

HallPill

Know about Niel's whole story and heal her

Game Title: HallPill/or Something else -> because we won't introduce the whole story of 3 big pharmaceutical companies we are going to focus on Niel her hallucination and the pills.

Gameplay:

Player travels the world fights the enemies on the streets and finds the story behind Niel to understand why is the world shaped that way, why those monsters, why those decision, what happened to her, what made her who she is today, what is going on in her life, what is going on in her own world, what is going on in her own Nation.

on the streets: Niel need to jump on the water pumps and run in the world to go into different building, she shoots enemies and her Energy/blood bar is decreased + pill bar.

inside the building : there is no Niel GameObject only click no real interaction there but the player needs to read the story to fill the storyDev bar so that the big Monster will appear and she can fight it and then end the game -> either win and get healed or die and commit suicide.

inside her own house : energy/blood bar decreases more than on the street

Player needs to find on his own which elements he can interact with in this world :

If the player hover with the mouse on clickable items (detect Arrow of mouse) an arrow will appear and disappear after seconds.

To shoot an Enemy player needs to first select the Enemy (LeftClick) and then shoot it (press left shift//or whatever you find more convenient)

Spending time on the street will decrease Energy/blood

Getting shot will decrease double Energy/blood

Player needs fill the Brain bar with the pills :

Player needs to visit the science tower in the 3rd background and click the pill dispenser.

Player needs to fill the Energy/blood bar by visiting Chislon's home and spending time there

If player clicks on the light-> lights will turn off and we play some sparkles and (sexy really short sounds) and energy/blood bar gets +0.5f

Player needs to know the whole story : clicking objects and reading+ hearing the stories:

The Message UI:

Player clicks next_Button for the next message to appear

Player clicks back_button for the previous message to reappear

Player clicks Exit_button to exit the message UI

Player knows about the story in chunks. Each person's story will be divided into bits and only some will appear then player needs to find the other stories around the world then repeat.

Additional Game Design Info's:

In the main Menu we find a prologue button -> when clicked we play a prologue that tells the story before she starts taking meds.
The false announcement about the drug in the big display (this part will also play if the display is clicked in the 3rd background)
The monologue of Niel to finally make the decision and go take the drugs.

First Messages:

Griffin is clicked:

Tell the real story behind this drug, tell about the casualties, what happened to so many participants.(play some screaming, agony, in pain sounds)

Show the determination of Dr.Griffin to further develop the drug.

Chislon is clicked:

Mother is clicked:

Mirror is clicked: