# TRUSTALL EVERYONE HAS A PRICE

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- Sequence of Events for TGF
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## **Relevant Links**

- Playing the Demo
- Install <u>BuildDB</u>
  - Follow the instructions on the wiki
  - Download the latest build and launch Goatapult
- Previs Videos

# TRUSTALL 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 MISSIONSTHAT TEST EACH COMBANTANT AND THEIR RELATIONSHIP WITH OTHERS.

















# BIOME: VOLCANIC



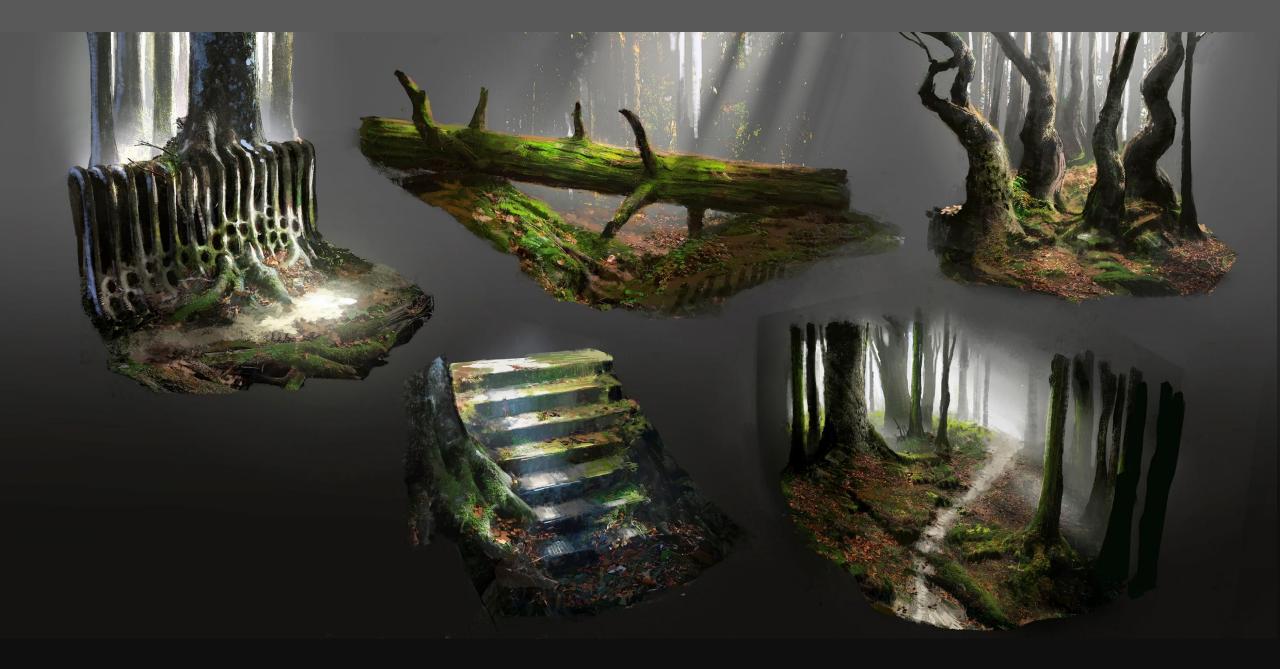




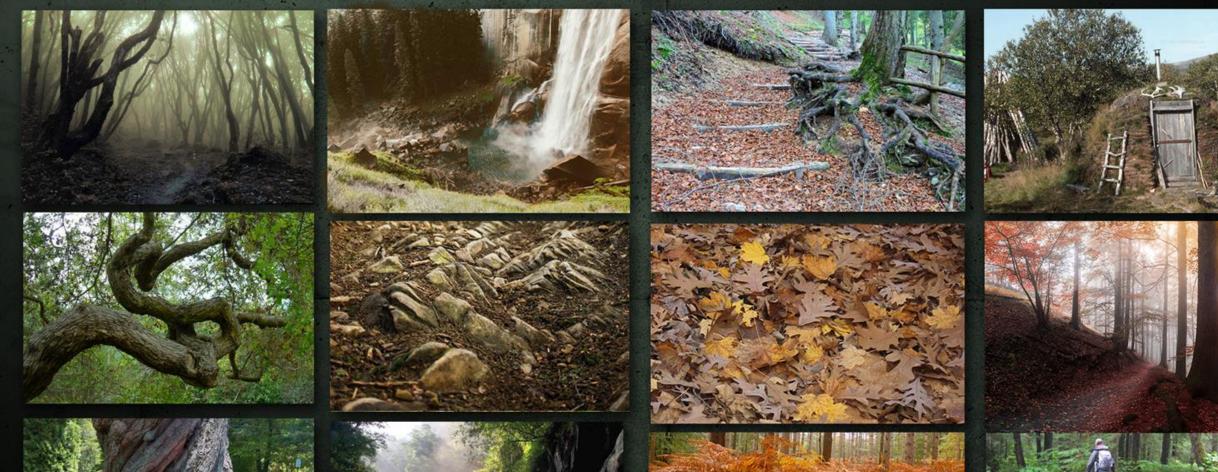








# BIOME: FOREST



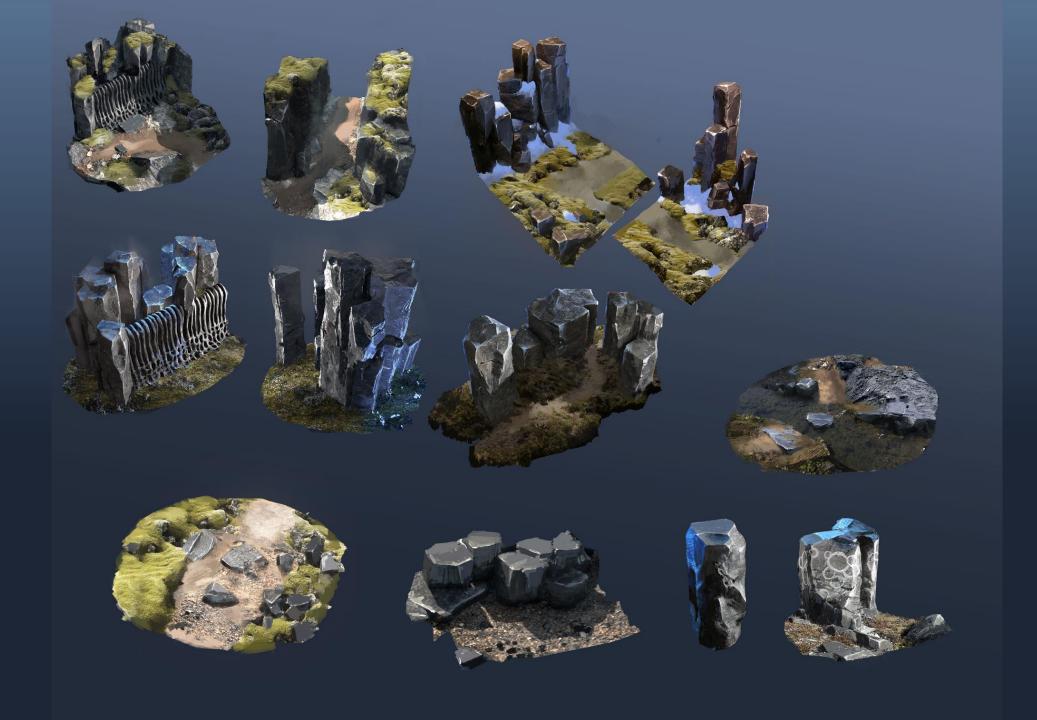










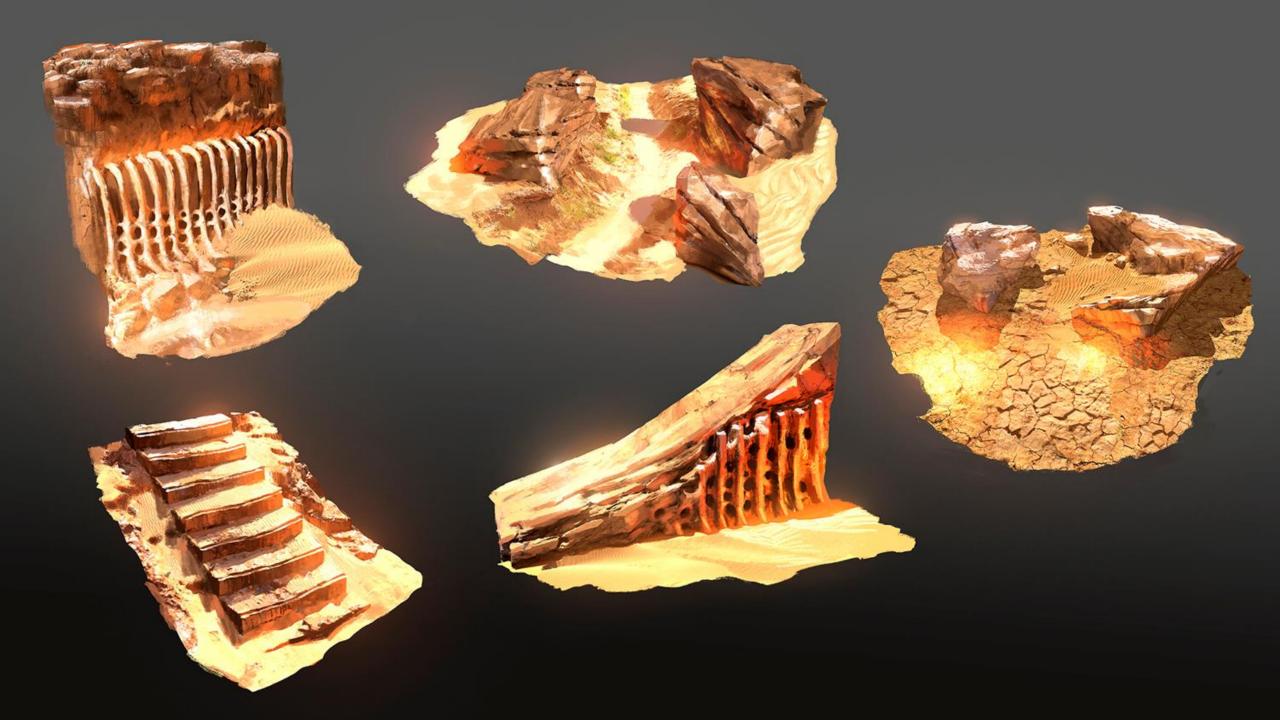












## BIOME: DESERT























### 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.





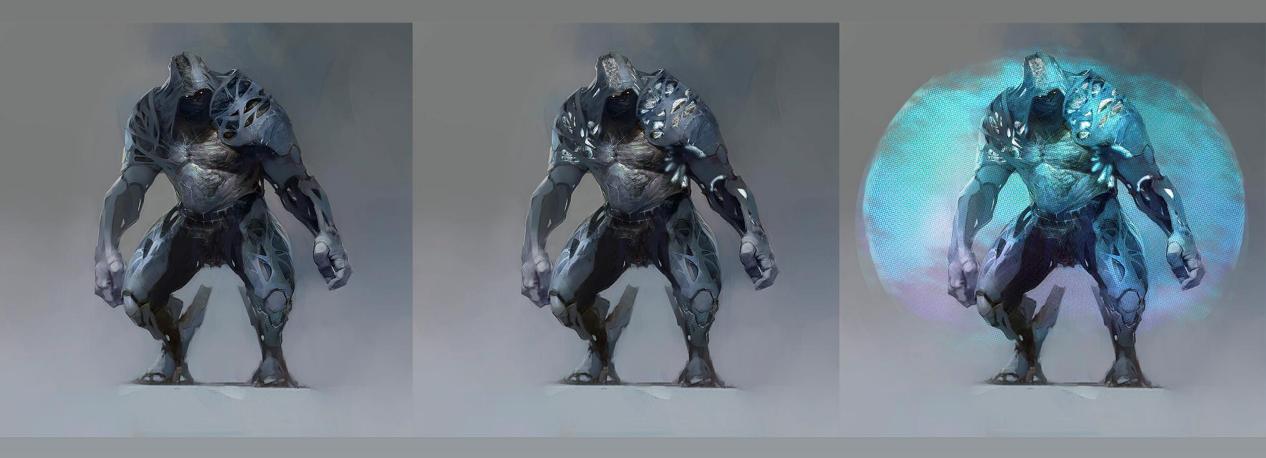










