



TRUSTFALL

EVERYONE HAS A PRICE

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- Sequence of Events for TGF
- Storyboard for TGF

Relevant Links

- Playing the Demo
- Install [BuildDB](#)
 - Follow the instructions on the wiki
 - Download the latest build and launch Goatapult
- [Previs Videos](#)



TRUST FÁLL

ART DIRECTION



Environments

THE LOOP

COMPRISED OF SEVERAL BIOMES, THE LOOP IS AN ANCIENT BATTLEGROUND USED TO TEST AND HONE COMBATANTS.

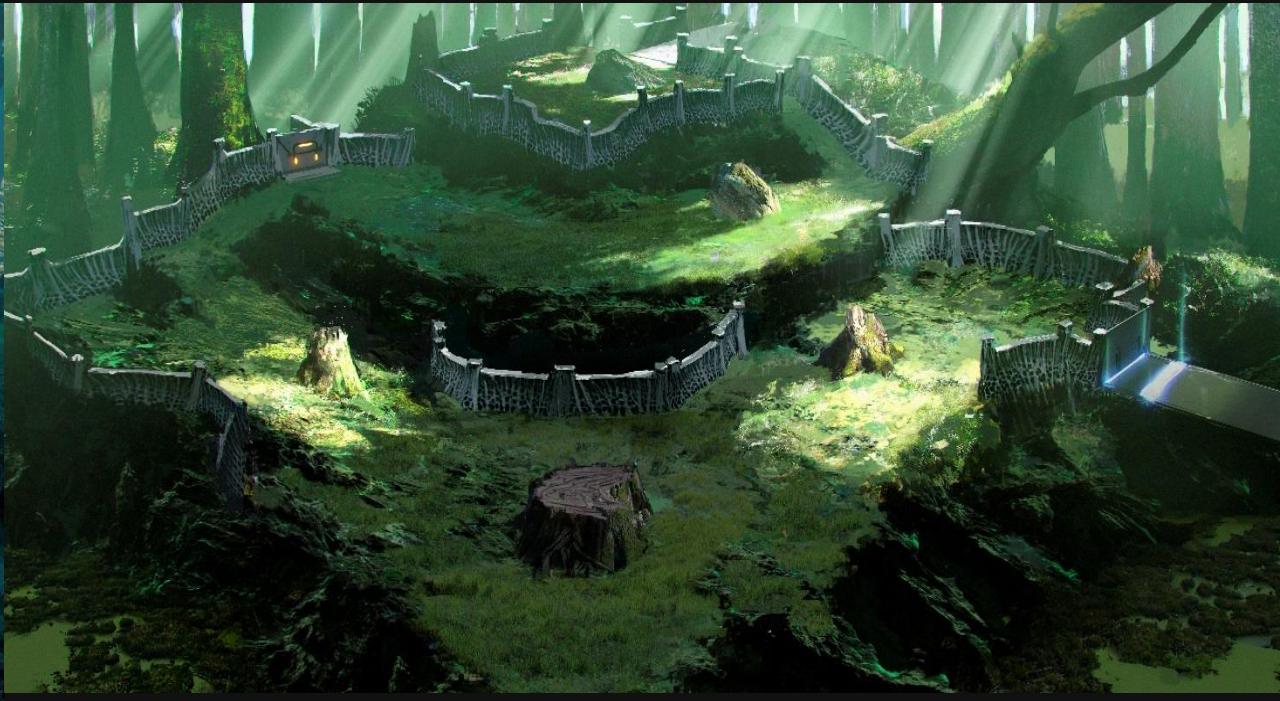
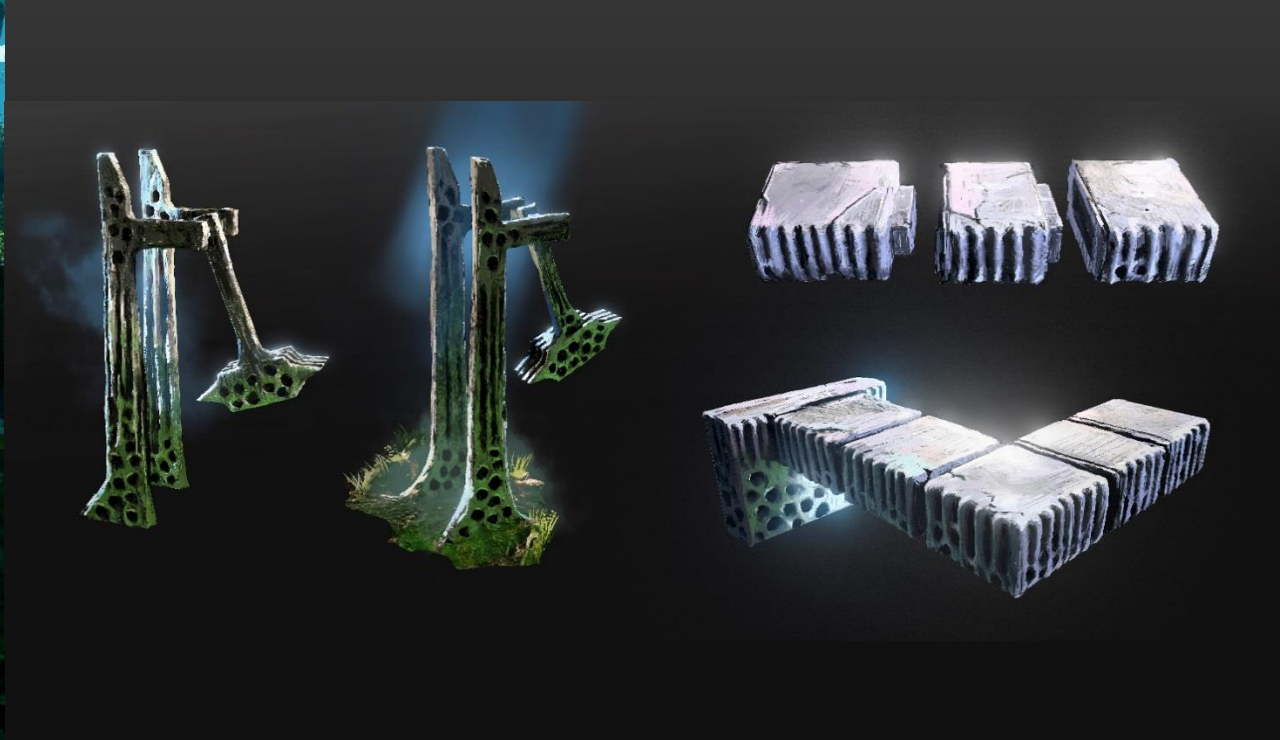
THESE BIOMES INCLUDE EXTREME LANDSCAPES AND HAZARDS RANGING FROM SWAMP, VOLCANIC, FOREST, TUNDRA, AND DESERT.

WITHIN THE BIOMES LAY PUZZLES, CHALLENGES AND MISSIONS THAT TEST EACH COMBATANT AND THEIR RELATIONSHIP WITH OTHERS.













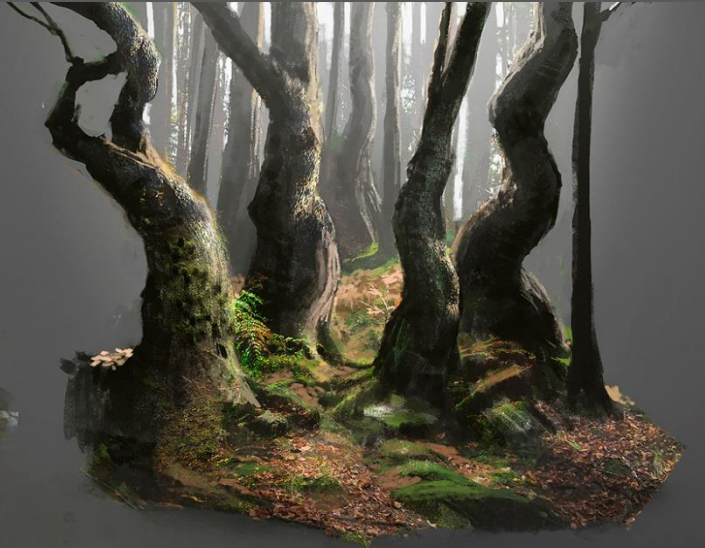




BIOME: VOLCANIC



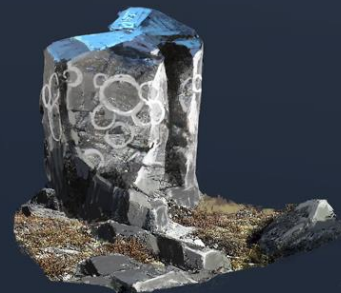
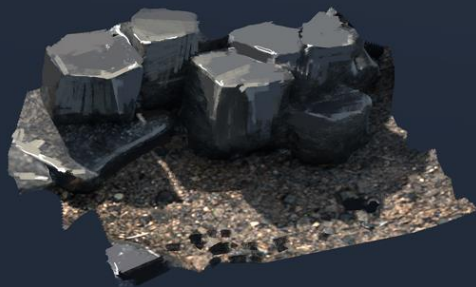
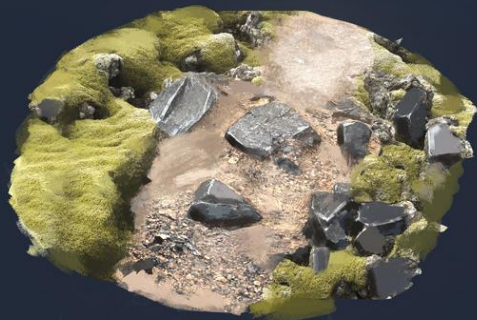
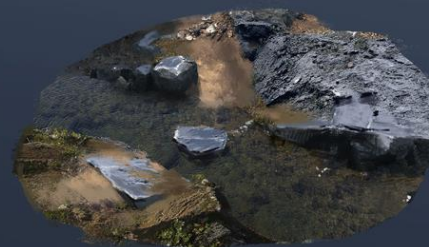
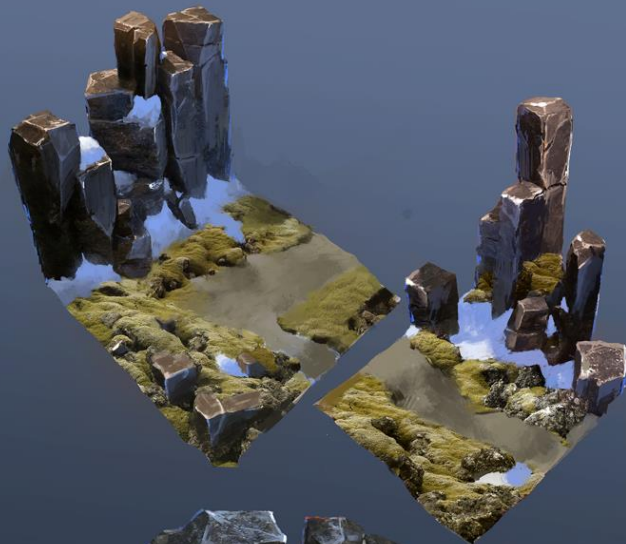
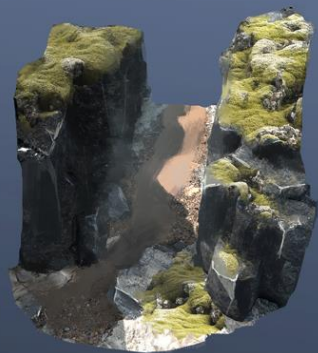




BIOME: FOREST







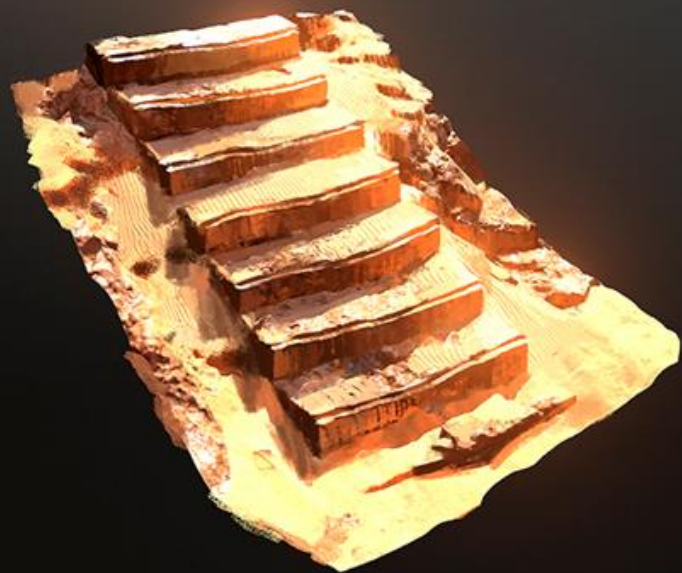
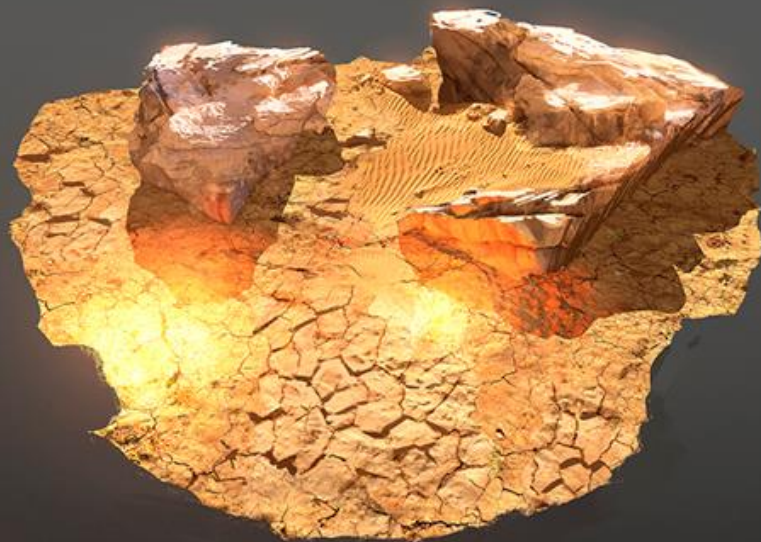
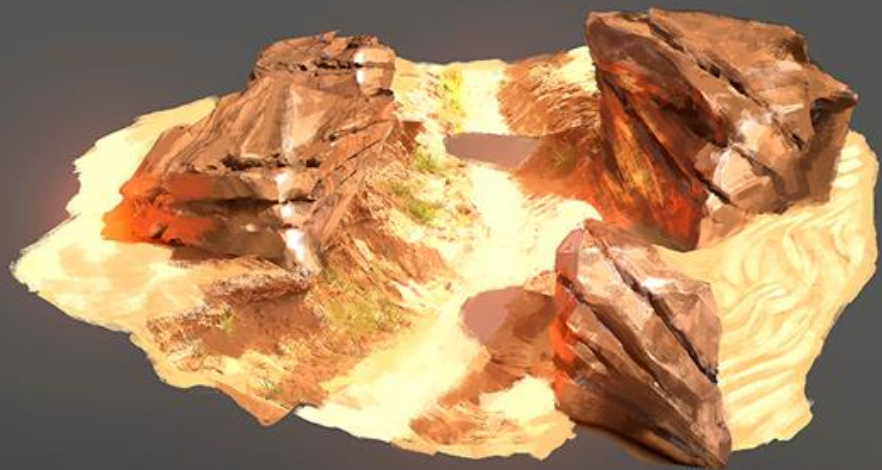
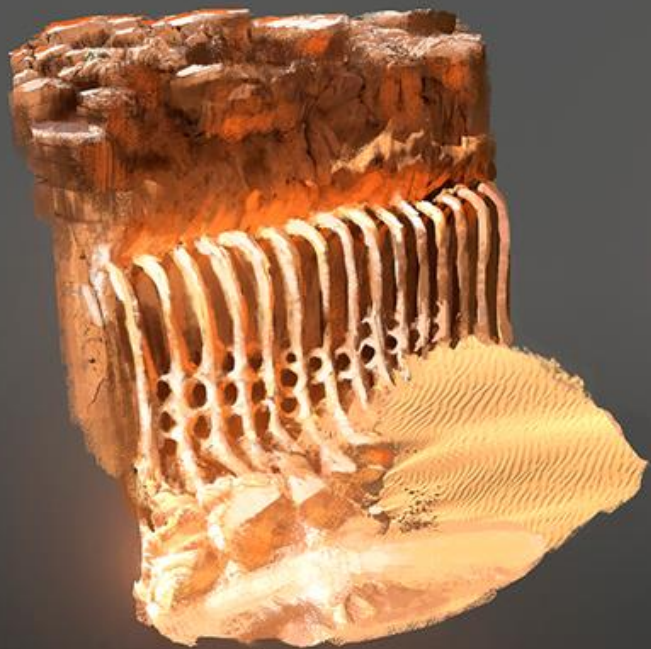




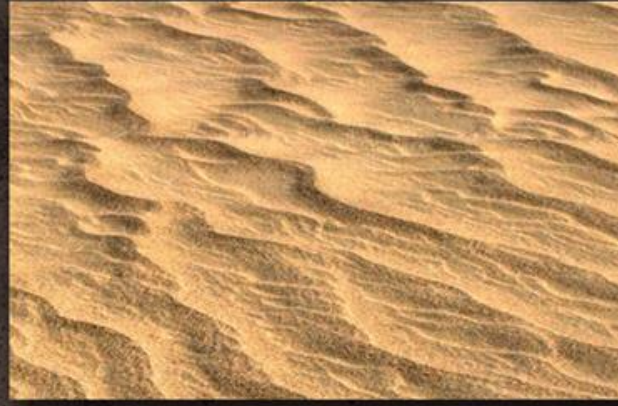
fps = 6
Camera x: 185.5 y: 17.5 z: 118.
Mouse x: -- y: -- z: --
Selection:







BIOME: DESERT



The Consumed

THE CONSUMED POPULATE THE LOOP. ARTIFICIALLY CREATED TO CHALLENGE THE PLAYERS THEY RANGE FROM HUMANOID FORMS TO ANIMISTIC FORMS. DEPENDING ON THE BIOME AND CHALLENGE THEY WILL VARY IN SIZE AND STRENGTH.

