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NAWA POLISH NATIONAL AGENCY FOR ACADEMIC EXCHANGE

GAME LAB

PARTNERS

- Benemérita Universidad Autónoma de Puebla

BUAP

- Tokyo University of Technology, School of Media Science

東京工科大学 TOKYO UNIVERSITY OF TECHNOLOGY

- LUCA School

LUCA SCHOOL OF ARTS

- University of Ostrava

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- School of Art at Northern Illinois University

NIU Northern Illinois University

- Harz University of Applied Sciences

Hochschule Harz

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Benemérita Universidad Autónoma de Puebla

Instituto de Ciencias Sociales y Humanidades “Alfonso Vélez Pliego”

México

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Julio Broca

STUDENTS TEAM

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- Mauricio Rabiella — México, mrabiella@alumno.buap.mx

Mask of Truth

Story telling gamified in first person. The gamer lives with the main character amnesia. Both have to recover their memories solving the mysteries in the game, and find their purpose.

Genre
Psychological thriller, sci-fi, related with pandemics and ecology.

Platform
PC-MAC (2D game)

Recipient
Young Adults and Adults interested in ethic and moral dilemmas related with health, technology, ecological

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PITCH DOCUMENT

1.Plans, assumptions and directions of the search.

2. A brief description of the planned project aims to present the idea of our implementation.

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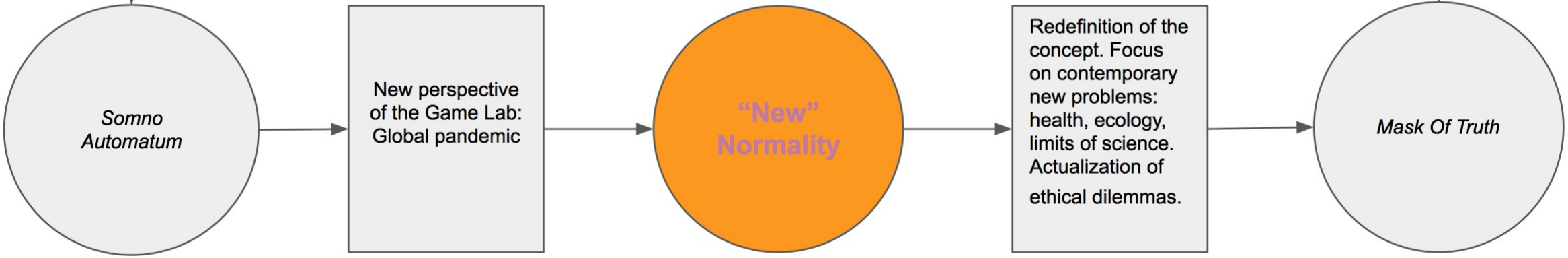
1.Plans, assumptions and directions of the search.

Historical game related to nonmaterial and material industrial cultural heritage.
Recreate in game a historical period when Mexican Revolutionaries used to came and ask for money to the fabric industry in the industrial company of Atlixco 1911 - 1919 .

Plot: A worker who doubt to join the revolution and leave the dream fo the progress and go back to the farm and defend land.

Plot: Year 2084. Doctor Paracelsus Roegen has been in a coma for 3 years as a VIP patient who has lost his memory. Too weak to breathe, stays connected to artificial respiration. His only contact with reality is Dana Morgan, a terrific nurse and George McLow, an always bad mood stretcher-bearer half human half machine. Dr. Roegen should use his cold and brilliant analytical thinking to regain his memory meanwhile Dana explains him that humanity is on the brink of extinction because an uncontrolled pandemic. He knows that there is a hope hidden in some part of his chaotic mind. His life, like that of all survivors, is monitored by T.R.U.T.H. (Technological Research Underneath True Health) trough modern mouth-covers. TRUTH is the corporation that pays for his luxurious recovery. Dr. Roegen decides that the secret that can give hope to the world must be transmitted without falling into the hands of the corporation. He will have to find a way to escape the fortress-hospital and gather the materials to develop the antidote that can give humanity a second chance. But first, he must remember the truth.



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2. A brief description of the planned project aims to present the idea of our implementation.

PROBLEM:
How to make the time of gamming, a time of reflection too.

Isolation, perplexity, vitality, even conspiracy theories are some of the main phenomena in this pandemic. This phenomenon often cannot find ways to make catharsis.

SOLUTION:
Complex situations related with ethical dilemmas to go further on the game.

The persistent doubt of a disordered mind, with conviction to have an important answer to the dystopia, lead the player into a catharsis once he can discover in which sense he have some responsibility in the actual state of the world.

IDEAL GAMER:
Gamers that prefer a complex, and deep story.