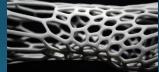


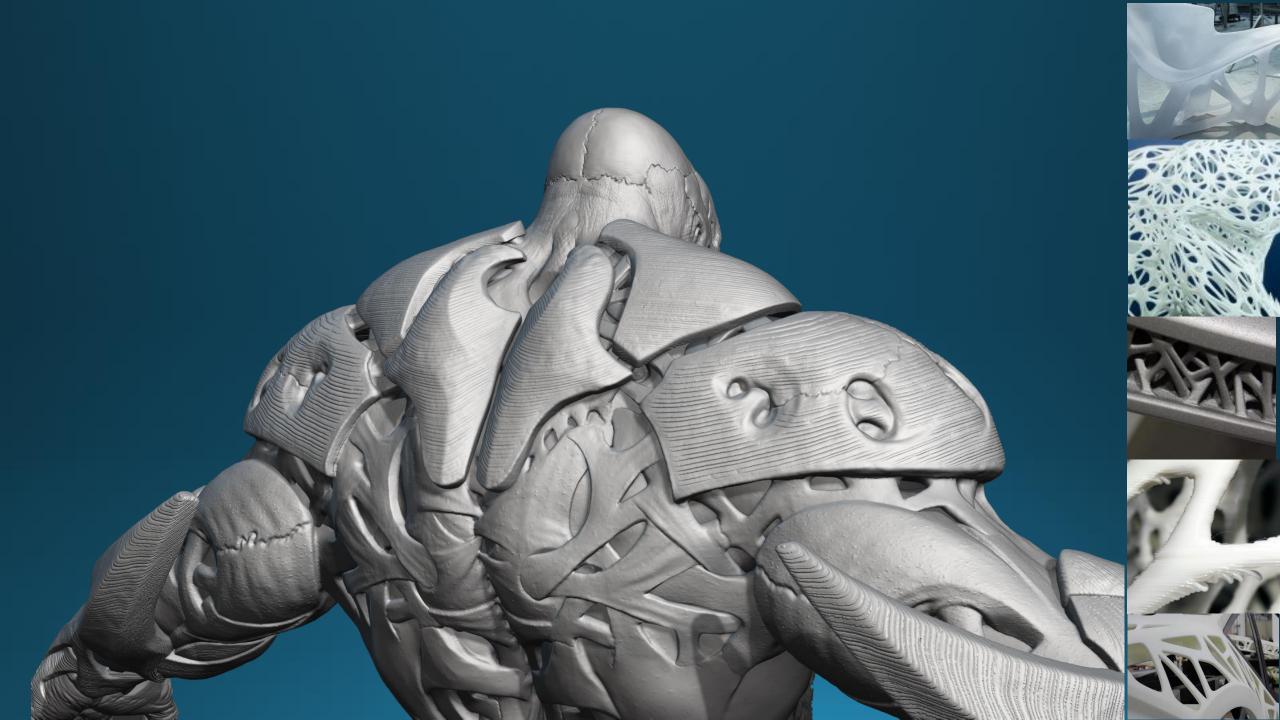
Every aspect and characteristic of The Consumed has been specifically made with purpose and is upgradable. Artificially created through a process of organic 3D printing. Striations on the surface of The Consumed reflect the process of how they are made.

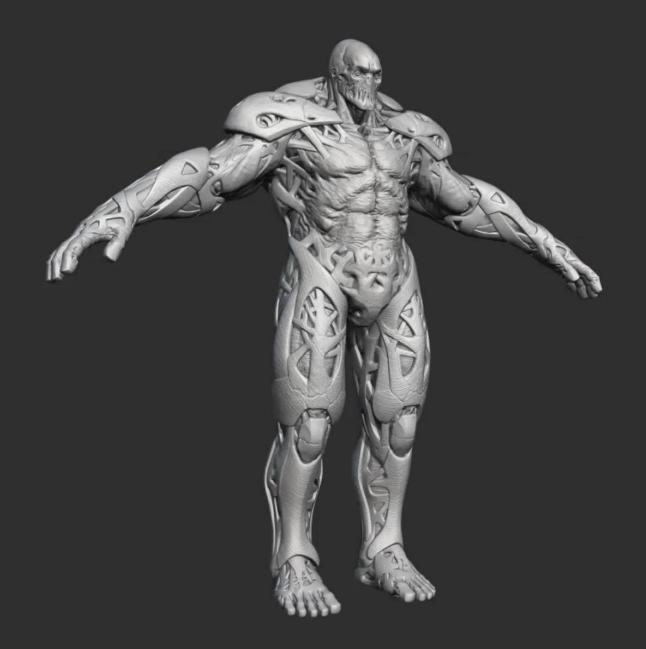
Tendons to afford added strength attach armored pieces to The Consumed





