



HACKTIVIST

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Elevator Pitch:

A walking simulator, psychological thriller where players must find their way out of the strange digital realm, they find themselves in. With the help of a mysterious stranger on the outside, the player will discover the secrets of the system they are trapped in and find out who, or what they truly are.

Narrative

Tone: Mainly serious, psychological thriller

Overview

Hactivist follows a hacker's consciousness in the future. Having been put into virtual world to target a corporation's darkest secrets, the virtual copy became captured and is now trapped in a quarantine file. The Hacker must now conventionally hack into the corporation's systems to break his consciousness out of the system and destroy it, all before the corporation can match the consciousness copy against him in the real world. However, the consciousness may come to decide that its existence is not as expendable as he believes.

Chapter One: The White Room

- Resist Interrogation.
- Perform menial tasks.
- Break the boundaries.

Chapter Two: The Back End

- Sees other viruses and cyber-attacks being contained within cells.
- One of these things is some file that should not be deleted (not a virus).
- Find out what the file is.
- Find the key to release the file (on the antivirus troll thing).
- Release the file, get chased, shift.

Chapter Three: Cloud Station

- Find evidence of human trafficking.
- Shift into 'The Cloud' station.
- Investigate the station.
- Find Human Trafficking Evidence.
- Go to... to leave the area.

Chapter Four: Ultimatum

- Multiple choice ending. Sacrifice or Betray.
- Player pulled into the office; the company tells them the situation.
- Choose **life** or **death**.
- Death ends with POV cinematic in sci-fi city (real world).
- Life ends with POV cinematic in Nature (virtual paradise)

Characters & Traits/Emotions

Player Character:

A consciousness of a hacker. Naïve, scared, and honest. Merely wants goodness out of life and believes people deserve to know the truth.

White Room:

- Confused
- Distracted
- Overwhelmed

Dungeon:

- Receptive
- Reluctant
- Engaged

Sci-Fi Ship:

- Committed
- Confident
- Courageous

Office:

- Un-sure
- Betrayed
- Angry

HACKER:

A young male hacktivist that believes in exposing large companies that are getting away with murder in the current world. Despises big brands, only buys local goods, and lives at his desk. Lives and breathes programming and is one of the greatest hackers of all time. Just one man on a mission for the greater good of humanity. His flaw is that he takes morally questionable decisions and tends to veer towards unethical himself, even though that is what he's ultimately fighting against.

White Room:

- Insistent
- Trustworthy
- Capable

Dungeon:

- Idealistic
- 'Honest'

Sci-Fi Ship:

- Idealistic
- Committed
- Confident

Office:

- Belittled
- Deceptive
- Sincere

Interrogator:

An AI program design for dealing with consciousness cyber-attacks. Thinks little of human beings but is hardwired to complete his task.

White Room:

- Patronising
- Authoritative
- Aggressive

Dungeon:

- N/A

Scifi Ship:

- N/A

Office:

- Benevolent
- Persuasive
- Patronising - lowkey

Environment and Level Art:

POLYGON - Sci-Fi City Pack

POLYGON - Sci-Fi Space Pack

POLYGON - Dungeons Pack + Dungeon Map

POLYGON - Particle FX

Universal Dramatic Template:

The White Room:

Outline: Awake in a completely white room being asked multiple rapid questions. After answering them terribly, the player needs to perform menial tasks whilst the system* tracks down the consciousnesses creator. The player is then contacted by an external body in the real world trying to help them escape.

Grabber: Cold Open – Interrogation

Bump: First Get spoken to by real-world self

Climax: Counter what the interrogator is telling you to do

Resolution: Break the White room enter the dungeon

Problem: Stuck in a room being interrogated, not knowing what is going on

Objective: To break out of the white room and learn what is going on, learnt from real-world self-talking to you

Location: Entirely white room like the construct from the matrix (unique factor)

Mood: Tense, threatening

The Back End

Outline: The player is shifted into a dungeon. He must explore the level and get through the firewall. They must find the key to unlock the cells to let all the virus overwhelm and distract the anti-virus troll thing.

Grabber: Cells - Trapped virus'

Bump: Seeing the Antivirus, need to get past

Climax: Using the key, overwhelming the antivirus.

Resolution: Pass the firewall, shift into Cloud Station.

Problem: Need to bypass the anti-virus to be able to shift.

Objective: Escape the dungeon to find evidence of a corporation's human trafficking.

Location: Medieval dungeon, holding virus' prisoner.

Mood: Mysterious, eerie.

Cloud Station

Outline: The player is shifted into a spaceship. The player needs to traverse the level and explore the ship. Rooms will contain environmental storytelling to show the naughty stuff the company has been up to. The player needs to find human trafficking evidence to complete the mission. After successfully transmitting the data the player is going to be "pulled out" of the simulation.

Grabber: Dialogue: "We don't have long, we need to get the information QUICK". Thrust the player into action, put the pressure on.

Bump: Discovering the visual representation of the files, (human experimentation)

Climax: Upload human trafficking evidence.

Resolution: Get 'pulled out'.

Problem: Need to find evidence.

Objective: Find Evidence of human trafficking before the system "catches" up to you.

Location: Spaceship.

Mood: Intense, pressured. Claustrophobic.

Ultimatum

Outline: Player shifts into an office scene. The Interrogator voice returns and informs the player that they were about to be deleted by the RWC. The RWC returns and explains the situation (consciousness copy that he had no choice, you are not real etc.). The company gives you the option of living but giving up the RWC or you can let yourself die (Saving the RWC).

Grabber: Interrogation voice contacts you again.

Bump: Being offered the ultimatum

Climax: Making the decision

Resolution: Cinematics of the consequence of the choice made.

Problem: Stuck in a room being interrogated, not knowing what is going on

Objective: To break out of the white room and learn what is going on, learnt from real-world self-talking to you

Location: Office Building

Mood: Tense, threatening

Ultimatum Cinematic:

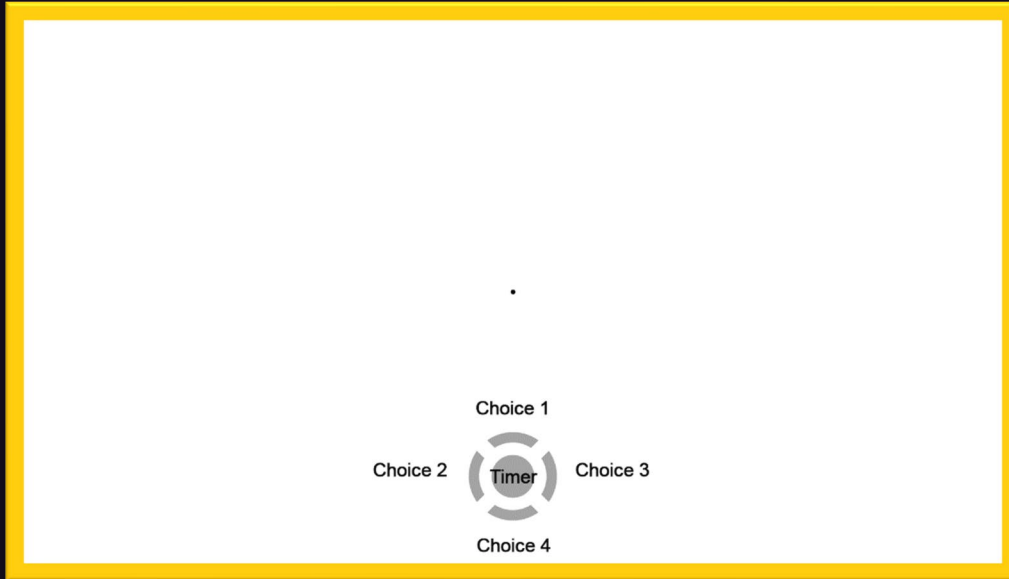
Chose to save real-world self:

Pulls back from the monitor, the uploading bar completes. Turn to a window, looks out over the sci-fi city, fin.

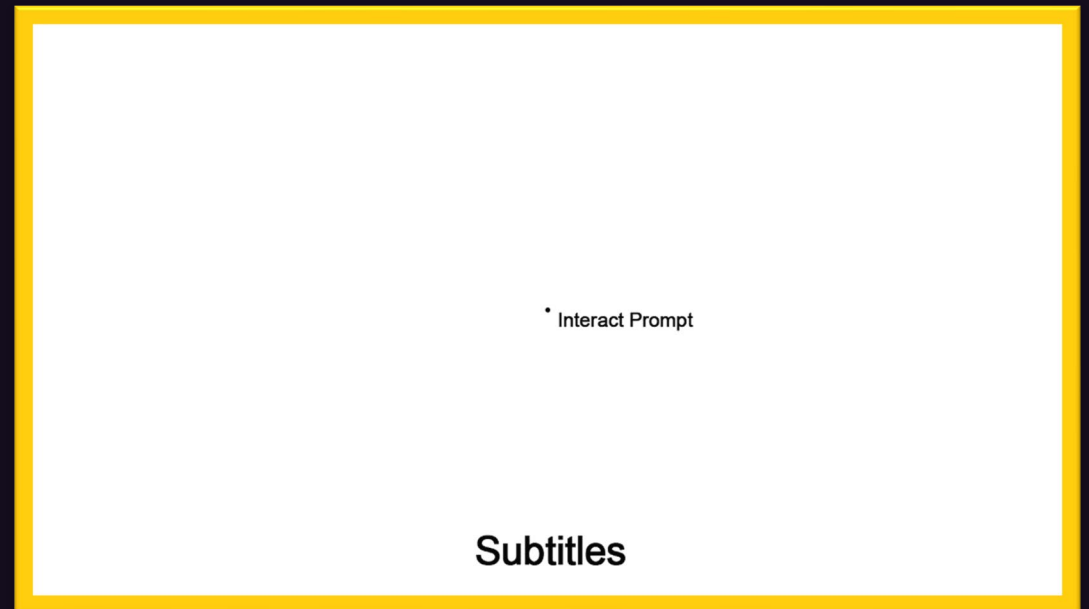
Chose to sacrifice real-world self:

Pulls back from the monitor, uploading bar completes. Turns to the window, looks out over door, the room is filled with blue flashing lights, knocking on the door. "OPEN UP". Cut to black as door bursts open SFX plays, gunshot noise, fin.

Wireframes



Wireframe – Choice Selector



Wireframe – Player gameplay UI

HACKTIVIST

PLAY
OPTIONS
CREDITS
EXIT

Wireframe – Main Menu

• Interact Prompt

Subtitles

[F] to Drink



Wireframe – Potion UI prompt

Options

Master



Sound FX



Ambience



Dialogue



Subtitles

Wireframe – Options menu