This idea takes inpiration fo the "The Man in Black" by Ed Harris in *West World*.

TENDENCY
Pandemic made people more focused on health, respect, help, at least, with themselves. It's introducing a "plot twist" in the narrative and the way that new generations are rejecting the mistakes than previous did before.

Science fiction is an always source of ethical questions in relation with technology and nature.

TEAM SO FAR
Developing intensively the Plot
Sketching ambient
Prototyping one specific "room"
Conceptualizing Characters
Story boarding
Branding

REFERENCES, INSPIRATION AND FOUNDATIONS OF THE PLOT

Robert Louis Stevenson (1850-1894) (Split personality of a main character and nihilism)
Natsume Soseki (1867-1916) (Internal journey of a lost soul in the real world)
Max Scheler (1874-1928) (Ethics, knowledge as domination)
Martin Heidegger (1889-1976) (The risk of technology)
Fritz Lang (1890-1976) (Technology and social classes in futuristic dystopic society)
Walter Benjamin (1892-1940) (Industrialization of art)
Stanisław Lem (1921-2006) (Ethics and technology, moral dilemmas and sci-fi)
Sakyo Komatsu (1931-2001) (Post human cannibalism)
Kazumasa Hirai (1938-2015) (Traveling in time to prevent catastrophes)
Barry Wondsor-Smith (1949-) (Implementation of technology on body against will, memory erase)
Frank Miller (1957-) (Impossibility of social change)
Katsuhiro Otomo (1954-) (Solidarity and social relations in dystopic worlds)
Tsutomu Nihei (1971-) (Mega structures and ultra sci-fi dystopia)