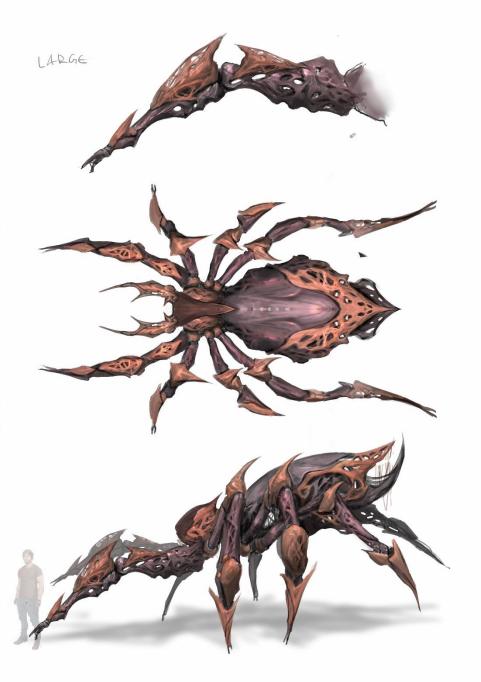






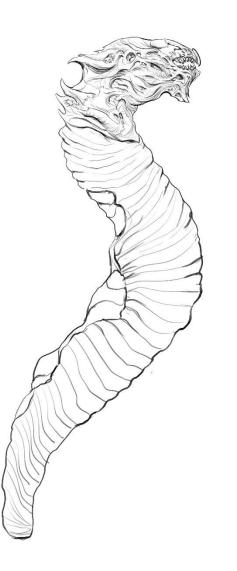


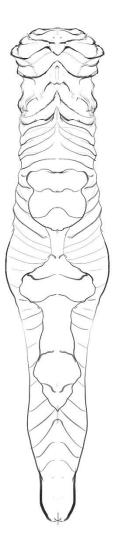








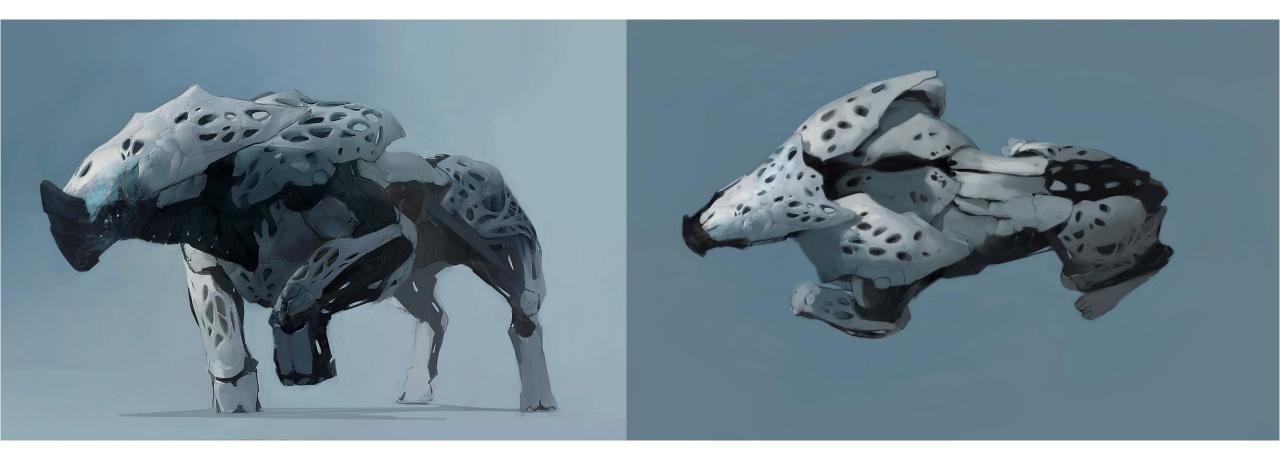












#### The Players

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

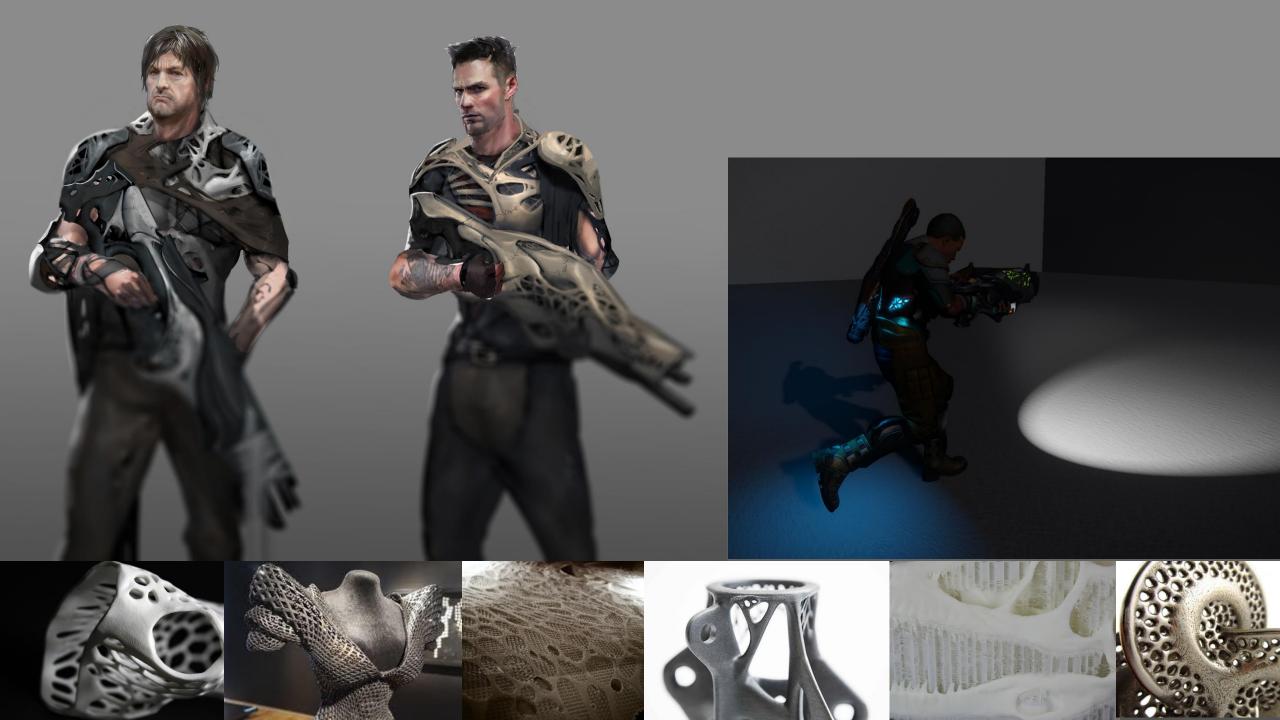
ARMOR AND WEAPONRY ARE SCAVENGED FROM *THE CONSUMED*. THE RAW MATERIALS ARE UPGRADED AND REFINED THROUGH MERCHANTS AND SMITHS OF VARYING SKILLS.

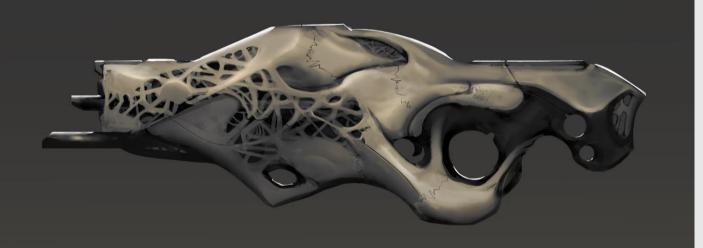




















As the weapon charges, it collects particular matter in the air and converts it to material that is the projectiles that are fired from the weapon. The projectiles are charged with energy and propelled out the gun extreme velocity. The amount of energy and size of the projectile will range based on the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