EVERY CONSUMED IS MADE WITH AN INTENT TO SERVE A SPECIFIC FUNCTION. TO DEVELOP A SPECIFIC SKILL FOR EACH PLAYER AND TEST HOW EACH PLAYER CAN ADAPT TO EACH ENEMY.













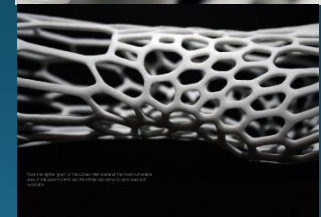
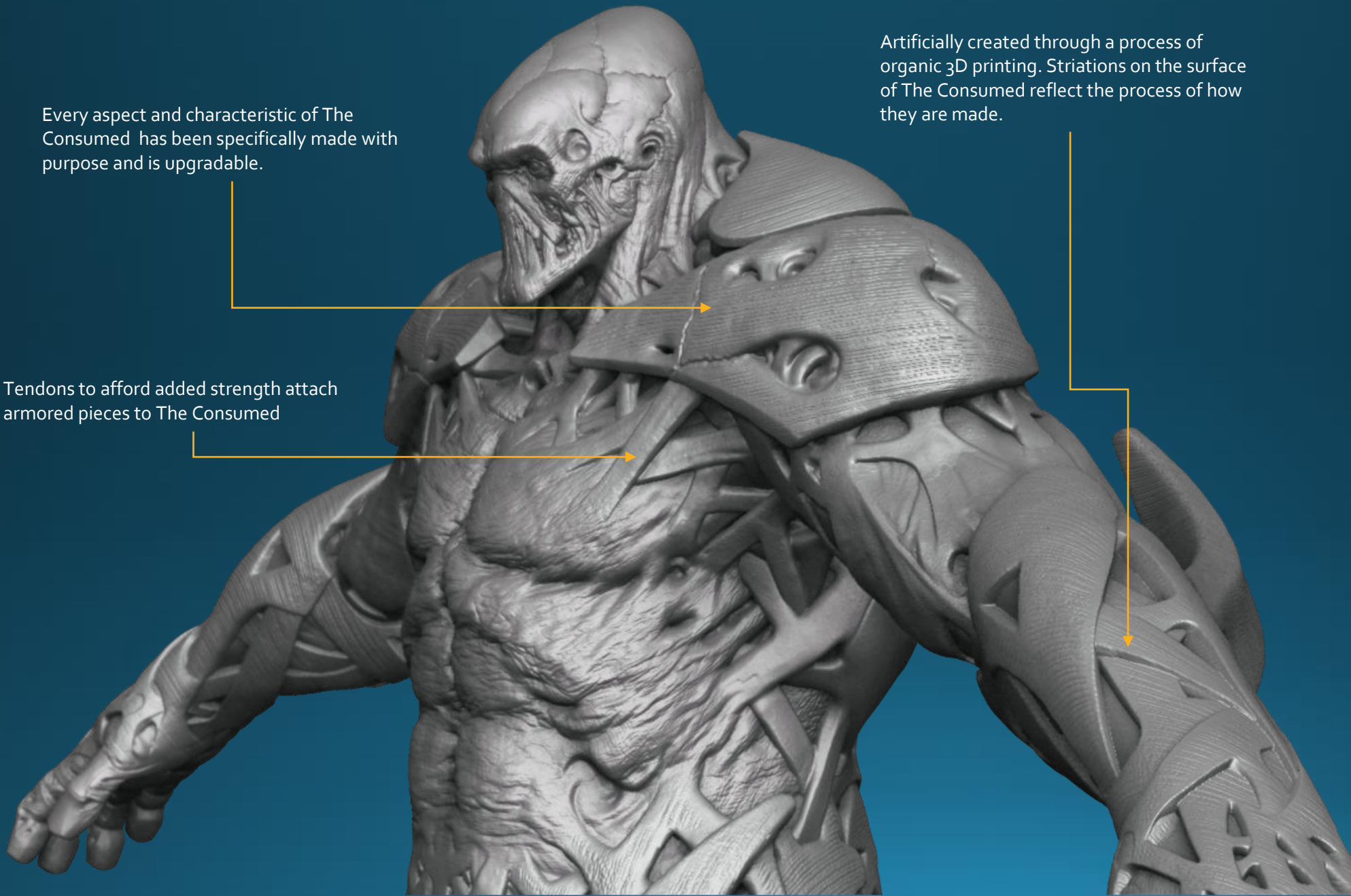


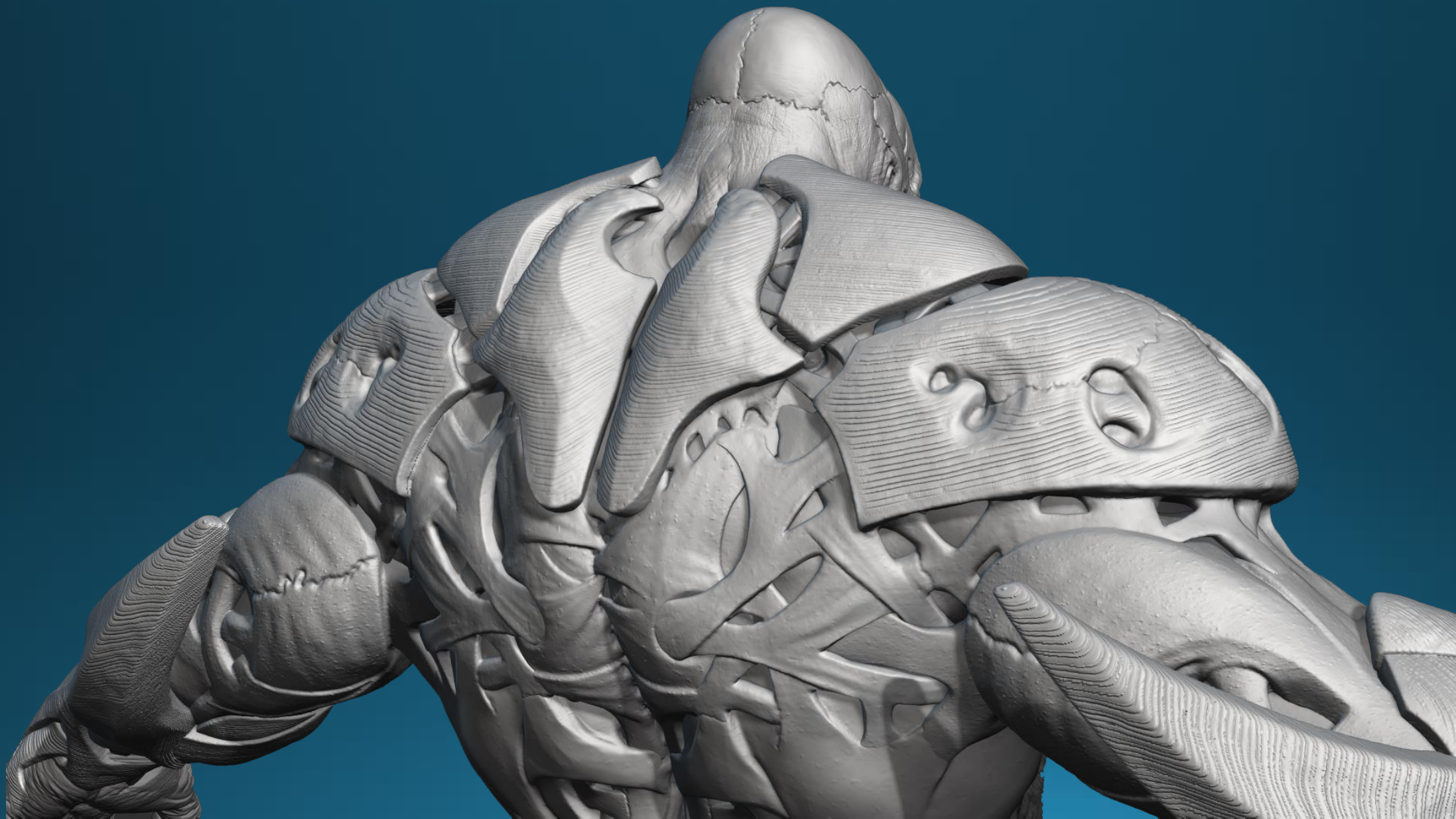


Every aspect and characteristic of The Consumed has been specifically made with purpose and is upgradable.

Tendons to afford added strength attach armored pieces to The Consumed

Artificially created through a process of organic 3D printing. Striations on the surface of The Consumed reflect the process of how they are made.