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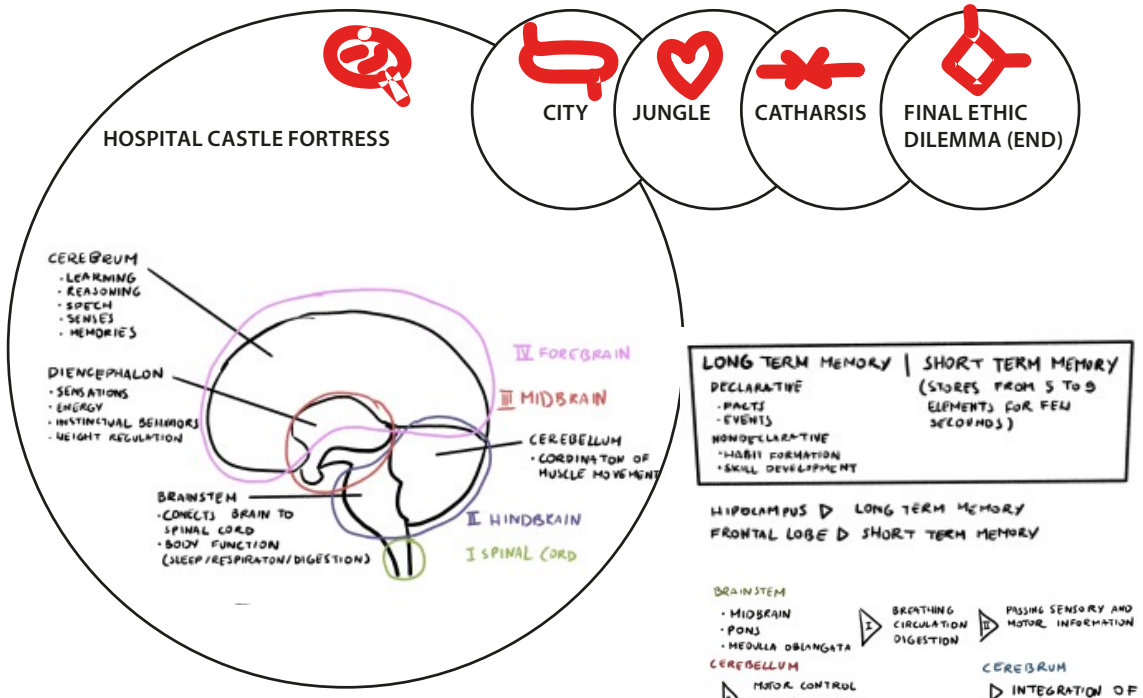
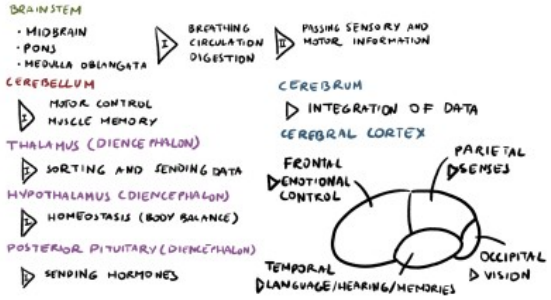
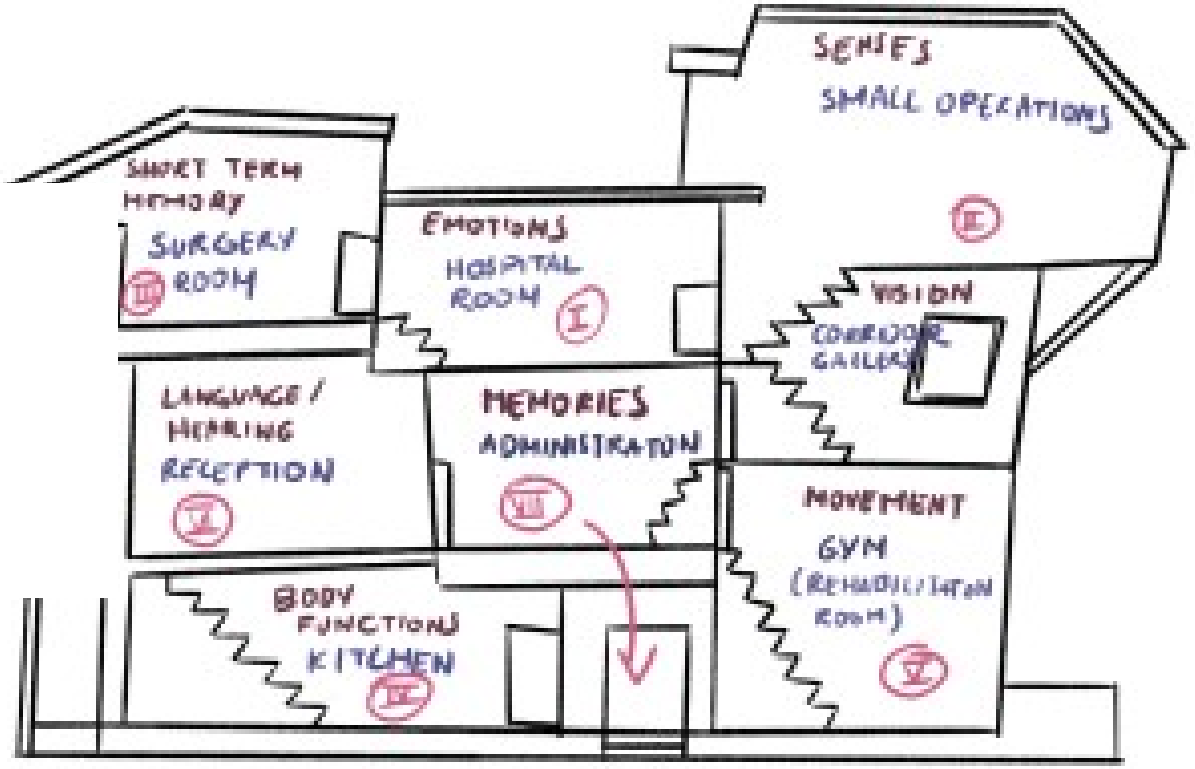
Work completed so far: drawings, diagrams, concepts, models, etc.