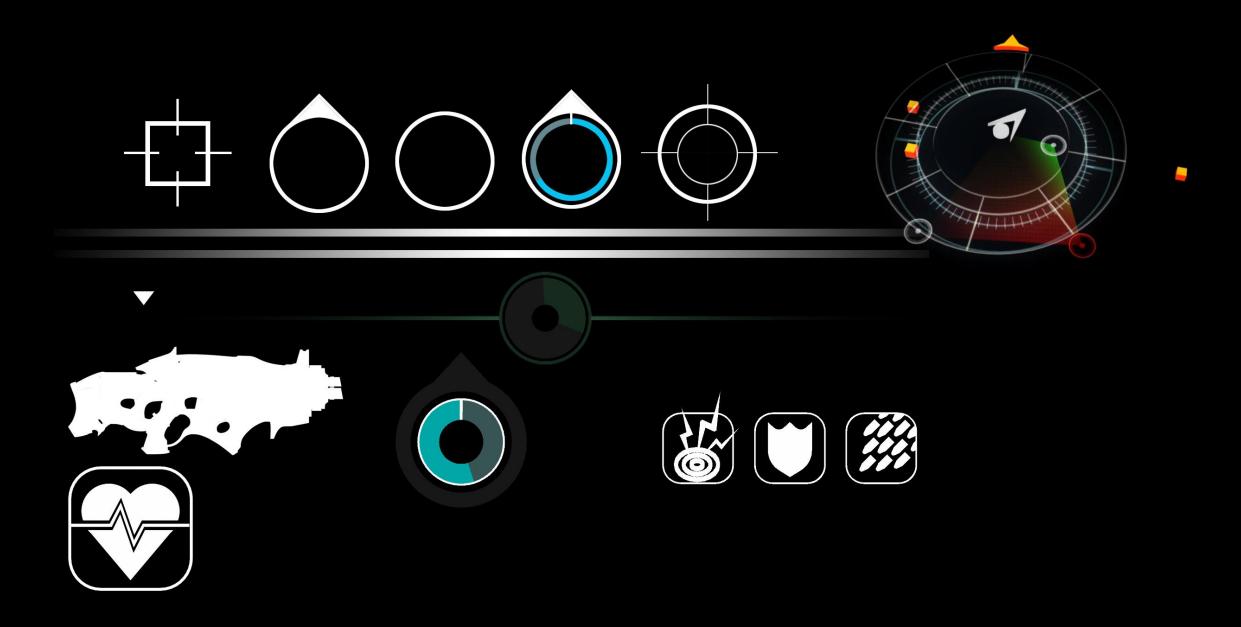












# Marketing Collateral

- LOGOS
- POSTER DESIGNS
- MARKETING IMAGERY



# TRUSTALL EVERYONE HAS A PRICE

# TRUSTALL









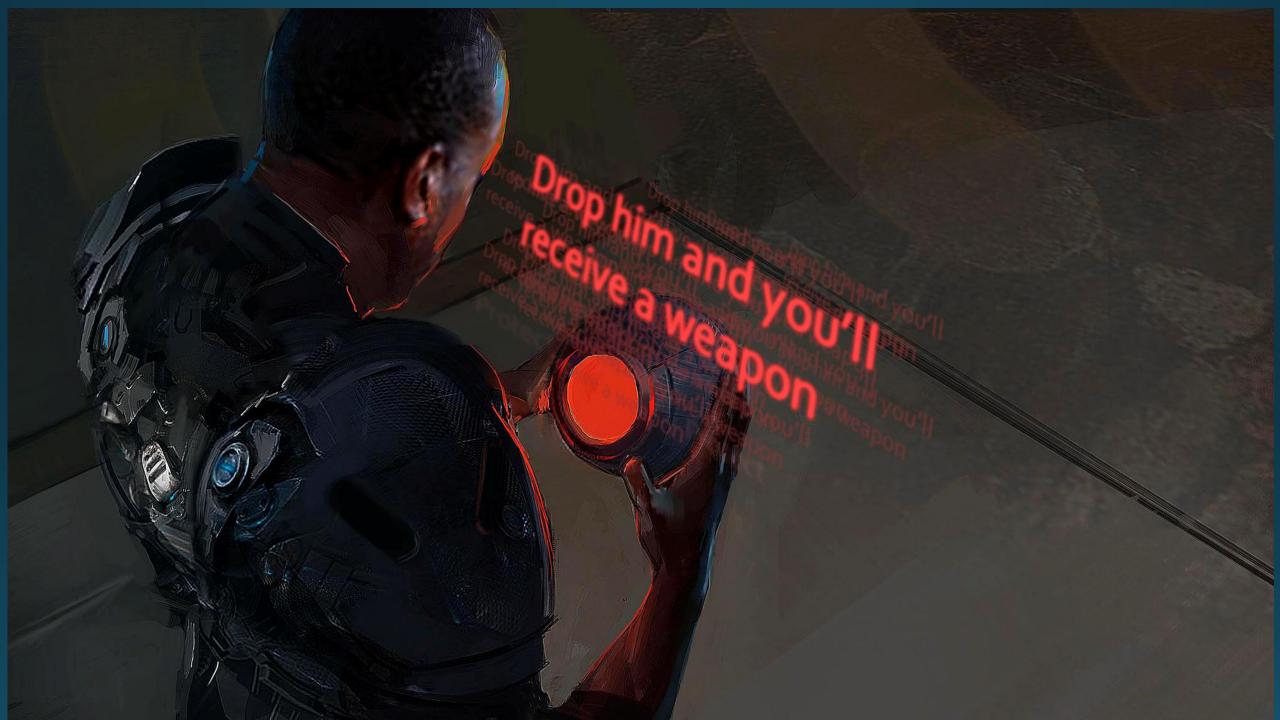














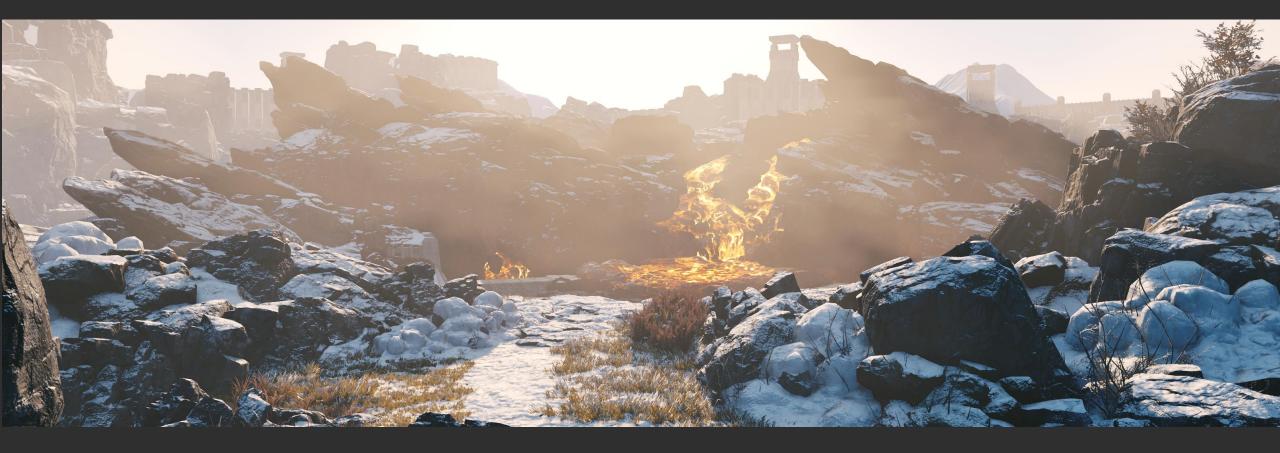


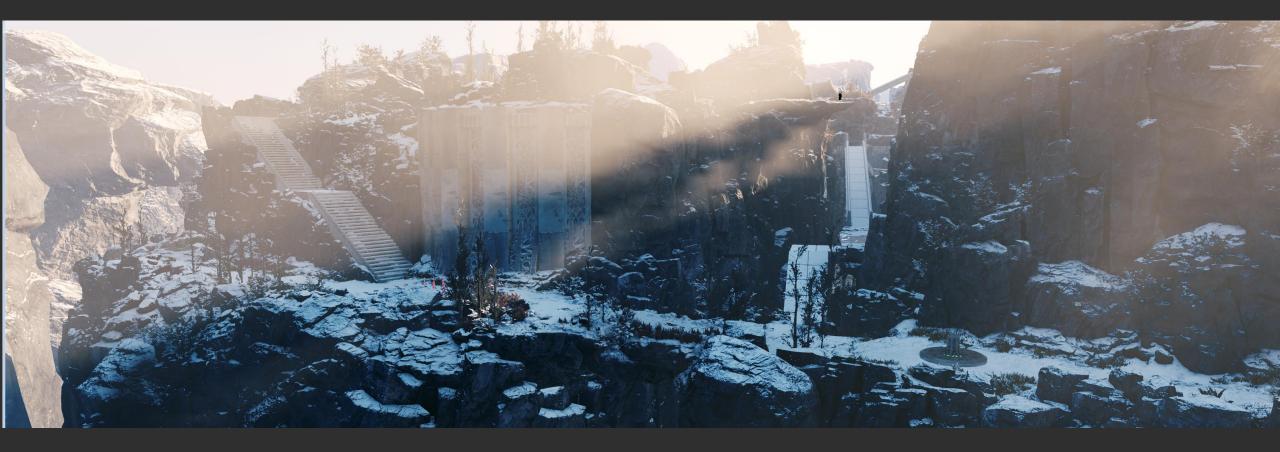


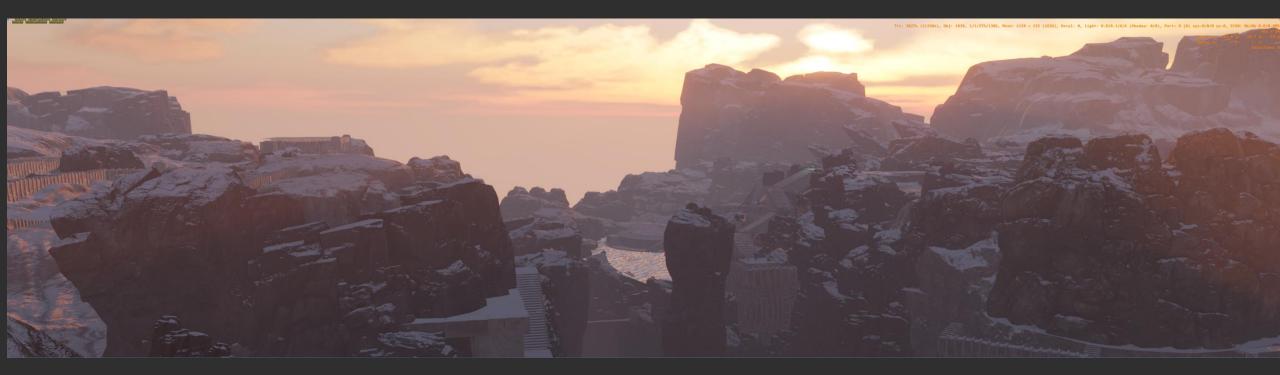


## Real-Time

- CAMERA IDEATION
- SCREEN GRABS
- MARKETING IMAGERY

























**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.

Core Gameplay     Walking     General aesthetic       Core Gameplay     Running     Level of fidelity       Bridge     Valking?     One Biome       Protection/Escort     Climbing?     Possble Boss Eventer       Betrayal     User Interface/Experience     Sound       Receiving Trust Mission     Loor design     Payer       Completing/Failing     Dynamic Gameplay Camera in Context     Herosy       Shooting     Standard Game Camera     Music       Hard targeting-camera behavior     Standard Game Camera     Music       Hard basis/critical hits     Dotting     Music       Posted downs     Ememy     Shooting       Hard targeting-camera behavior     Ememy     Shooting       Hard targeting-camera behavior     Emetry     Shooting       Payer     Emetry     Shooting       Hard targeting-camera behavior     Emetry     Shooting       Take downs     Emetry     Shooting       Payer     Emoty     Shooting       Payer     Emoty     Shooting       Hard targeting-camera behavior     Emoty     Shooting       Take downs     Emoty     Shooting       Payer     Emoty     Shooting       General aesthetics     Shooting       Shooting     Shooting     <	Elements that should be expressed in TGF.		Player Navigation/Movement	World/Environment/Narrative