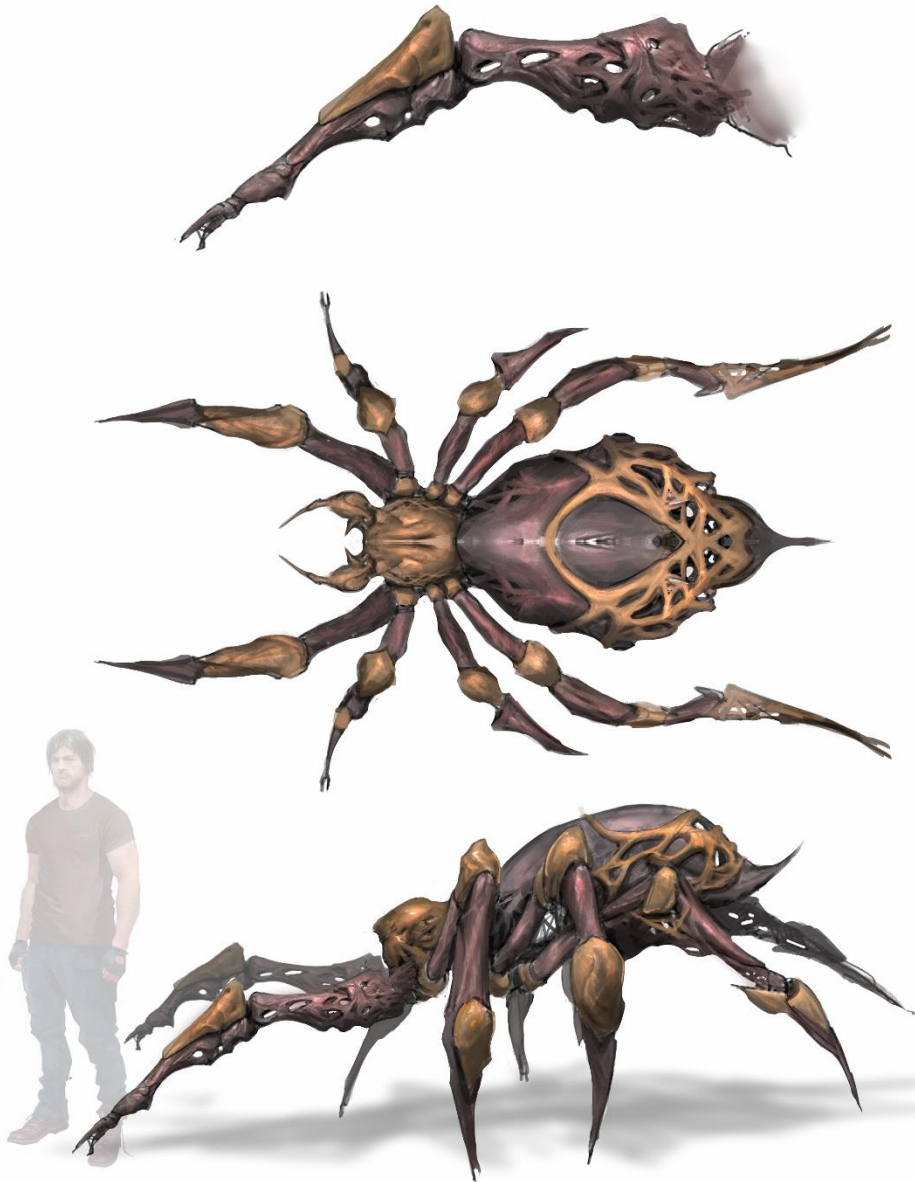




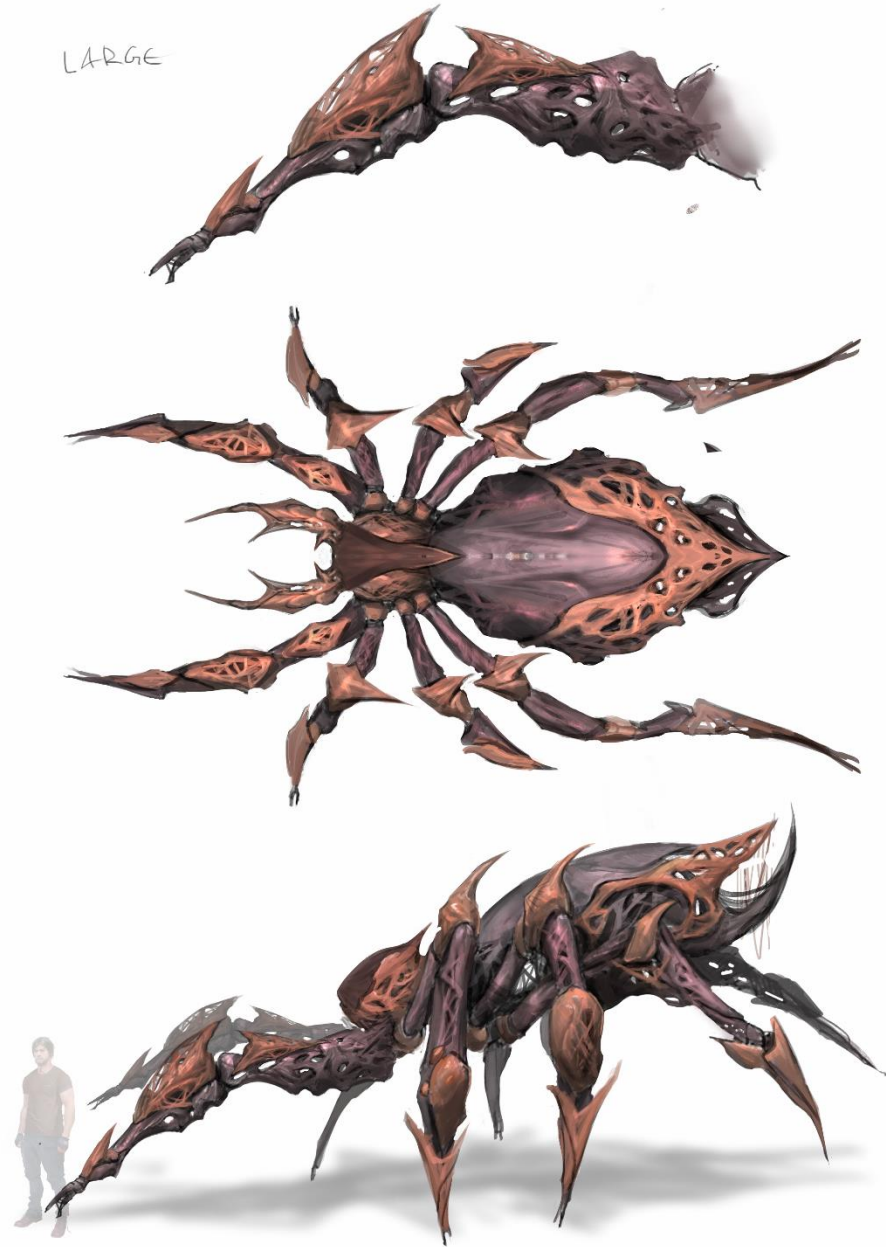


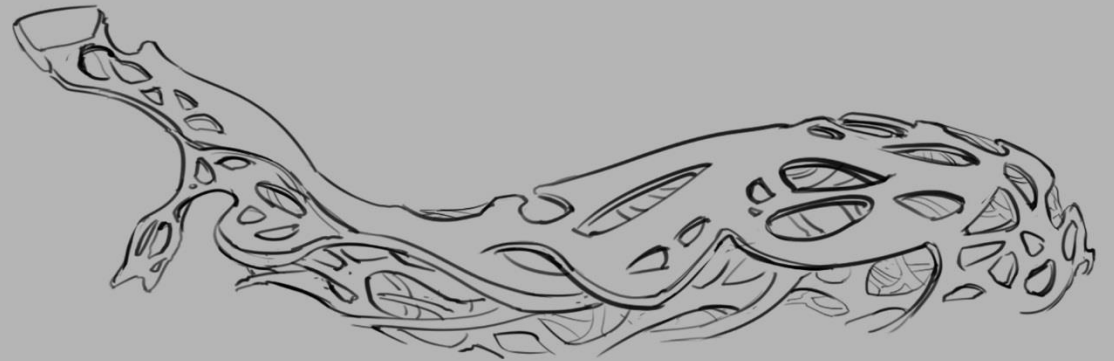


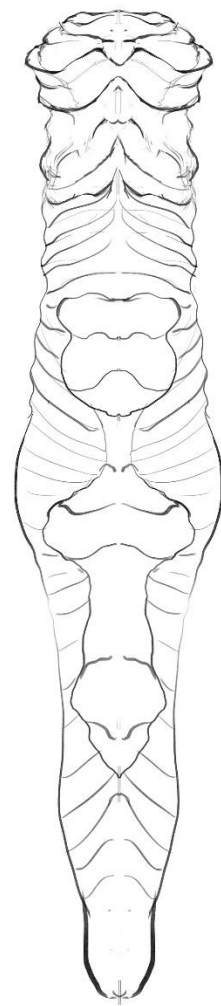
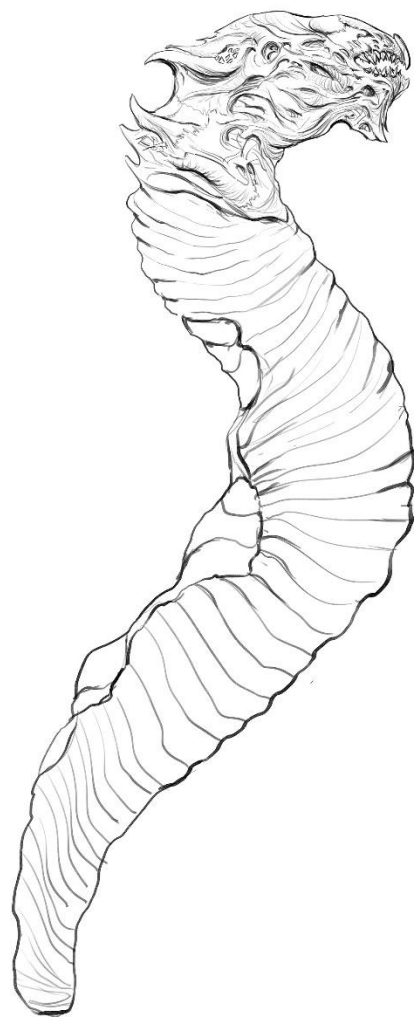
SMALL