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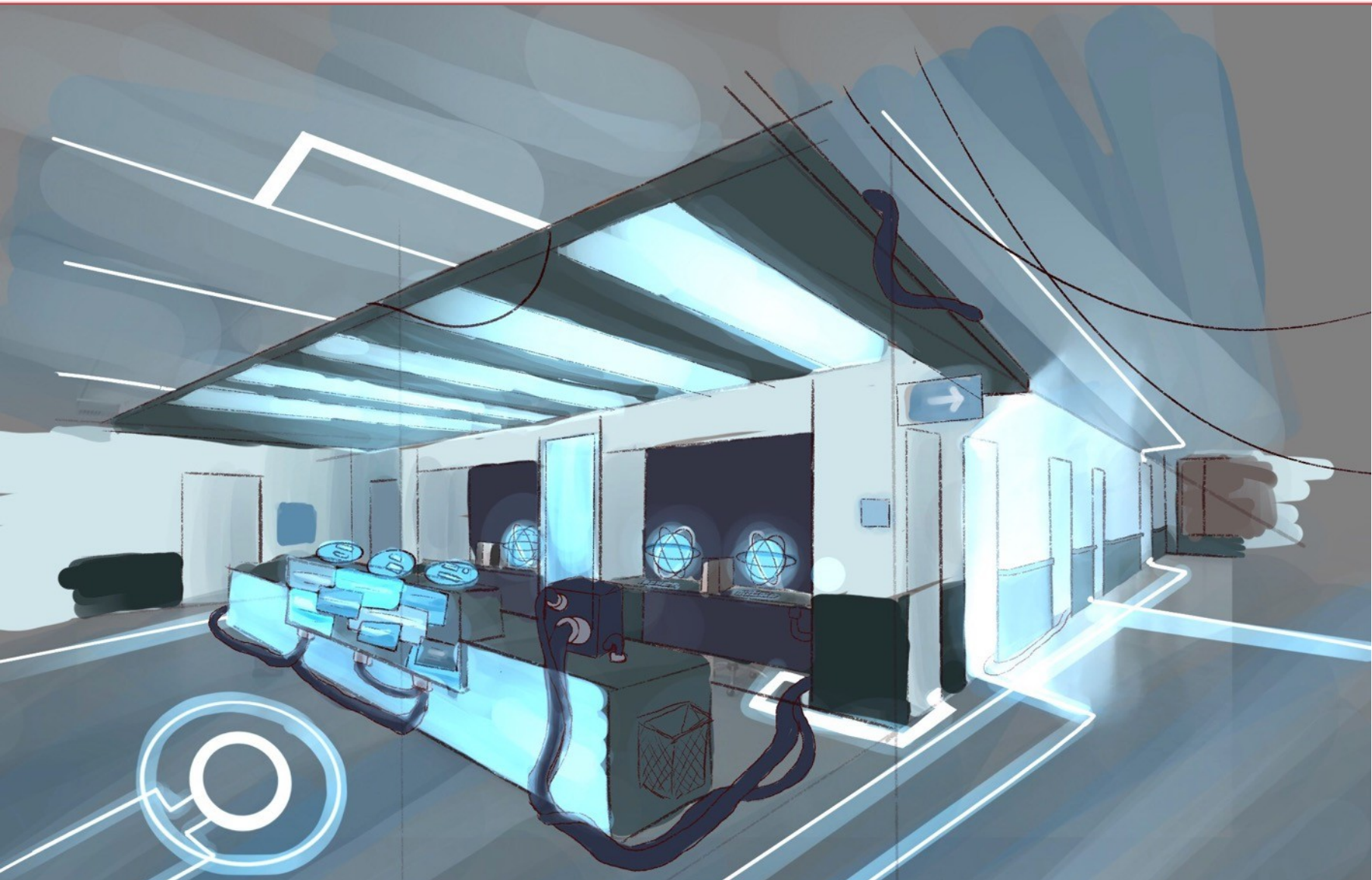

