GENERATION ZERO®

GAME DESIGN TEST

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Section A - General Game Design

1. Create a design for a new enemy machine in Generation Zero. What machine would fit into the current roster and what would make it fun to fight?

Wörm

A Wörm is a war machine specialized in excavating soil, originally conceived to dig up trenches for the Swedish army. A Wörm moves by digging underground tunnels and can emerge to the surface at will.

A Wörm can chase players from under the ground and attack them when they least expect it. The surprise effect is one of the Wörm's most dangerous features.

Physical Description

The Wörm has a tube-shaped, 3.8 m long body. Its head features three carbon-steel "jaws", and over 100 grinding "teeth" used to dig soil and pulverize rocks. "Chewed" soil and rocks then travel through the Wörm's hollow body and get expelled through its rear end.

Wörms come equipped with offensive weaponry as well as melee and medium-range attacks.
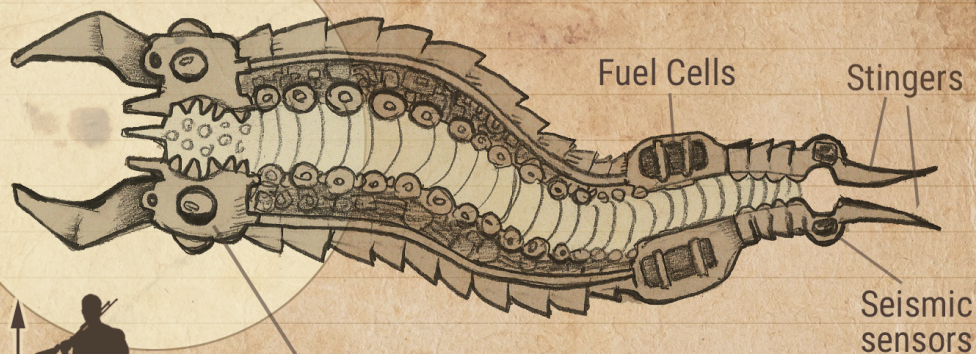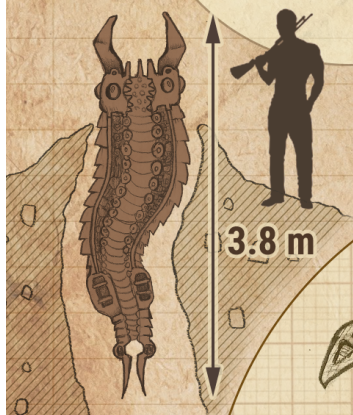
WÖRM

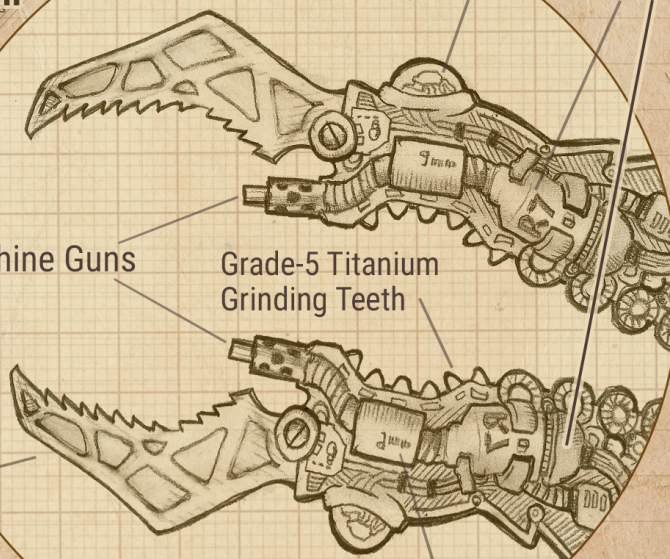## ARMED UNDERGROUND EXCAVATOR

Dirt mound caused by a Wörm's passage

WÖRM'S SECTION

Fuel Cells

Stingers

Seismic sensors

V82 Low-light Vision Opticals

3.8 m

HEAD DETAIL

Double R-7 AI 'Brain'

Machine Guns

Grade-5 Titanium Grinding Teeth

Carbon Steel Mechanical Jaws

Wörms can sense ground vibrations and low-frequency sounds and are alerted by the presence of running human beings, or by loud explosions. When in an alerted state the Wörm will travel underground toward the source of the noise.

Ammo Box

GENERATION ZERO

Behavior

A Wörm is a hostile machine that will attack players whenever it detects their presence.

Movement
Wörms can move both over and under the ground. By design, they move faster underground and are not as agile over the ground.

Attraction
Thanks to their seismic sensors Wörms can sense ground vibrations and low-frequency sounds and can be alerted by the presence of players when they run, or by loud explosions. When in an alerted state the Wörm will travel underground toward the source of the noise.

Complex vibration-detection algorithms allow Wörms to tell human steps from machine steps, ignoring the latter.

Deception
Wörms will use their ability to move underground to deceive players. They can dive back into the ground in the middle of combat only to re-emerge, seconds later, in a different spot, attacking the player from an unexpected direction.

Habitat

Wörms prefer areas where the soil is soft or sandy. They will avoid water and rocky areas. Wörms will not be able to surface inside buildings, but they can potentially enter buildings by moving over the ground (not their preferential way of locomotion though).

Areas inhabited by Wörms can be recognized by the presence of **long grooves** in the ground similar to (very rough and shallow) military trenches as well as **dirt mounds** similar to those left by moles, but much bigger (a.k.a. Wörm burrows).

Clues

There are a number of clues that players can look for to tell the presence of Wörms:

- **Audio Clues**
  Players will hear a low-frequency rumble coming from underground when a Wörm is near. If the Wörm is extremely close some buzzing and whirring sounds will be audible too.

- **Visual Clues**
  Whenever the worm is near the ground surface (i.e. when approaching players), the ground will rise by 50-60 cm before the Wörm emerges to the surface.

Also, players will be able to tell Wörms by the mounds of dirt they leave when they surface overground.

Weapons & Attacks

Wörms can attack players in many ways:

Firearms
There are three guns mounted around the mouth of a Wörm. Depending on the machine's class these guns can fire a high rate of different types of ammo (see below).

Rocks & Dirt
Wörms can spit a mixture of rocks and dirt from their mouth.
Rocks act as a projectile attack that can cause medium damage to the player.
Dirt, instead, will cause a cloud of dust that Wörms can use as a "smoke screen" to confuse players. In the midst of this confusion, the Wörm gets a chance to plan its next move: it can get close to the player for a lethal melee attack or dive underground and re-emerge behind the player for a surprise attack. A Rocks & Dirt attack can only be performed once for

each time the Wörm emerges from the ground. In order to be able to perform another Rocks & Dirt attack a Wörm needs to go underground again (to gathers the new soil necessary for the attack).

Bite
If players are up close a Wörm will try and bite them with its powerful mechanical "mouth". A Wörm's mouth is equipped with carbon-steel jaws to excavate dirt and break rocks, so this is a very dangerous attack, which, if successful, can deliver major damage to the player.
It is advisable for players to always keep a suitable distance from a Wörm's mouth (reckless players will soon learn the hard way what "suitable distance" means).

Tail's Sting
the Wörms body ends with three extremely sharp mechanical blades with which it can "sting" players if they get too close. The Wörm's preferred way to perform a Tail's Sting attack is with its rear end sticking out of the ground, while the rest of the body is hiding underground, protected.

Depending on the machine's class, Wörms will be equipped with different types of firearms as well as special medium-range and melee attacks:

Class	Firearms	Medium Range	Melee
Prototype	3 Submachine guns (9 mm)	Rocks & Dirt	Bite Tail's Sting
Army	3 Machine guns (7.62mm)	Rocks & Dirt	Bite Tail's Sting
FNIX	3 Machine guns (5.56mm)	Rocks & Dirt + Fire if the Wörm is close to a player, it will stand still and start blasting the player with a **wall of fire** that has a medium range. It burns the player, making them take damage for several seconds after the last time they got hit.	Bite Poisonous Tail's Sting The stings inject a toxic substance that applies a temporary '**Toxic**' status effect to the player, damaging them for several seconds after they have been hit.
Apocalypse	2 Machine guns (5.56mm) + 1 shotgun (12 GA Buckshot)	Rocks & Dirt + Fire	Poisonous Tail's Sting Radioactive Bite This Bite attack also applies a "**Radiation**" status effect to the player, damaging them for several seconds after they have been hit.