LARGE











The Players

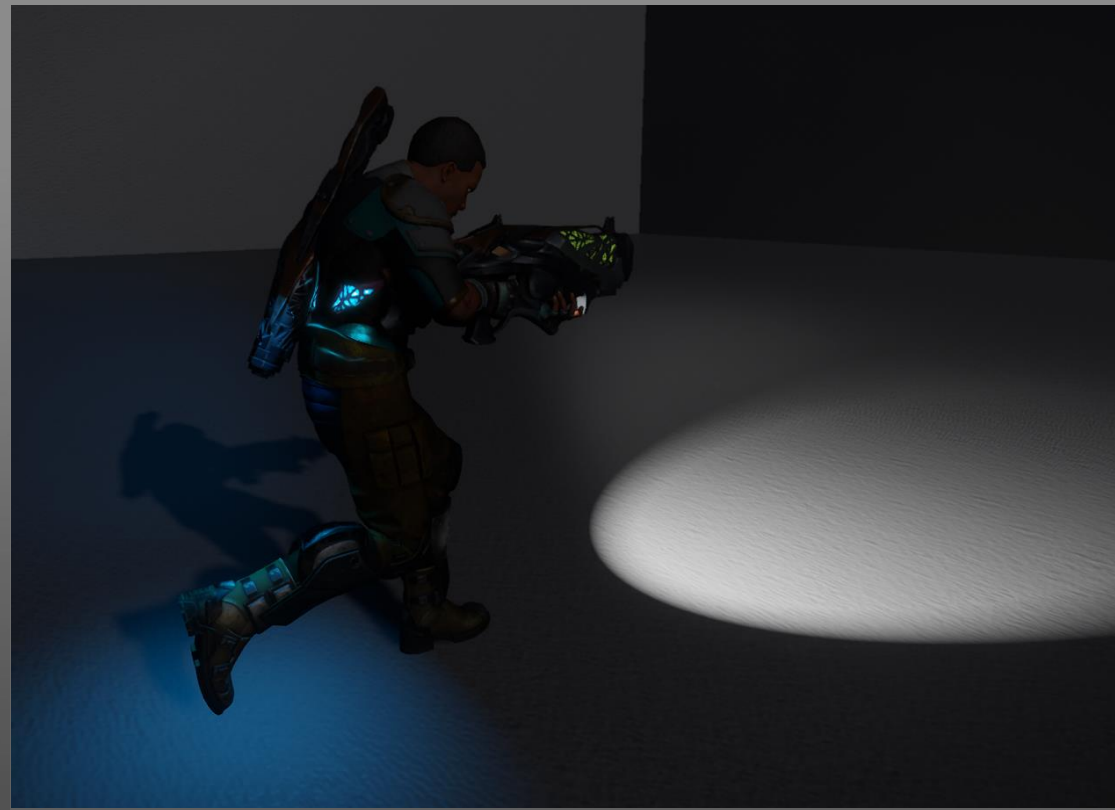
PLAYERS START WITH STANDARD CLOTHING—SCAVENGING FROM THE NATURAL RESOURCES OF THE LOOP AND *THE CONSUMED* THEY DEFEAT TO UPGRADE THEIR ARMOR AND CLOTHING.

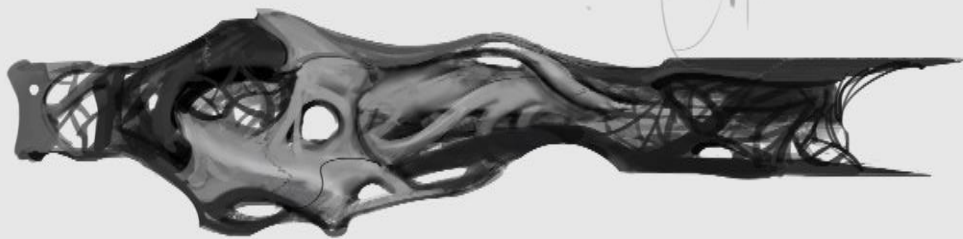
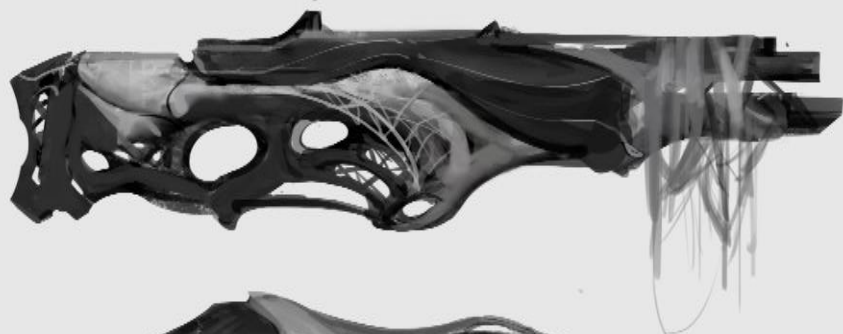
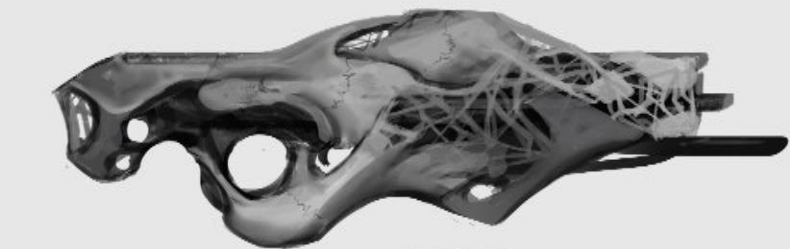
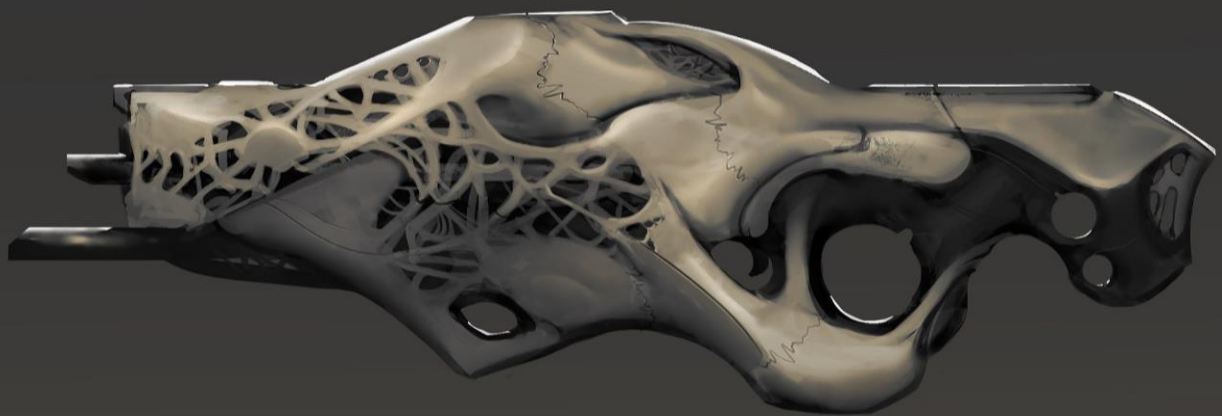
ARMOR AND WEAPONRY ARE SCAVENGED FROM *THE CONSUMED*. THE RAW MATERIALS ARE UPGRADED AND REFINED THROUGH MERCHANTS AND SMITHS OF VARYING SKILLS.

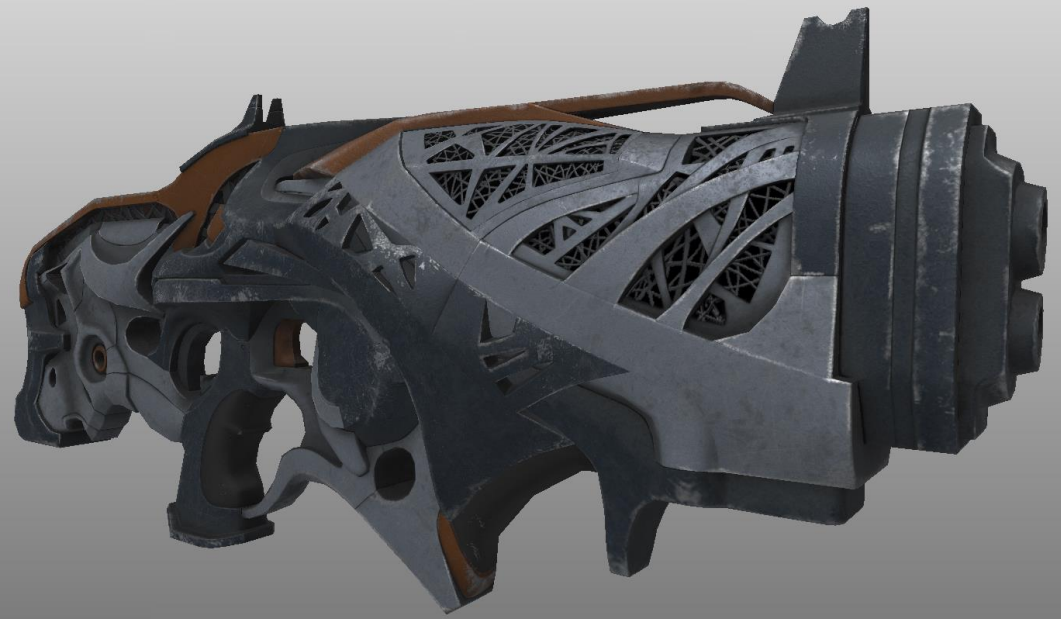














As the weapon charges, it collects particular matter in the air and converts it to material that is the projectiles that are fired from the weapon. The projectiles are charged with energy and propelled out the gun extreme velocity. The amount of energy and size of the projectile will range based on the class of the weapon.





The Reaper

A SERVANT OF THE LOOP, THE REAPER DRAINS THE LIFE AND EXPERIENCE OF A PLAYER TO BE COLLECTED AND INSTILLED INTO NEWER GENERATIONS OF THE CONSUMED WITH THE HOPE OF CREATING BETTER SOLDIERS.









2M



TRUST
MOVEMENT
REQUEST
COMBAT

-5 -5
CONSUMED
-25 CRITICAL

JASON

WARREN

9

-5 -5
CONSUMED
-25 CRITICAL



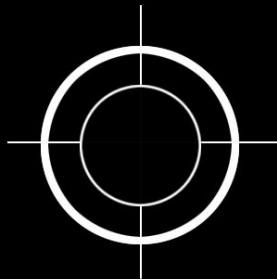
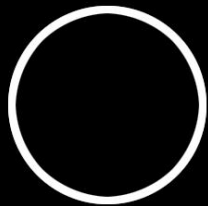
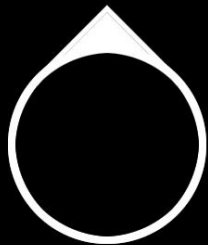
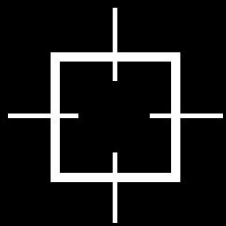
LEVEL 18

115/400



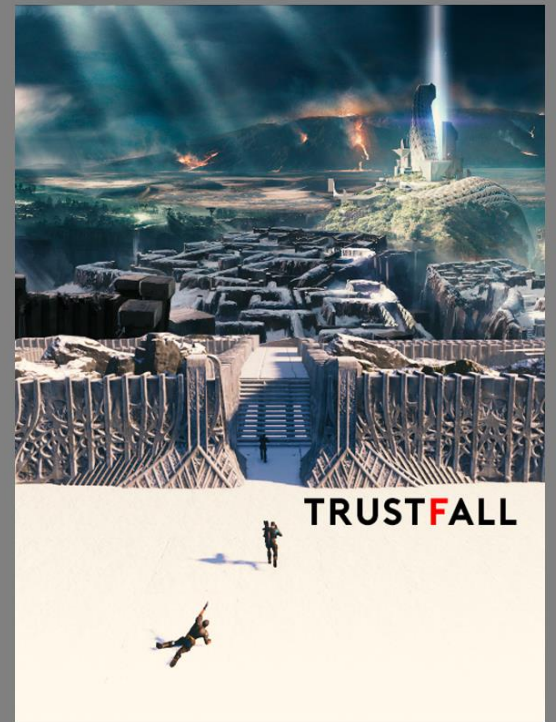
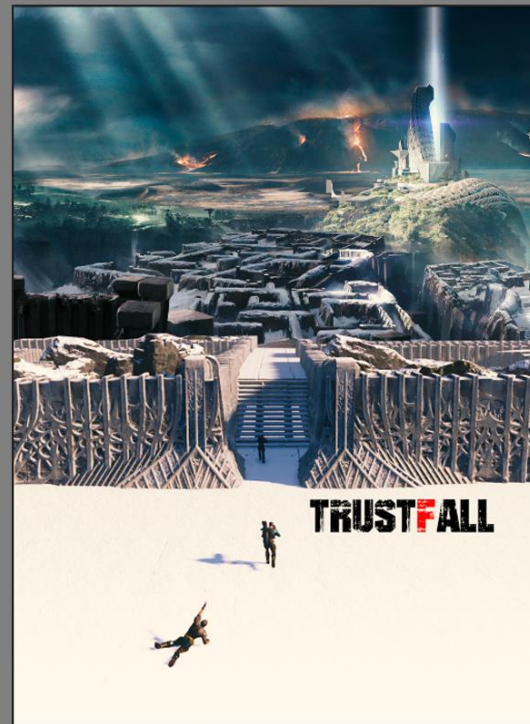
R2





Marketing Collateral

- LOGOS
- POSTER DESIGNS
- MARKETING IMAGERY



TRUSTFALL
EVERYONE HAS A PRICE

TRUSTFALL

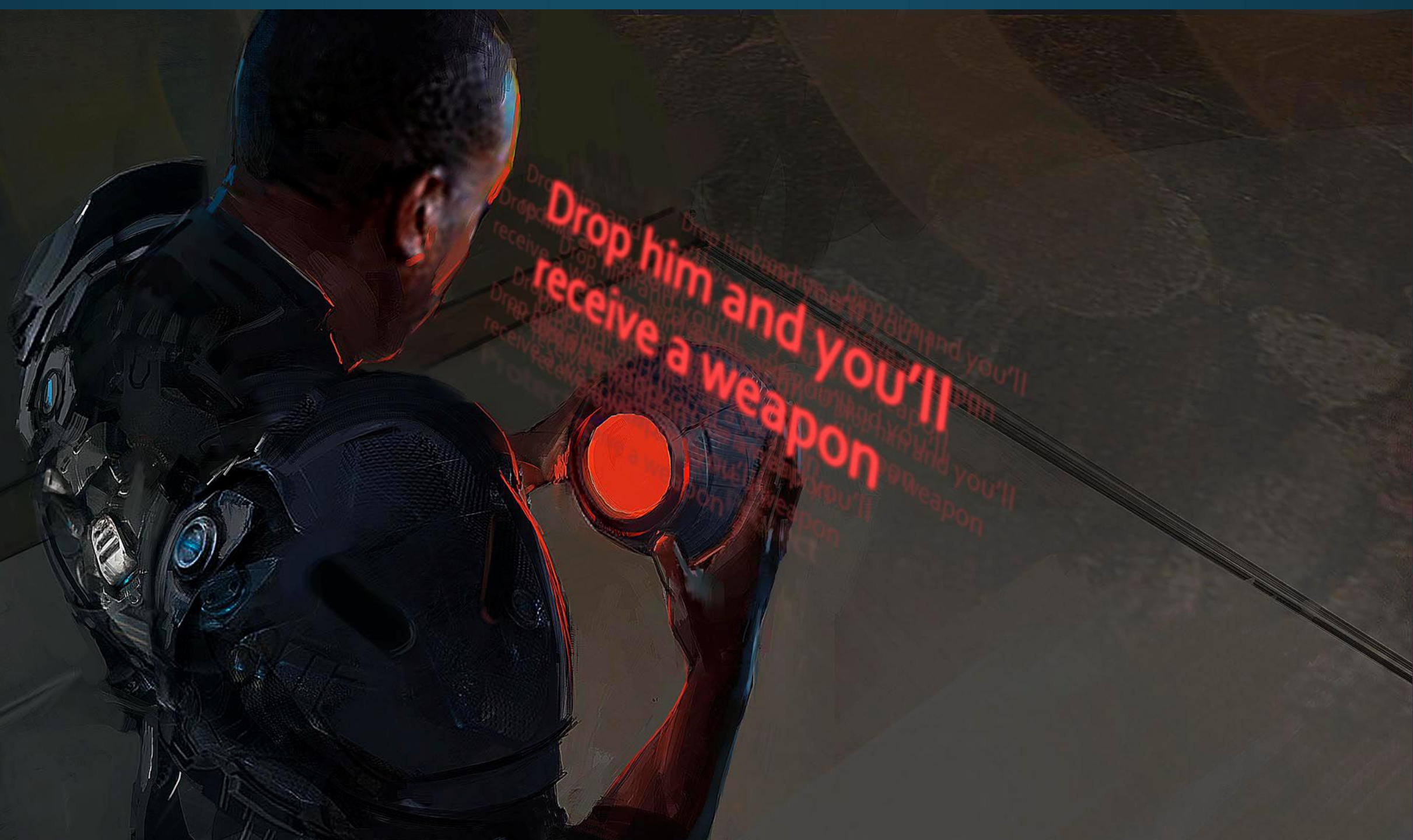




















Real-Time

- CAMERA IDEATION
- SCREEN GRABS
- MARKETING IMAGERY



















Camera x: 186.5 y: 16.3 z: 12.0
Mouse x: -- y: -- z: --
Selection





Camera x: 40.2 y: 25.9 z: 14
House x: -- y: -- z: --
Selection



Goal of Target Game Footage

To establish the visual quality and fidelity of in-game art, animation, sound and music. In addition to conveying the core experience of Trustfall.