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Trust Mechanic Scenarios: Aiming Level of tidelity One Biome Aiming Centre tion/Score t	Core Gameplay		Walking	
Bridge Bridge Protection/Escort       Vaulting? Climbing?       Posible Boss Encounter         Birdge Protection/Escort       Jumping?       Sound         Betrayal       Loon design Menu flow       The Observer Environment sounds         Receiving Trust Mission Completing/Failing       The Observer         Shooting Hard targeting-camera behavior Head Shots/ritical hits       Dynamic Gameplay Camera in Context Vista Camera Note Camera       Music         Melee Camera behavior Take downs Take downs       Death Environment Sounds       Hits Shooting Hard targeting-camera behavior Take downs       Hits Shooting Camera behavior Take downs       Hits Shooting Camera behavior Take downs       Hits Shooting Environment Sounds       Execution Environment Sounds         Puzzles/secreics/       Character (four players) General aesthetics Scale, size, variety       All these elements will be fortrayed in a rendered sequence that will be fortrayed in a rendered sequen			Running	Level of fidelity
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Limination of other player(s)     Jumping?     Sound       Betrayal     User Interface/Experience     The Observer       Rewards     Loon design     Environment sounds       Receiving Trust Mission     Loon design     Environment sounds       Completing/Failing     Parer     Parer       Combat     Shooting     Standard Game Camera     Music       Hard targeting-camera behavior     Powmed Camera     Music       Hard targeting-camera behavior     Powmed Camera     Music       Melee     Path     Execution of enemies or bosses     EX       Camera behavior     Path     Shooting failing     Shooting for the player(s)       Finishing moves     Character (four players)     Shooting for the player of			Climbing?	Possible Boss Encounter
Betray     User Interface/Experience     The Observer       Rewards     Loan design     Fnvironment sounds       Receiving Trust Mission     Loan design     Player       Combet     Dynamic Gamerplay Camera in Context     Weapons       Combet     Shooting     Standard Game Camera     Music       Hard targeting—camera behavior     Standard Game Camera     Music       Head Shots/critical hits     Downed Camera     Ex       Melee     Death     Shooting       Camera behavior     Death     Shooting       Finishing moves     Execution     Shooting       Puzzles/exercise     Character (ffour players)     Shooting       Camera behavior     Shooting     Shields       Finishing moves     Character (ffour players)     Shooting       Counded Size yariety     General aesthetics     Scale, size, variety			Jumping?	
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Animauon				

## 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 o
	Death
	Execution
	Emote/ Social Interaction

#### Environments

Biome: Swamp Maze Architecture bosses

## UI/HUD

lcon 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

#### **Build Trust**

Camera moves to game view as the platform continues to ascend to the top, affording player movement. Focus is on Player One.