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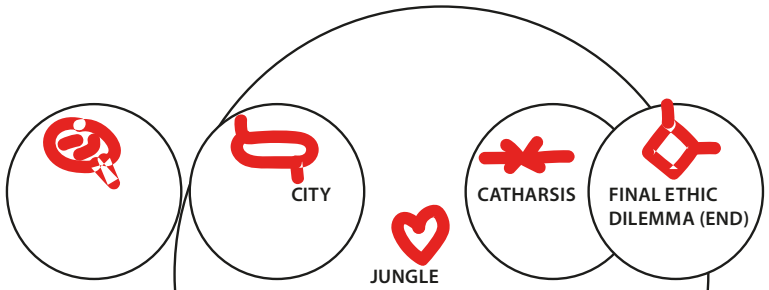
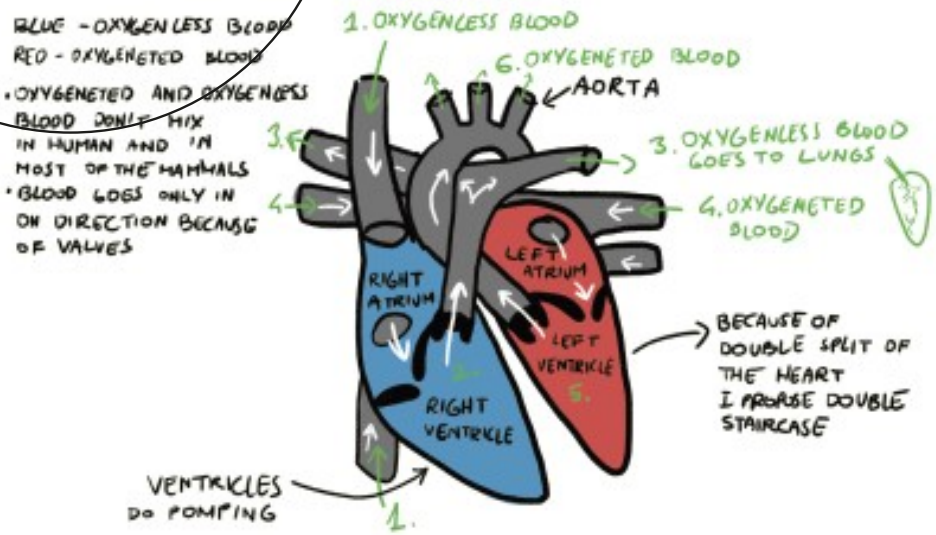
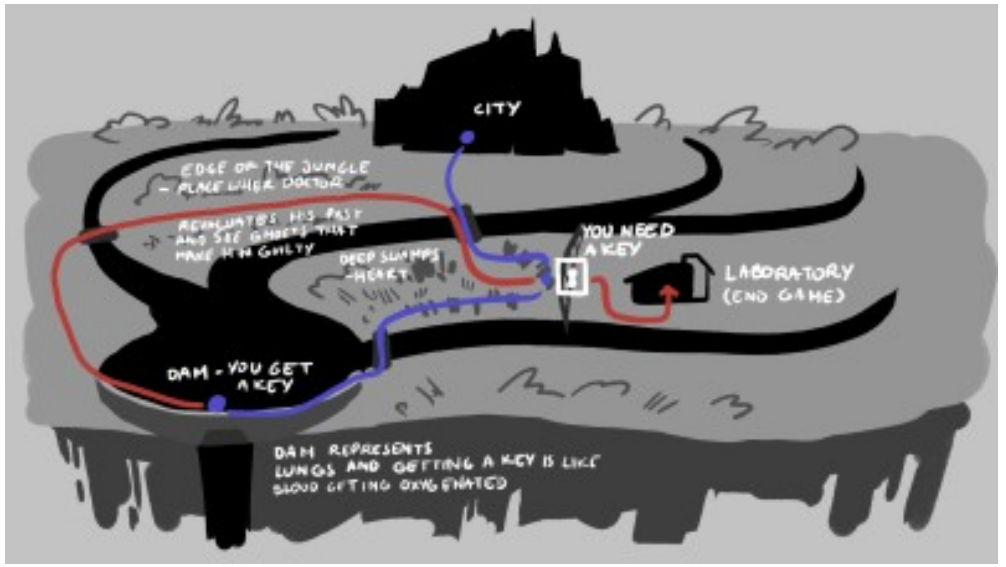

CITY
CATHARSIS
FINAL ETHIC DILEMMA (END)
JUNGLE


BLUE - OXYGENLESS BLOOD
RED - OXYGENETED BLOOD
• OXYGENETED AND OXYGENLESS BLOOD DON'T MIX IN HUMAN AND IN MOST OF THE MAMMALS
• BLOOD GOES ONLY IN ON DIRECTION BECAUSE OF VALVES
1. OXYGENLESS BLOOD
6. OXYGENETED BLOOD
AORTA
3. OXYGENLESS BLOOD GOES TO LUNGS
4. OXYGENETED BLOOD
RIGHT ATRIUM
LEFT ATRIUM
LEFT VENTRICLE
RIGHT VENTRICLE
BECAUSE OF DOUBLE SPLIT OF THE HEART I PROPOSE DOUBLE STAIRCASE
VENTRICLES DO POMPING


CITY
EDGE OF THE JUNGLE - PLACE WHER DOCTOR
DEEP SWAMPS - HEART
YOU NEED A KEY
LABORATORY (END GAME)
DAM - YOU GET A KEY
DAM REPRESENTS LUNGS AND GETTING A KEY IS LIKE BLOOD GETTING OXYGENATED

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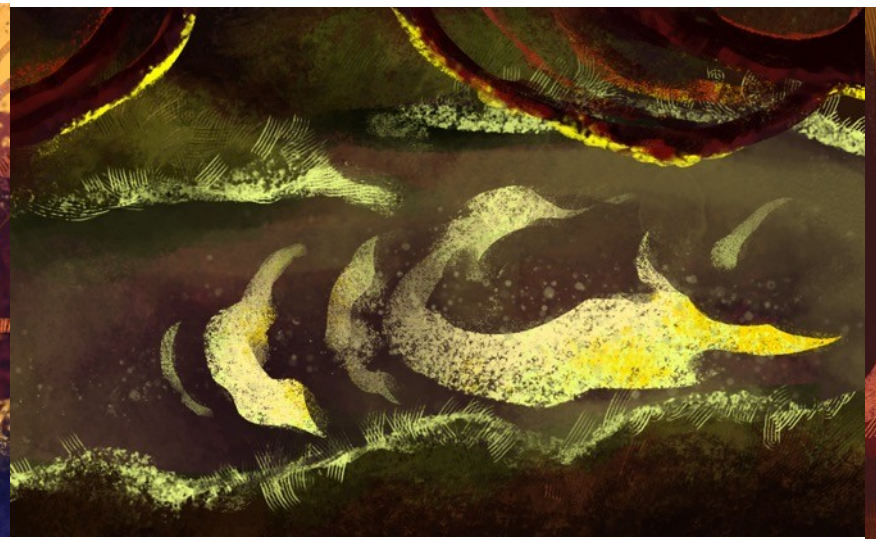
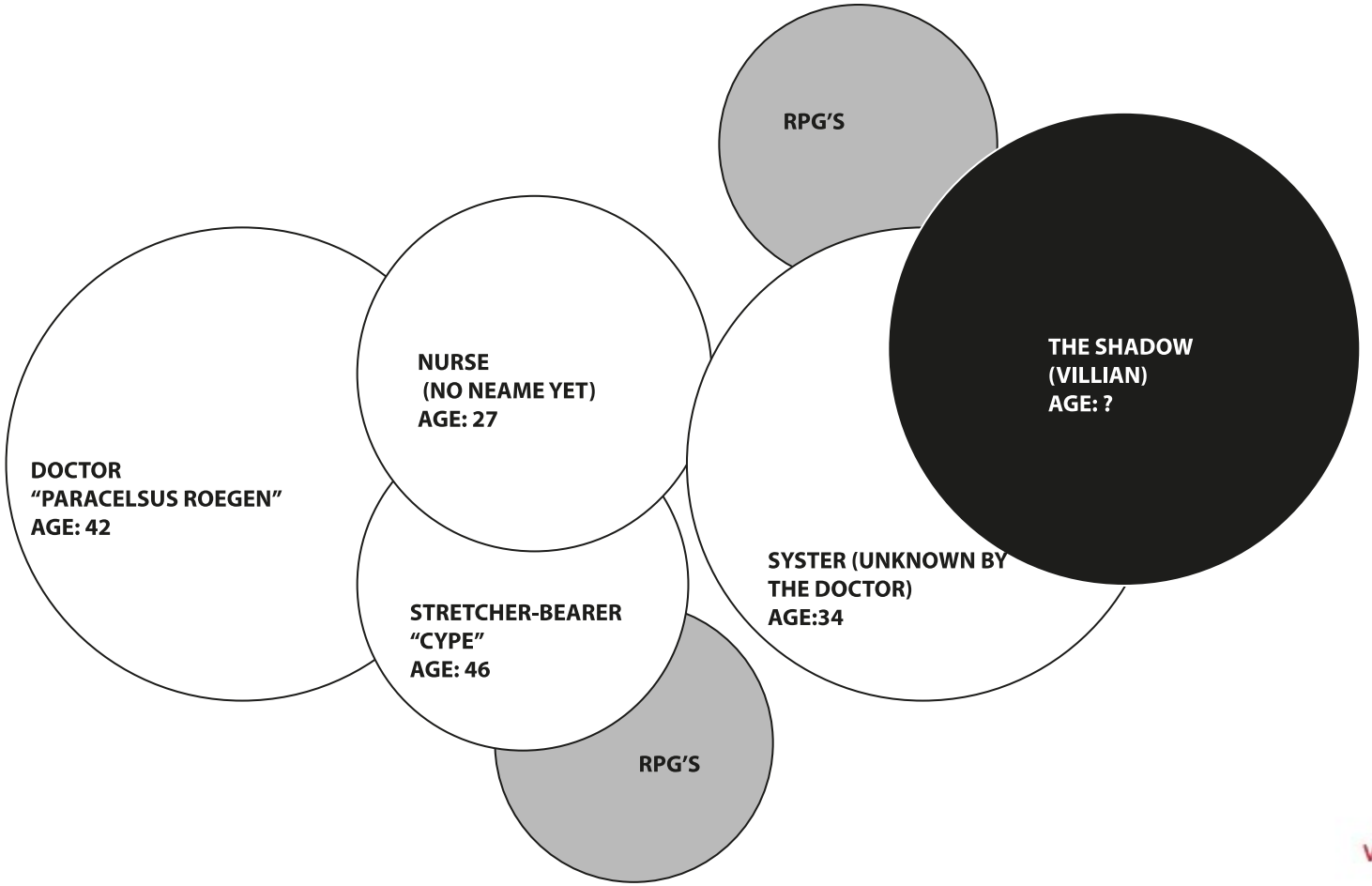


MAIN CHARACTERS



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THE NURSE

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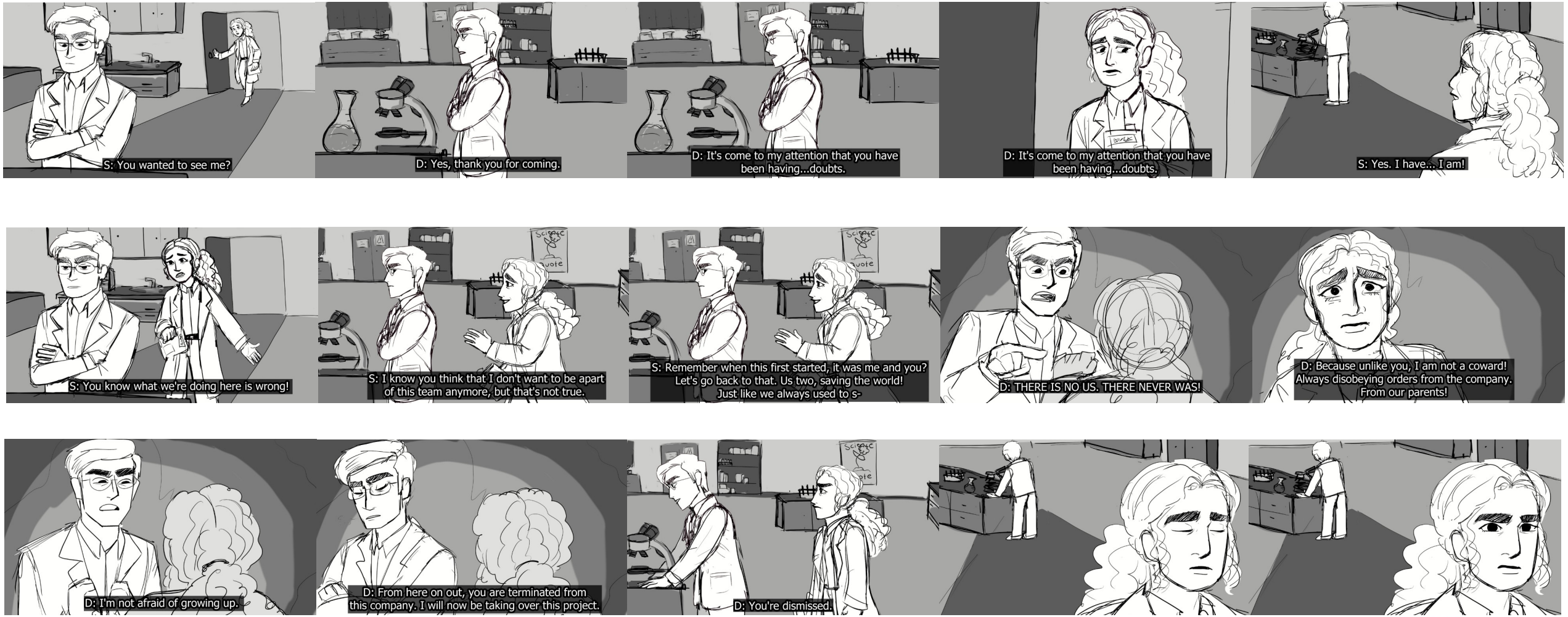
S: You wanted to see me?
D: Yes, thank you for coming.
D: It's come to my attention that you have been having...doubts.
D: It's come to my attention that you have been having...doubts.
S: Yes. I have... I am!
S: You know what we're doing here is wrong!
S: I know you think that I don't want to be apart of this team anymore, but that's not true.
S: Remember when this first started, it was me and you? Let's go back to that. Us two, saving the world! Just like we always used to s-
D: THERE IS NO US. THERE NEVER WAS!
D: Because unlike you, I am not a coward! Always disobeying orders from the company. From our parents!
D: I'm not afraid of growing up.
D: From here on out, you are terminated from this company. I will now be taking over this project.
D: You're dismissed.

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TEAM STRENGHTS AND "WANTS TO TRY"

Discrod. *Trello*. *Google meets*, It's very stable and have automatic translation. Regular meetings.

Mask of thruth team

Specialise in the subject
Wants to try

Abril	Writting	Concept Art	Ilustration	3D	Level Design	UX	Storyboard	Animation	Programing	Sound
Jay	Writting	Concept Art	Ilustration	3D	Level Design	UX	Storyboard	Animation	Programing	Music
Mau	Writting	Concept Art	Ilustration	3D	Level Design	UX	Storyboard	Animation	Programing	Music
Andrea	Writting	Concept Art	Ilustration	3D	Level Design	UX	Storyboard	Animation	Programing	Music
Cory	Writting	Concept Art	Ilustration	3D	Level Design	UX	Storyboard	Animation	Programing	Music
Wout	Writting	Concept Art	Ilustration	3D	Level Design	UX	Storyboard	Animation	Programing	Music
Jonas	Writting	Concept Art	Ilustration	3D	Level Design	UX	Storyboard	Animation	Programing	Music
Sandra	Writting	Concept Art	Ilustration	3D	Level Design	UX	Storyboard	Animation	Programing	Music

COMUNICATION AND ORGANIZATION TOOLS

Discrod. *Trello*. *Google meets*, It’s very stable and have automatic translation. Regular meetings.