Elements that should be expressed in TGF.

Core Gameplay

Trust Mechanic Scenarios:

- Bridge
- Protection/Escort
- Elimination of other player(s)
- Betrayal
- Rewards
- Receiving Trust Mission
- Completing/Failing

Combat

- Shooting
- Hard targeting—camera behavior
- Head Shots/critical hits
- Melee
- Camera behavior
- Take downs
- Finishing moves

Puzzles/exercises/

Exploration

Looting/Consumables

Player Navigation/Movement

- Idle
- Walking
- Running
- Aiming
- Vaulting?
- Climbing?
- Jumping?

User Interface/Experience

- Icon design
- Menu flow

Dynamic Gameplay Camera in Context

- Standard Game Camera
- Downed Camera
- Vista Camera
- Introduction of enemies or bosses
- Death
- Execution
- Emote/ Social Interaction

Character (four players)

- General aesthetics
- Scale, size, variety
- Animation

Enemy Depiction

- General aesthetics
- Scale, size, variety
- Animation

World/Environment/Narrative

- General aesthetic
- Level of fidelity
- One Biome

Possible Boss Encounter

Sound

- The Observer
- Environment sounds
- Player
- Enemy
- Weapons

Music

FX

- Hits
- Shooting
- Shields
- Explosions
- Enemy
- Weapons

All these elements will be portrayed in a rendered sequence that will be first planned and storyboarded out with art and design.

Assets Needed for TGF

Characters

Female Player
Male Player
Helmeted Player
Helmeted Player

Brute
Spider Fodder
Spider Boss
The Reaper
Serpent/Snake?

Weapons

Handgun
Rifle

Camera

Previs/reference camera movement for:

Target Lock
Downed Camera
Vista Camera
Introduction of enemies or bosses
Death
Execution
Emote/ Social Interaction

Environments

Biome: Swamp
Maze Architecture

UI/HUD

Icon design
HUD
Leader Board
Menus
Load Screen
Previs/reference: Icon animations, button prompts,

FX

Previs/Reference:

hits, explosions. Tracer movement, bridge/door animation

Concept

Refine helmet design
Maze door
Maze bridges
Pressure Pad

Animation

Animations needed would be dictated by what unfolds during the TGF

Previs/Reference:

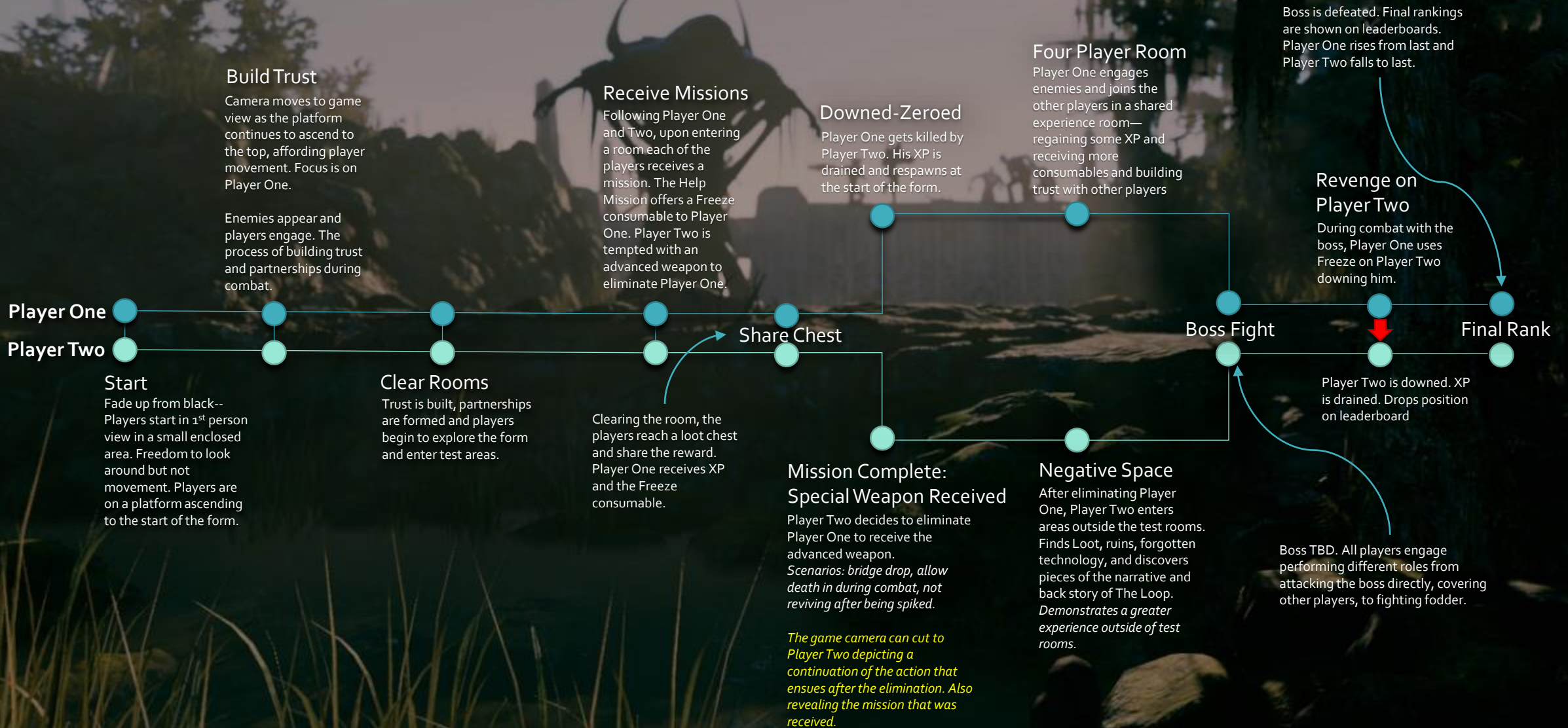
Walk, run, climb, vault, jump, idle, aim, melee, finishing moves, deaths

Sound

The Observer
Environment sounds
Player
Enemy
Weapons
FX

Music

Timeline of Key Moments of Game Play



Sequence of Events

0:00

Start

Fade up from black.

You're in 3rd person view, you look around and see that you're accompanied by three other players on a platform that is ascending from deep below the surface.

Establish Player, surroundings.

Camera pulls away revealing yourself and moves to the standard game view. The platform continues to ascend to the top, affording player movement

You walk around and explore the platform as it rises to the surface

Enemies Emerge

Camera moves to close shot of Spider like creatures climbing over the side of the platform

Combat Begins

Camera moves from the initial Spiders that emerge to the game camera.

You begin engaging the spiders with the other players. As you shoot you see a UI line appear between yourself and another player.

Trust is being built. You continue combat covering his back and the Trust level increases

Combat entails shooting, and melee.

00:57

The Hub

The platform finally reaches the top. You decide to take a bridge that leads off the platform. All the while, you're engaging the spiders. You pass a different player that's been downed but is being revived by another.

A group of Consumed approach you.

Combat entails the spiders and now low level Consumed. Includes shooting and melee.

Trust Level increases between you and player two.

01:30

Test Room

Following Player Two, you stand on a pressure pad, that opens into a test room. You reach a pressure pad that extends a bridge across a chasm. You emote, "Trust me." and stand on the pressure pad and the bridge extends. The other player crosses.

Should the pressure pad be a lever or key pad?

Mission Received

Player Two is midway across the bridge, when two orbs fly in from off-screen to you and the other player—you've received a Trust Mission.

The camera pushes in over your shoulder while framing the other player.

Your mission is to share a Loot Chest. In return, you will receive a reward of a Freeze Consumable.

After reading the mission the camera moves back to the normal camera. The other player continues to cross the bridge and stands on a pressure pad that keeps the bridge extended. He emotes, "Thumbs Up."

You sprint across the bridge.

Sequence of Events

02:47

Test Room

Traversal through test room should entail combat with spiders, Consumed and shielded Consumed.

03:54

Clearing the room, you reach a loot chest and share the reward--You receive a reward of increased XP and the Freeze consumable.

The other player emotes a thumbs up and you both proceed to exit the room while

Reaper and Downed Camera

You and your partner that you've built trust with, decide to engage. After dispatching the Consumed you draw the Brute towards you. You and your partner reduce the life of the Brute but not before the Brute eventually overpowers you and you get downed.

The Reaper materializes and comes towards you.

Your partner finally dispatches the Brute and runs to you to revive you.

Your Trust level increases.

Betrayal

Exiting the room you encounter more spiders and Consumed, working together you both dispatch them and head towards the bridge. Again you stand on the pressure pad to extend the bridge.

The other player crosses and stands on the opposing pressure pad to keep it extended, emoting, "Thumbs Up."

You cross the bridge, as you approach the middle, the other player steps off--You fall to your death. You see your XP drained and your position on the leaderboard drop.

Fade to black

There are other scenarios that would be getting downed, and the other player watching you getting reaped and not reviving you. This could be a more interesting option in that it'll show off the downed camera, and introduce the Reaper.

Transition from Player One to Player Two.

Must be a clear distinction denoting that we are now following another player.

04:54

Ensuing after the betrayal of Player One.

A dialog box appears on the screen,

"Mission Complete: Special Weapon Received"

The message fades away as you leave the test area.

Should there be a locker or chest when you leave the test area that contains your reward?

Negative Space

After eliminating Player One, you return to the hub. You encounter some enemies and dispatch them. You spy a damaged part of the wall that opens into an area outside the test room. You decide to go through the opening and explore the area.

Finds Loot, ruins, forgotten technology, and discovers pieces of the narrative and back story of The Loop. Demonstrates a greater experience outside of test rooms.

Sequence of Events

05:20

You go past the confines of The Loop and discover a greater landscape beyond the areas of the test room. You traverse down a very run down set of stairs that lead to an extended bridge that is malfunctioning. It periodically extends itself over a deep chasm.

Finds Loot, ruins, forgotten technology, and discovers pieces of the narrative and back story of The Loop. Demonstrates a greater experience outside of test rooms.

Exploration and Discovery

You get past the bridge after determining the timing of the extending bridge.

On the other side you reach a pathway that stretches along the side of a massive cliff. The camera pulls out to reveal the scale of and height of the cliff and the path stretching in two directions along the cliff.

You decide to take the path leading left (players right).

Passing ruins, you see a Trust Beacon ahead and approach it.

The area around beacon is mined but you slowly maneuver around them to reach the reward.

Leaving the Trust Beacon, you spy another path that leads up the cliff and decide to take it.

08:20

You ascend up the stairs and at the top you are met with enemies.

You engage and push forward to find a Loot Chest.

Once you loot the chest enemies appear and attack right away. You equip the new weapon you just received from the chest and dispatch them.

You push on and reach a ledge that hangs over the original path that you took entering the negative space.

You drop down thinking it's a better option than backtracking the original way you traversed.

Also you notice that the Boss Test has been unlocked and you want to return to the real action quickly

Sequence of Events

Rejoining the Other Players

As you reach the hub you see the other players running to the Boss Test area and you follow them.

You cross an immense natural bridge. The camera pulls out to show all the other players crossing with you all the while passing the surrounding test areas.

At the end of the bridge, you reach a landing with the other players.

The camera moves in and dips down and positions itself behind you, showing a shallow swamp with a thicket of trees surrounding it.

Entering the swamp, a flood of spiders come through the trees and foliage, trailing a giant spider crawls past and over the trees revealing itself. Camera pulls out to a wider shot

Boss Fight Begins

- Combat
- Cooperative Play
- Puzzle

Revenge on Player Two

During combat with the boss, Player One uses Freeze on Player Two downing him.

Player Two is downed. XP is drained. Drops position on leaderboard

Final Rankings

Boss is defeated. Final rankings are shown on leaderboards. Player One rises from last and Player Two falls to last.



Scene:
Fade up from black.

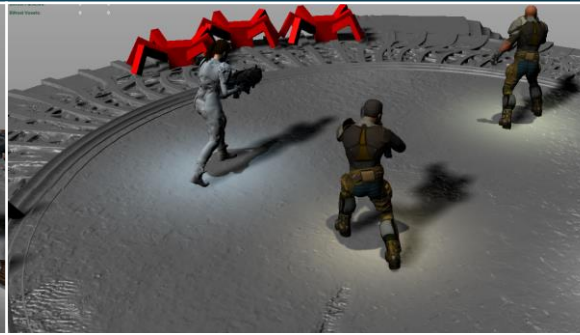
Player is orienting himself and getting ready for the next form.



Scene:
You look around you and see you're accompanied by three other players on a platform that is ascending from deep below the surface. They are also orienting themselves and getting ready



Scene:
You're given full control of the player now and you walk around the platform.



Scene:
Spider like creatures crawl up from the sides of the moving platform. You back off and start shooting. Everyone engages in combat.

Camera:
Close up shot of player panning up to show him standing.

Camera:
Camera pans left to reveal a player beside you.

Camera:
Camera pulls out to medium shot , framing you and the other players.

Camera:
Camera moves to frame the initial Spiders and you . Then slowly moves back to standard game camera

Duration:

Duration:

Duration:

Duration:

UI:
NONE

UI:
As you look at the other players their names fade in above their heads.

UI:

UI:
-Your HUD fades up at the base of the screen
-Leader board fades up on the top right corner as you start combat, showing your progress and rank depending on your performance

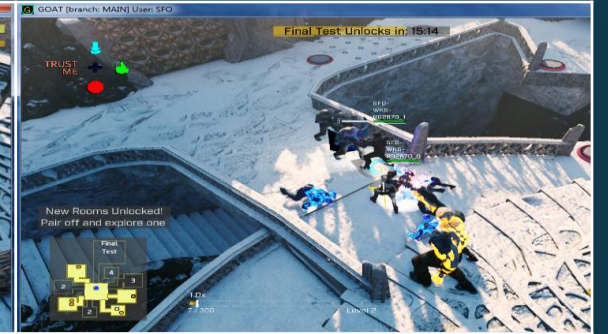
-Trust line fades up between you and another player indicating trust has been built.

Sound:
Sound of platform ascending

Sound:

Sound:

Sound:
Trust sound, explosions, hits, spider



Scene:

The platform finally reaches the top. You decide to take a bridge that leads off the platform. All the while, you're engaging the spiders. You pass a different player that's been downed but is being revived by another.

Scene:

Camera pulls away revealing yourself and moves to the standard game view. The platform continues to ascend to the top, affording player movement

You walk around and explore the platform as it rises to the surface

Scene:

Spider like creatures crawl up from the sides of the moving platform.

Scene:

The platform finally reaches the top. You decide to take a bridge that leads off the platform. All the while, you're engaging the spiders. You pass a different player that's been downed but is being revived by another.

Camera:

Game camera

Camera:

Camera pulls out to wide shot/standard gameplay view

Camera:

Camera moves to frame the Spiders and you. Then slowly moves back to standard game camera

Camera:

Game camera

Duration:

Duration:

Duration:

Duration:

UI:

Map fades up on the bottom left corner. Showing the form and your position and the position of other players.

Emote Menu fades up on the top left

UI:

UI:

-Your HUD fades up at the base of the screen
-Leader board fades up on the top right corner as you start combat, showing your progress and rank depending on your performance

-Trust line fades up between you and another player indicating trust has been built.

UI:

Map fades up on the bottom left corner. Showing the form and your position and the position of other players.

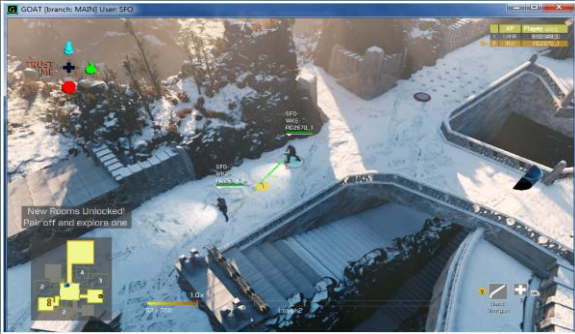
Emote Menu fades up on the top left

Sound:

Sound:

Sound:

Sound:



Scene:

A group of Consumed approach you , trailing them a Brute.

You and your partner that you've built trust with, decide to engage. After dispatching the Consumed you draw the Brute towards you and your partner attack from behind to finally dispatch him.

Scene:

Following Player Two , you stand on a pressure pad , that opens into a test room. You reach a pressure pad that extends a bridge across a chasm. You emote, "Trust me." and stand on the pressure pad and the bridge extends. The other player crosses.

Scene:

Spider like creatures crawl up from the sides of the moving platform.

Scene:

Camera:

Game camera

Camera:

Camera tightens up to frame players and doorway

Camera:

Camera:

Duration:

Duration:

Duration:

Duration:

UI:

Trust level increases

UI:

UI:

UI:

Sound:

Sound:

Sound:

Sound: