

A. Executive Summary:

- Steri Chemicals is a survival horror game made available on PC. This game is terrifyingly riveting. Playing as Mika, a new security officer to a bio-engineering science institution, you must battle mutated test subjects, undercover the truths of Steri Chemical, and escape before becoming infected herself.

B. Audience Analysis:

- This game is rated M for Mature.

## C. Story:

### Geist

The “Geist” of the game is to survive the shift, unravel the mystery, and battle the mutated test subjects.

### Summary

The story begins with Mika’s life in the ruins. She is in desperate need of a new relationship, a new job, and a new life. She stumbles across a job listing for a nightly security guard that pays a lot. Mika uses her ‘skills’ to lie on the application and score the job. The training and tour of the facility is the tutorial. She meets the guard at the gate.

Using Game Theory, the player will be prompted to make choices, depending on the choices the player selects will determine how the story unfolds.

### Example:

#### MIKA

1. Hell yeah, I don’t wanna be alone there all night.
  - a. GUARD – My point exactly, we need to communicate.
    - i. \*\*\*This prompts Guard to help Mika later on\*\*\*
2. Shit, I’ll try, but I’m a newbie here. Gotta ask the boss.
  - a. Hmph, that’s exactly what I’ve been getting for a month.
    - i. \*\*\*This prompts to hesitate on helping Mika later on\*\*\*
3. Did you try to replace the batteries?
  - a. GUARD – mumbles (sarcastic stupid piece of heaping pile of shit. Did I try the fucking batteries...)
    - i. \*\*\* this prompts Guard to later not help Mika\*\*\*

Guard picks up the phone next to his switch-board. Takes Mika’s license and (if #3 is selected shuts the window.) if not, then he leaves it open and you hear the conversation:

#### (REFERENCE PAGE 2\*)

1. Hey I-
  - a. So looks like it’s just this place huh, these radios don’t work either.
  - b. Help!

The lights flicker back on, Mika cautiously peers back over her shoulder and the beast is gone. The glass bulbs from the lights are back together and the stench is gone.

- c. What’s wrong?
  - d. I – uh – I can’t get back into the facility. My key card doesn’t work.
  - e. Bahahaha! Okay well, since you helped me out by getting these new radios, even if they still are shitty, I’ll help you. Kelsey has a spare key card in the second drawer of her desk, but it’s locked. The key is under the mouse pad.
2. Hey I-
  - a. So are we still waiting on the new radios?
  - b. Yeah, I need help!

Mika dodges the beast sliding over to Kelsey’s desk. A Screeching noise pierces her ears and the lights flicker back on. Mika cautiously peers back over her shoulder and the beast is gone. The glass bulbs from the lights are back together and the stench is gone.

- c. What’s up?
  - d. I – uh – I can’t get back into the facility. My key card doesn’t work.
  - e. Bahaha! Okay, well all I know is Kelsey keeps a spare key card somewhere in her desk.

3. Hey I-
  - a. So looks like we aren’t getting new radios.
  - b. Yeah, sorry I forgot. I’ll ask tomorrow morning, I need help!

Mika dodges the beast sliding over to Kelsey’s desk. A Screeching noise pierces her ears and the lights flicker back on. Mika cautiously peers back over her shoulder and the beast is gone. The glass bulbs from the lights are back together and the stench is gone.

- c. What?
  - d. I – uh – I can’t get back into the facility. My key card doesn’t work.
  - e. Bahahahaha!

Mika pauses listening to the static.

- f. Hello? You still there?

Mika dodges the beast sliding over to Kelsey’s desk. A Screeching noise pierces her ears and the lights flicker back on. Mika cautiously peers back over her shoulder and the beast is gone. The glass bulbs from the lights are back together and the stench is gone.

Mika picks up her broken phone.

MIKA  
Son of a bitch.

Throughout the game, Mika will obtain objects that will guide her through the game and also lose objects that will make her endure difficult choices.

Example:

"Training"			
✓ Backstory	✓ Key Card	✓ Security Access Codes	✓ Radio

Each level of the game will guide Mika, in a linear fashion, through the levels of the buildings she is trapped in. The player will have to survive or defeat the monsters while collecting items and getting through to the other side of the level.

The first level is Mika in a seemingly normal, boring night security job. She is guided from the lobby, to the labs to check on the equipment levels, and to the security room.

The levels are broken up by the building and the number of floors. The first building is the main building used for the face of the company; where the media and partners gather for board meetings and press releases. This is where the game begins. Mika is taken through the lobby and across the first few labs. She later has access to the security room. After the first round she meets the first monster in the main lobby. Here is where her previous encounter with the guard comes into play. After she unlocks the doors into the rest of the floor, Mika needs to gather more items to proceed onto the next floor.

This format is carried throughout the entire game unlocking each floor as she goes. The further the game progresses the more difficult the puzzles and the monsters become. After the first building is complete she escapes to the second building. This building is more twisted and scary with in your face jump scares. This building also unfolds a large chunk of the story premise.

After completing the second building. Mika is forced to flee to the warehouse. A large boss battle is fought before escaping into the tunnels connecting all three buildings together. This tunnel is incredibly scary; depending on the items the player collects throughout the game will determine the difficulty of escaping the tunnels and the monsters that dwell in it.

As the game comes to completion, Mika seems as though she escaped, but she is faced with a final boss in the courtyard. Once the final boss is defeated, Mika who is hurt and exhausted gets back into her car and drives off. There are two versions of the ending based on the character choices throughout the game.

Ending One: Mika succumbs to her wounds and dies in the seat of her car, as the events flash before her eyes, it is revealed that she was not battling mutated monsters; she in fact became infected and was hallucinating and murdering the company's staff.

Ending Two: Mika escapes and drives back out of the company complex. As she's driving away towards the nearby town, it is revealed in the rear view mirror that she is infected and risks exposing the virus.

Both of these endings set up two video game storylines for possible future game series.

#### D. Competition Analysis:

TITLE	HORROR	PUZZLE SOLVING	QUICK TIME EVENT (QTE)	REALISTIC	STORY
SILENT HILL 2	X	X	X	Distorted Realism	X
RESIDENT EVIL 4	X	X	X	X	X (not story driven)
LAST OF US	X	X	X	X	X
OUTLAST	X		X(removed)	X	X
ALIEN: ISOLATION	X		X	X	

#### E. Marketing:

I predict that Steri Chemical will be a success in the years to come. This game will use successful elements of predecessors in the horror video game genre. While also bringing a fresh new narrative driven story arch. This game will leave its players on the edges of their seats while solving time crunching puzzles; teasing true elements of fear tactics. The players will have a sense of ownership with the players' choice selections changing the outcomes of the game.

See the below statistics on the Titles from the above table "Competition Analysis."

TITLE	SALES
SILENT HILL 2	30-40 MILLION
RESIDENT EVIL 4	100 MILLION
LAST OF US	37 MILLION
ALIEN: ISOLATION	24 MILLION
OUTLAST	30 MILLION

## F. Game Mechanisms: Platform PC:

There will be many different elements used in Steri Chemicals. All elements current players know well. See below:

- Search area/items:
  - Examine things around the room by pressing the triangle when prompted.
    - I.E. Books. Drawers. Computers. Surfaces.
- Run away:
  - Camera faces Character and NPC Ghost, and dodge unseen obstacles.
  - QTE-press prompted buttons to dodge ghost's attempts to get you.
- Climb/scale:
  - Hold the O button next to an area that you can climb and use directional buttons to scale around the area.
- Crawling/Crouching/Hiding:
  - Press the R1 button and use directional buttons to navigate.
- Dodge:
  - QTE prompted buttons.
- Types of puzzles (including the following, but not limited to):
  - Seesaw.
  - Safe Cracking.
  - Weighted object.
  - Crafted/ Combining objects.
  - Lock & Key.
  - Pattern.
  - Environmental
  - Narrative Puzzle/Riddle.
  - Coding/Symbo.
  - Time sensitive.
  - Maze.
  - Inventory management.
  - Hidden Objects.

1. Directional.
2. Share.
3. Map shortcut.
4. Pause Menu:
  - Save, load, quit, button, inventory, map, ect.
5. Interact=(Talk/Examine).
6. Special Item – What is selected from #9. (I.E. Inventory Items.)
7. Jump/Climb/Scale. Double press to jump higher. Press the up button to pull up from the ledge.
8. Action.
9. Camera Angle.
  - Hold up to select items to use for #6 buttons.
10. Directional. Press/hold down to creep(stealth)
11. Backpack Menu.
12. Crouch-Press / Hide-Hold.
13. Run fast-hold and use the directional button



G. Budget & Schedule:

TITLE	SCHEDULE	BUDGET	STAFF SIZE
SILENT HILL 2	3 YEARS	30-40 MIL	50
RESIDENT EVIL 4	5 YEARS	100 MIL	UNKNOWN
LAST OF US	3 YEARS	200 MIL	200
ALIEN: ISOLATION	4 YEARS	40 MIL	100
OUTLAST	14 MONTHS	2 MIL	10

**DESIGN DEPARTMENT**

GAME DESIGNER

STORY DESIGNER

LEVEL DESIGNER

**PRODUCTION DEPARTMENT**

CONTENT DEPARTMENT

CONCEPT ARTIST (2D)

TEXTURE ARTIST

3D ARTIST

3D ANIMATOR

SOUND ENGINEER

MUSIC ENGINEER/COMPOSER

DEVELOPMENT DEPARTMENT

GAME DEVELOPMENT

RENDER ENGINEER

**RELEASE & MANAGEMENT DEPARTMENT**

PROJECT MANAGER

QA ENGINEER