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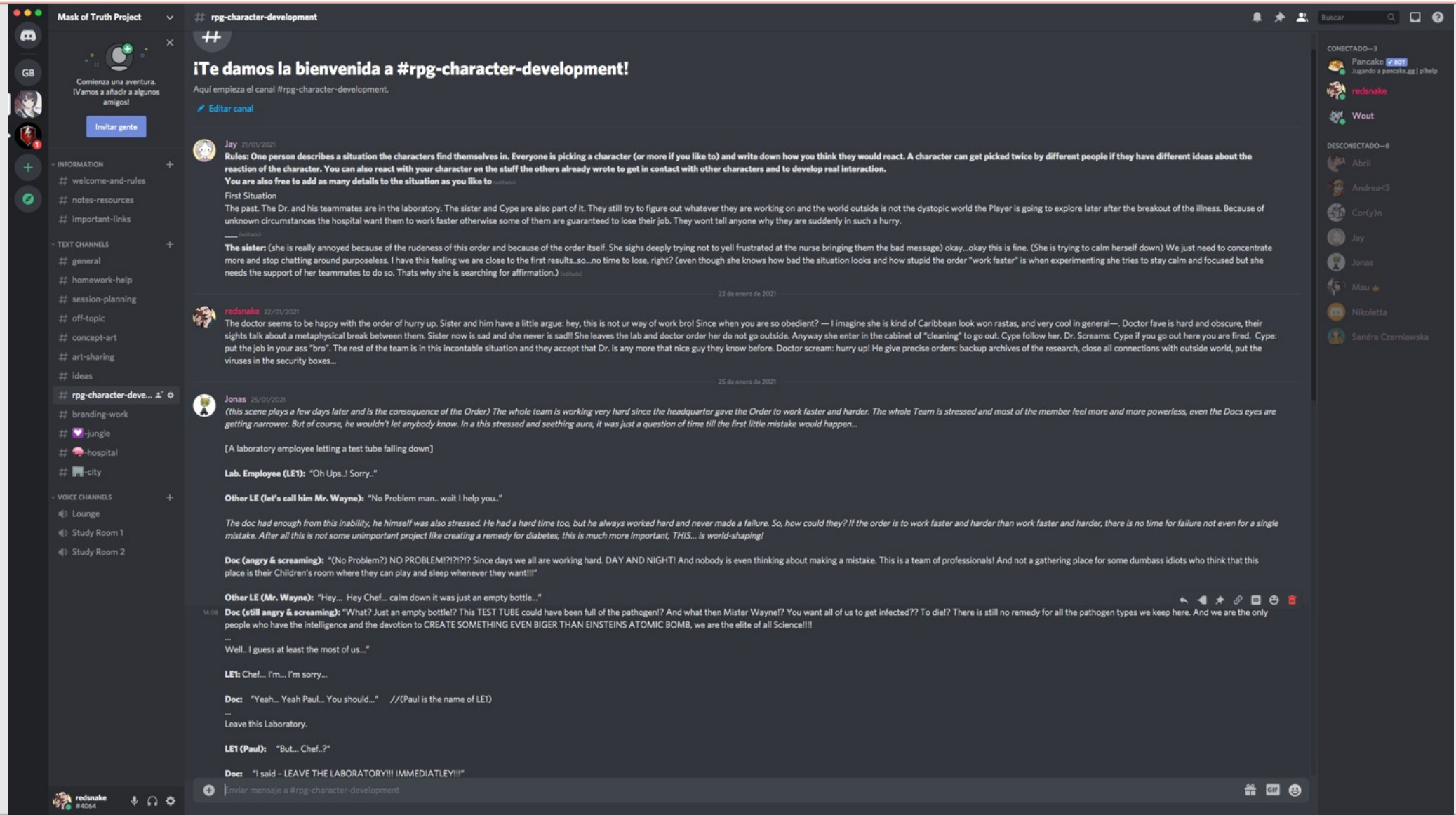

“In the darkest moments the faint human glow is brighter”

Dr. Paracelsus Roegen (2040-2087)

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THANK YOU