Enemies appear and players engage. The process of building trust and partnerships during combat.

# Player One

#### Start

Fade up from black--Players start in 1<sup>st</sup> person view in a small enclosed area. Freedom to look around but not movement. Players are on a platform ascending to the start of the form.

#### Clear Rooms Trust is built, partnerships are formed and players

begin to explore the form and enter test areas. Clearing the room, the players reach a loot chest and share the reward. Player One receives XP and the Freeze consumable.

Receive Missions

Following Player One

a room each of the

players receives a

mission. The Help

Mission offers a Freeze

consumable to Player

One. Player Two is

advanced weapon to

eliminate Player One.

tempted with an

and Two, upon entering

#### Mission Complete: Special Weapon Received

Downed-Zeroed

Player One gets killed by

Player Two. His XP is

the start of the form.

Share Chest

drained and respawns at

Player Two decides to eliminate Player One to receive the advanced weapon. Scenarios: bridge drop, allow death in during combat, not reviving after being spiked.

The game camera can cut to Player Two depicting a continuation of the action that ensues after the elimination. Also revealing the mission that was received. Four Player Room Player One engages enemies and joins the other players in a shared experience room regaining some XP and receiving more consumables and building trust with other players

**Negative Space** 

After eliminating Player

One, Player Two enters

areas outside the test rooms.

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.

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

#### Revenge on Player Two

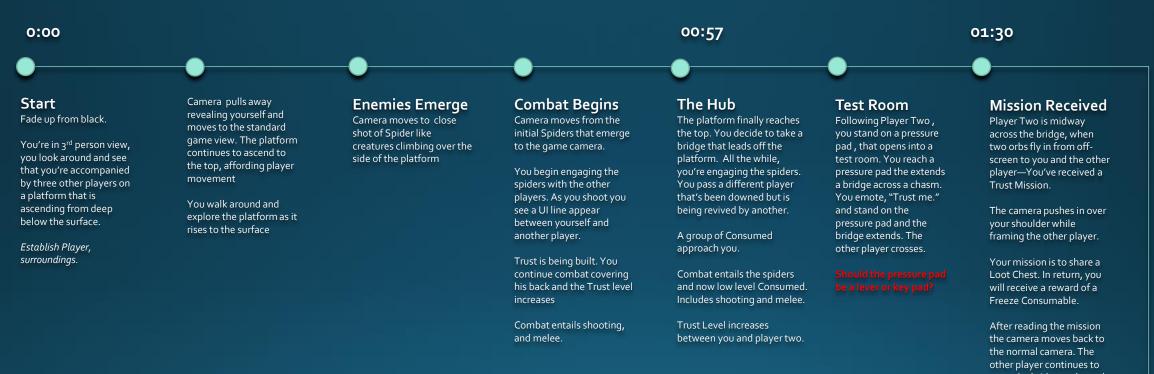
During combat with the boss, Player One uses Freeze on Player Two downing him.

**Boss Fight** 

#### **Final Rank**

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

Boss TBD. All players engage performing different roles from attacking the boss directly, covering other players, to fighting fodder.



cross the bridge and stands on a pressure pad that keeps the bridge extended. He emotes,"Thumbs Up."

You sprint across the bridge.

#### 02:47

#### **Test Room**

Traversal through test room should entail combat with spiders, Consumed and shielded Consumed. Clearing the room, you reach a loot chest and share the reward--You receive a reward of increased XP and the Freeze consumable.

03:54

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, th e 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 scenario 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. screen,

Ensuing after the betrayal of

A dialog box appears on the

04:54

Player One.

"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 are 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 damage 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.



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 downed 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.

7, You ascend up the stairs and at t the top you are met with ide 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

## 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

)

-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.

<b>Scene:</b> 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.
<b>Camera:</b> 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.	<b>Camera:</b> Camera moves to frame the initial Spiders and you . Then slowly moves back to standard game camera
Duration:	Duration:	Duration:	Duration:
UI: NONE	<b>UI:</b> 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:	<b>Sound:</b> Trust sound, explosions, hits, spider









A DECEMBER OF			
<b>Scene:</b> 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.	<b>Scene:</b> 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.	<b>Scene:</b> 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	<b>Camera:</b> Camera pulls out to wide shot/standard gameplay view	<b>Camera:</b> Camera moves to frame the Spiders and you . Then slowly moves back to standard game camera	Camera: Game camera
Duration:	Duration:	Duration:	Duration:
<b>UI:</b> 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:

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<b>Scene:</b> 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 the extends a bridge across a chasm. You emote, "Trust me." and stand on the pressure pad and the bridge extends. The other player crosses.	<b>Scene:</b> Spider like creatures crawl up from the sides of the moving platform.	Scene:
Camera: Game camera	<b>Camera:</b> Camera tightens up to frame players and doorway	Camera:	Camera:
Duration:	Duration:	Duration:	Duration:
<b>UI:</b> Trust level increases	UI:	UI:	UI:
Sound:	Sound:	Sound:	Sound: