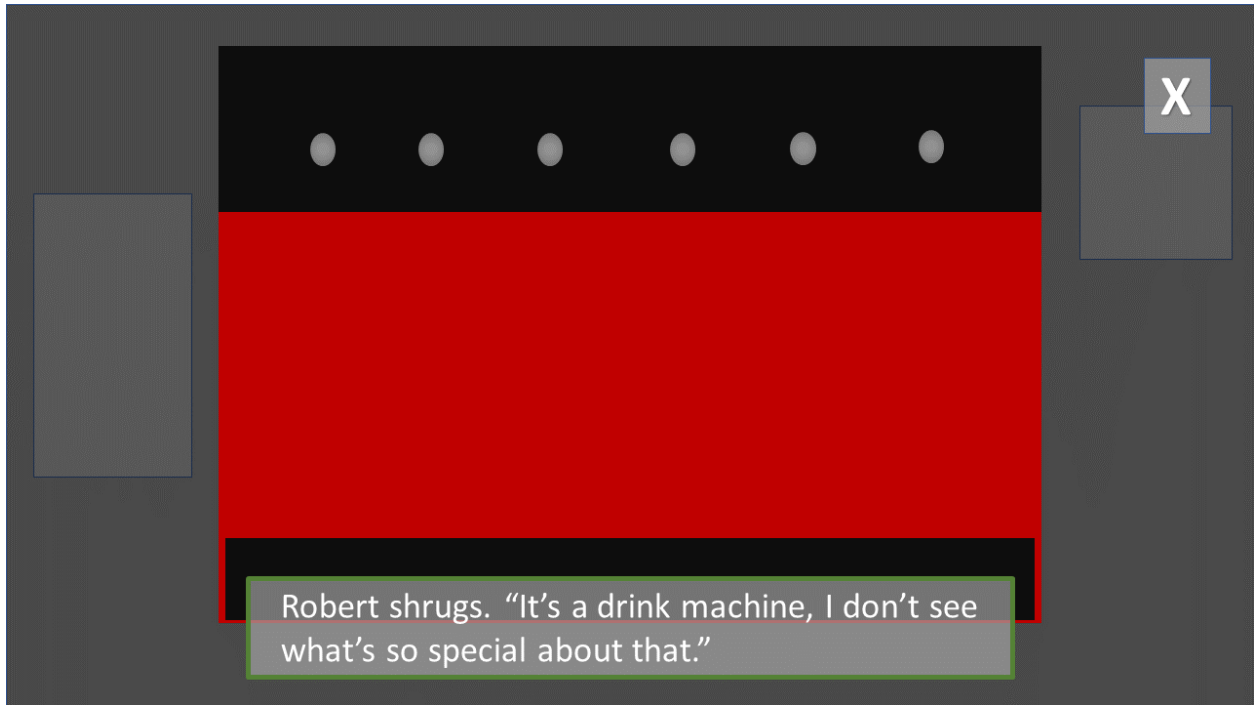
Sample normal/default response from interaction.
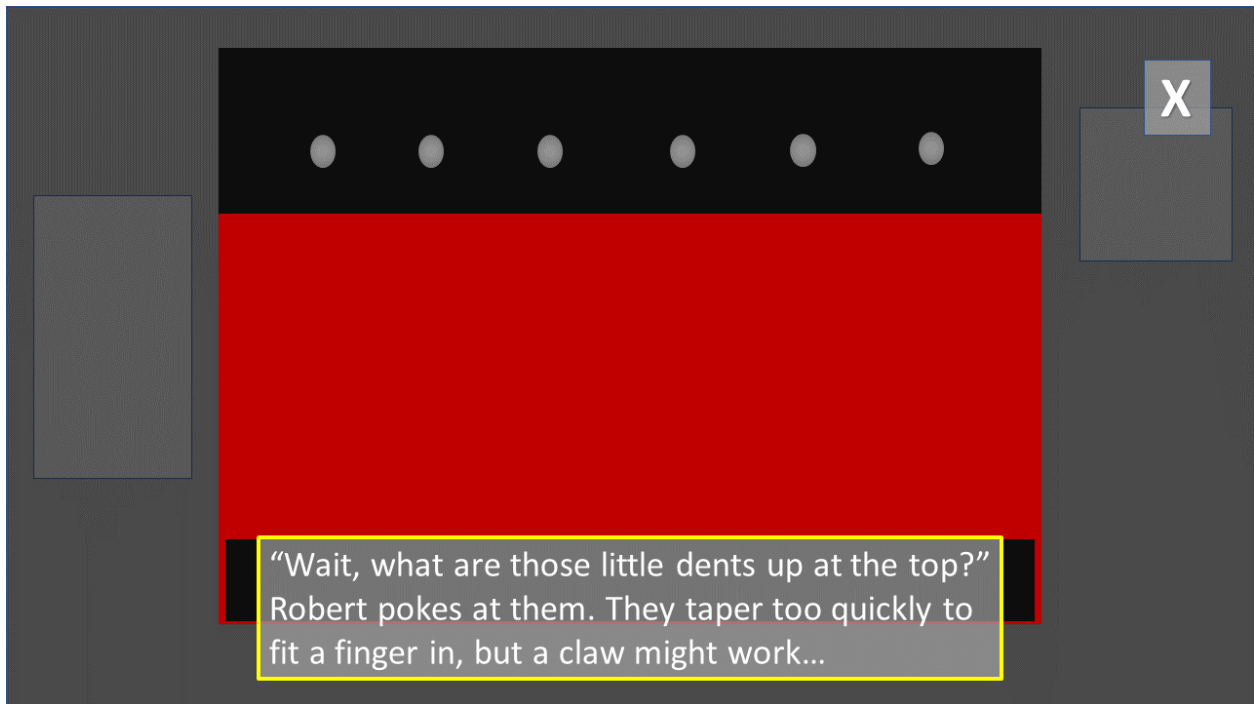
Sample response from clicking a context-sensitive area (as distinguished in a previous slide).

Game Rules:

This is a 3D game in first person perspective with 2D interactable objects. This utilizes standard WASD movement and mouse input.

- Level navigation: Use keyboard and mouse
  - W to move forward
  - A to strafe left
  - S to strafe right
  - D to move backward
  - E to interact
  - Mouse to move camera
- Interactable navigation: Use mouse
  - Left click to select a part of the image (X UI button closes the image)
- Dialogue navigation: Use mouse
  - Left click to continue dialogue along

There will also be an internal empathy score that will be added to whenever the player clicks on a graphic while an interactable is active on their screen, either by one point for a normal interaction, and two points for a context-sensitive area. This addition will only occur once per item, but the user can add to the score if they choose to return to an item and select a context-sensitive area. In other words, if a user opens an interactable, clicks in a default area, then closes and returns, they may only gain an additional point if they click in a context-rich area. Then, no more points are to be gained by that interactable.

Empathy score increase is indicated by Robert speaking to the player, and a double increase is indicated by a unique sound effect (think a lightbulb or aha moment) and Robert will say more dialogue in addition to the default dialogue.

This empathy score is useful when determining which ending Robert will receive. By simply clicking on each interactable in the game, the player will receive the "neutral ending", but if they click on every context-sensitive area, they receive the "good ending." If the player does not interact with at least half of the interactables in the game, they will receive the "bad ending."

There is no time limit, and the only win condition is both the empathy score and selecting the statue of Dinous if they complete the game.

Game Flow:

```
                        ┌─────────────────┐
                        │ User starts game│
                        └────────┬────────┘
                                 │
                        ┌────────▼────────┐
                        │  Splash Screen  │
                        └────────┬────────┘
                                 │
                            ◇ Menu Screen ◇
```

User starts game

Splash Screen

Menu Screen

Play Game → **Loading screen** → **Amber Tree Scene** → **Amber Tree Cinematic** → **User walks to diner, opens door**

Options → **Options menu opens** → **Options screen** → Back to menu

Quit Game → **Game quits**

Diner Scene → **User goes to objects and inspects** → **User exits Diner** → **Park Scene**

Park Scene → **User goes to objects and inspects** → **User enters church** → **Church Scene**

Church Scene → **User goes to objects and inspects** → **User interacts with statue of Dinous** → **Scene fades** → **End Screen**

End Screen →
- **Good ending (user interacted deeply with each object)**
- **Neutral ending (user interacted with objects but not deeply)**
- **Bad ending (user skipped a lot of objects)**

For each object...

User presses e to interact when in range

Image pops up

- **User clicks on green part of image** → **Basic insight plays** → **User exits image**
- **User clicks on yellow part of image** → **Basic insight plays** → **Advanced insight plays** → **User exits image**