



# Duality

Level 01 - Pirouette's Demise: Birth of the escape

SP24- Quest and Mission Design - Jacqueline Cao

# Game Overview



Genre: 3D third-person stealth action adventure game

Target Audience: Explorers and Achievers

Platform: Windows PC

Game features:

- Combat
- Stealth
- Platforming
- Exploration



01

Setting

# World

## Knoxia Isles

- Nation containing 5 islands
- Connected with a sky bridge or an underwater tunnel
- Each island has their own political system

## Ether

- Northernmost island in the Knoxia Isles
- strict government control and surveillance

Knoxia Isles Map



# Cities

## Grand Knoxia city

- Large urban city
- South of Ether
- Temperate rainforest
- Population of 13.96 million people
- Security drones and soldiers





# Factions

## Septentrion

- Studying EMPs and Polarlites
- Now focused on defending humanity from fourth dimension entity "Fontrem"
- Struck a deal with the government and in exchange they act as the military of the city



# Factions



## Embrakers

- Freedom fighters
- Dislike the government's emphasis on eliminating Fontrem
- Goal is to expose Septentrion and liberate Ether

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# Narrative Summary

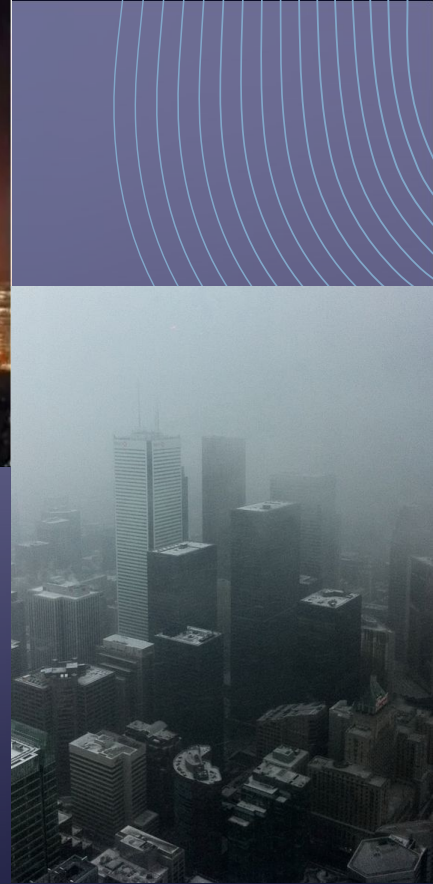


# Conflict



## Frostfire Incident

- Disaster covered up by the government
- Fake story that a “being” from a higher plane of existence emerged
- a large disturbance of energy caused all technology to shut down
- Citizens froze to death due to the lack of heating and food
- Transportation system destroyed
- In reality, it is the result of a failed experiment covered up by Septentrion



# Characters - Player Character

## Lans

Alignment: Septentrion

### Backstory:

- Her parents, Clarissa and Niles, are the founders of Septentrion
- Equipped with a PolarMatrix
- Clarissa enlisted Lans into their military
- Clarissa brainwashed Lans into killing Niles and wiped her memory
- Lans now thinks the Embrakers were the ones who killed her father



# Characters - Player Ally

## Alex

Alignment: Leader of the Embrakers

### Backstory:

- Became the leader after the disappearance of their previous leader
- Grew up in Grand Knoxia City before Septentrion's influence
- Hypothesizes that the Septentrion is using brainwashing technology
- Has mixed feelings about Lans

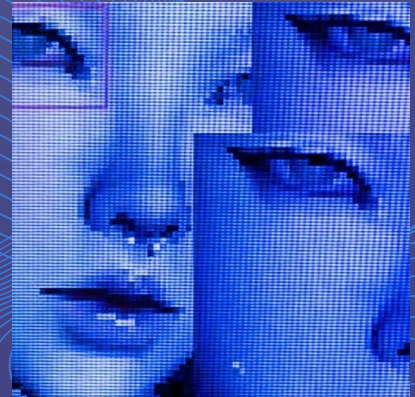




# Theme

Fear can blind you.

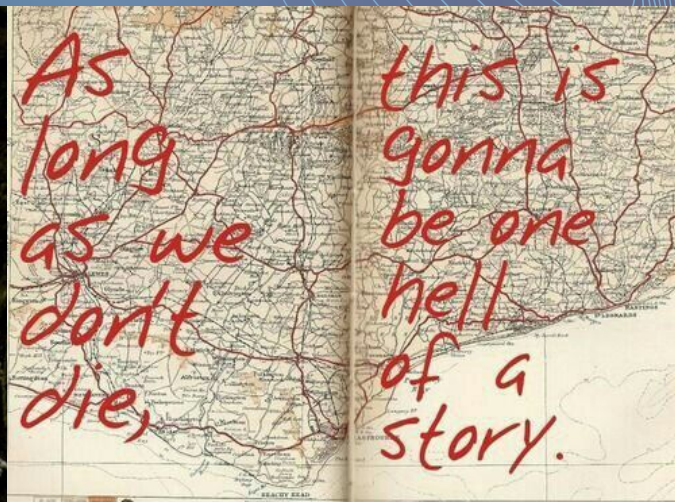
What does it mean to be human?





# Mood

- Tense
- Dark
- Hopeful







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# Mechanics

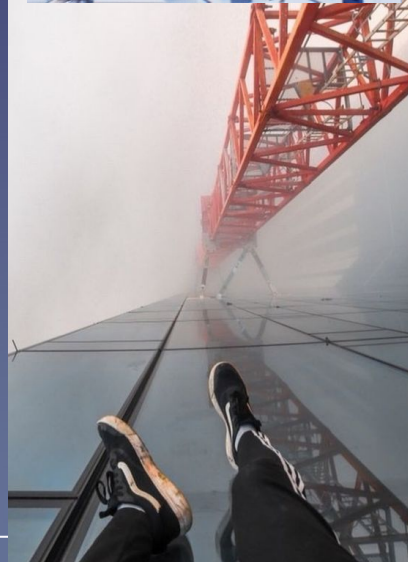
# Mechanics

## Melee Combat

- Destroy environmental elements to open new paths
- Players could perform moves that would usually kill a regular human (like jumping from very tall heights) but not be damaged

## Rocket Boots

- Unconventional paths by running up walls
- Verticality



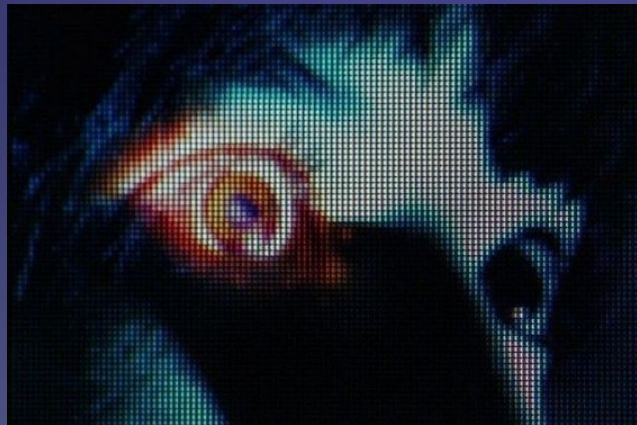
# Mechanics

## Polarite Gun

- No need to reload
- Relatively fast firing speed and moderate accuracy
- Need to hit weak points of enemies for fast eliminations



# Mechanics



## Fontrem Vision

- Meta influence on game elements (Changing the texture and materials of elements to pass through/build things)
- Player's perception (seeing things through walls)

# Thanks

**Do you have any questions?**

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