Loot

Basic loot:

- 9mm SMG(FMJ, AP)
- 7.62mm (FMJ, AP)
- 5.56mm (FMJ, AP)
- 12 Gauge (Buckshot)
- Medium-sized EMP Cell
- Medium Fuel Cell
- Low Light Vision Amplifier

Ammo loot depends on the machine's class. Extra gear loot can be added, also based on the machine's class.

Weak Spots

- When the Wörm is about to perform a bite attack or a "rocks & dirt" attack, it leans back and opens its mouth for a short amount of time. Shooting straight in the opening of a

Wörm's mouth will deliver very high critical damage.

- Shooting off the weapons around the Wörm's mouth will significantly weaken and damage them.

- Generally speaking, shooting the Wörm's head will deal more damage than shooting its body.

- Fuel cells are located in a bulging area near the Wörm "tail" and can be targeted for extra critical damage. Destroying all fuel cells will disable the fire attack in FNIX and Apocalypse class Wörms.

Combat Tactics

Wörms can be attracted over the ground by making noise, for example by running or making an explosive item blow up (i.e. gas canister, grenade, land mine, etc.). Attracting a Wörm into a specific spot gives players the tactical advantage of knowing where the Wörm will appear and allow them to plan an offensive strategy accordingly.

Gameplay example
If players are aware of the presence of Wörms in a certain area (see 'Clues') they can blow up a gas canister to attract the worm, and then place a second gas canister in the same spot, and blow it up as soon as the Wörm (attracted by the explosion of the first gas canister) will surface.

Another effective strategy to quickly destroy a Wörm is to stun them first. This is possible by hitting them with an EMP cell, an EMP round, or a melee weapon.

Stealth techniques, such as walking, crouching, and crawling will allow players to move undetected past potential Wörms' threats.

Finally, players can choose to flee by sprinting until Wörms lose their tracks (even underground, Wörms are not as fast as Runners or Hunters).

Conclusions

The Wörm fits the current roster of hostile machines by providing unique attack patterns and fighting tactics.
It's a fun machine to fight as it fits a variety of combat styles: it can be fought head-on, lured into traps, or avoided by stealth. In combination with existing machines, it can render a fight very challenging by forcing players to quickly switch between different combat techniques.

Moodboard
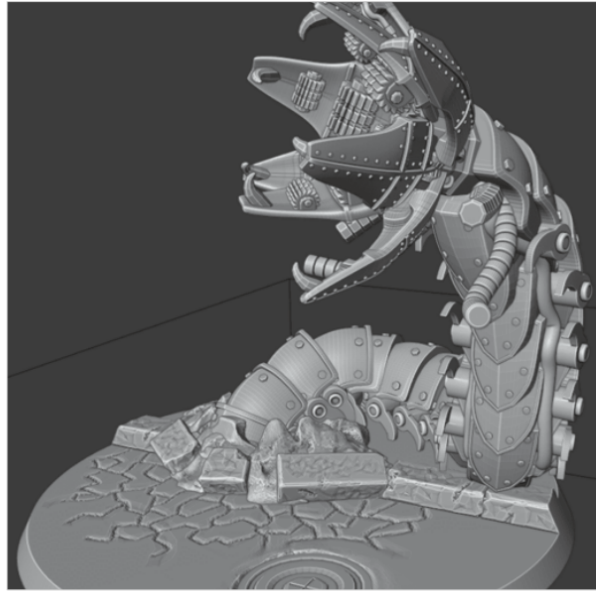
2. Design a multiplayer mission type, event, or competition for Generation Zero. A narrative is not necessary for this question, but feel free to use your answer for this question as a basis for Section B, if applicable.

Competitions

All competitions will award special gear to the top 10 players on the leaderboard.

Bell Tower Sniper
Kill a machine with a sniper rifle from the top floor of any church's bell tower, longest distance shot wins. Only the last shot (the shot that actually kills the machine) counts.

The Exterminator
Destroy as many Ticks as you can within the competition's duration. The player with the highest kill count wins.

Demolition man
Destroy as many Runners as you can within the competition's duration, using only melee weapons. The player with the highest kill count wins.

Tour de Saltholmen
Travel from Iboholmen Church to Östervik using a cykel in the shortest possible time. The fastest player wins.

Co-op Mission

Gone in 60 seconds
Destroy 3 relay beacons within 60 seconds. The timer starts when the first relay beacon is destroyed, it stops when the third beacon is destroyed. As 60 seconds is not enough time for one player to actually travel to three different relay beacons and destroy them, this mission needs to be planned as a cooperative effort so that players coordinate their attack on 3 different relay beacons simultaneously.

This mission could be used as a team competition too: the team that destroys 3 relay beacons in the shortest time wins.

Gameplay improvements index

1. Tree Stands
2. Dogbot
3. PvP
4. Deployable Protective Structures

1. Tree Stand

This is an idea borrowed from theHunter series, which I think would suit Generation Zero's guerilla-style combat very well.

In real life, tree stands are platforms used by hunters that are secured to trees in order to elevate the hunter and give them a vantage point. Generation Zero's players can use the vantage point of a tree stand to reduce their visibility, spot enemies from afar, and attack them while still undetected.


Tree stands are portable items that can be found in military bases or inside military trucks.

Players can deploy tree stands only on trees that are tall and strong enough.
Once a tree stand is deployed the player can then climb into it.
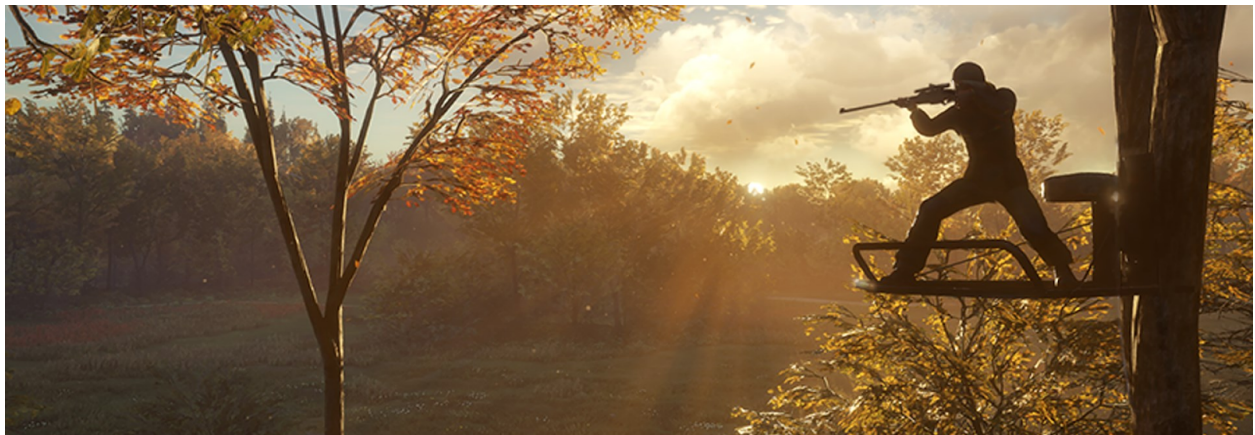
Players can exit a tree stand at will. Also, tree stands can be dismantled.

A deployed tree stand is permanent and it will remain available for future game sessions until dismantled. An icon representing a tree will show a tree stand location on the map.
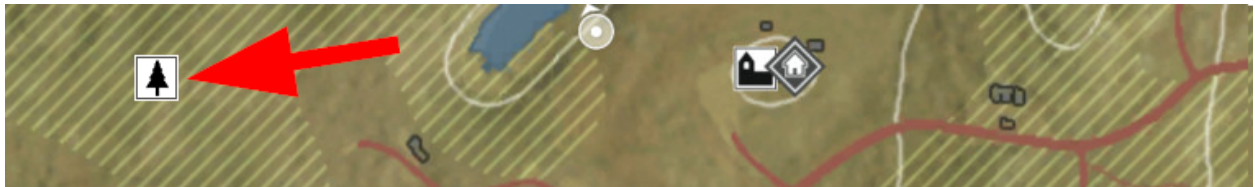

From a monetization point of view, tree stands can be made available as a DLC.

Disadvantages and limitations

While there are clear advantages to using tree stands, there will also be some negatives that the player should consider:


Aaaaarghhhh

1. If hit by an explosive while in a tree stand, the player will fall to the ground, receiving fall-damage in addition to the explosion damage - a potentially lethal fall.

2. A tree stand is a large and heavy piece of equipment and will add significant weight to the player's inventory. Players would likely not be able to run while carrying a tree stand.

3. (Optional, development-heavy) Some machines (i.e. Hunters) could be upgraded with the ability to chop down trees.
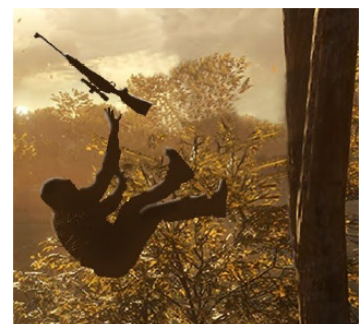
2. Dogbot

This gameplay addition allows players to acquire a **friendly** Runner that fights with them and follows them around, just like a faithful dog.
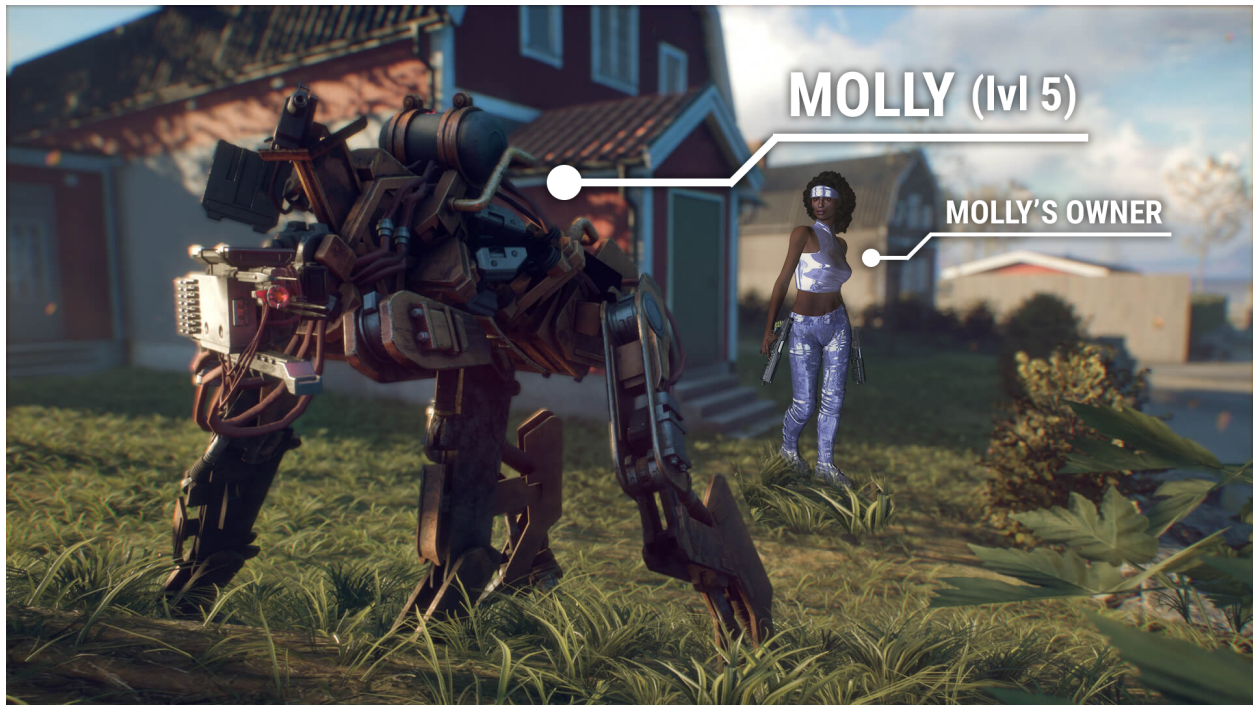
A Dogbot protecting her owner from an incoming threat

A Dogbot is essentially a pet Runner that fights hostile machines and protects the player.

Players will be able to own only one Dogbot at a time.

In order to strengthen the emotional bond between the player and his four-legged friend, players will be able to give their Dogbots a **name**.

Dogbots will earn XPs in combat and will be able to level up and develop new skills in a **dedicated skill-tree**. For example:

- Ability to detect hostile machines within a larger radius than a player's
- Ability to heal the player
- Level up weapons
- Acquire special attacks
- Ability to revive the player
- Etc.

Just like any other machine, **Dogbots can be killed** in combat.

When that happens, a new Dogbot can be spawned from a special Dogbot "crafting desk" (just like a bicycle). However, a newly spawned Dogbot will begin his life with **zero experience**.

This makes an experienced Dogbot a very valuable asset for the player and introduces a **gameplay mechanic** where players are encouraged (both from an emotional and practical point of view) to protect and keep their Dogbot alive, to avoid losing the abilities their canine friend has earned during its lifespan through hard, enemy-killing, work.

A Dogbot is also a great companion for a **single-player game**, both for his help in combat and for its company (a friendly creature when no other is around).

From a **monetization** point of view, Pet Runners can be made available as a DLC.

3. PvP (Player vs. Player)

This section describes how PvP could be implemented in Generation Zero, both from a gameplay and story (lore) point of view.

This feature allows a player to enter another player's world as a hostile, player-controlled, machine.

For this section's purpose, entering another player's world as a hostile machine will be called an "**invasion**", the player who does it will be called the "**invader**", and the player who gets invaded "**the host**".

How does it work?

A neural interface must be used for an invader to enter someone else's world.

The neural interface found in FOA 53

Getting near a neural interface, the player will receive a prompt to use it.
Once connected to the FNIX system, the player will be taken to another (completely random) player's world and will be put in control of a machine. The host will be notified via an on-screen message that they have been invaded and the invader's machine will be marked by an icon on the map.

An invader's machine will be recognized as a friend by other (computer-controlled) machines and will not be affected by friendly fire.

The invader will remain in the host's world until:

1. The invader decides to exit the neural interface.
2. The invader's machine is destroyed in combat.

at which point the invader will return to their world.

The invading player **will be rewarded with experience points for killing human players** in the host's world. Other types of rewards (gear, special weapons) can be considered.

The ability to use a neural interface and invade someone else's world can be tied to a specific skill in the character's skill tree.

A new, **dedicated class of machines** could be designed specifically for invasions (i.e. invader class), with weapons and abilities fine-tuned for PvP. Among other things, this would also allow the host to visually identify a human-controlled machine (the invader's) within a group of enemies.

The number of invaders allowed in the host's world will be subject to technical performance and game balance.

Story

Allowing players to use a neural interface to control a machine is consistent with the game's lore as a neural interface was used by a human - Svante Von Ulmer - to control machines. That also means that there need to be more neural interfaces available in the game world (other than the one seen in FOA 53) where the "invasion" process can be initiated.

Undiscovered neural interfaces, built using the technology developed by Von Ulmer, could be found in carefully secured rooms within other FOA bunkers or secret laboratories around the map.

Conclusions

The addition of PvP is without a doubt a development heavy feature, but it also opens up a whole new gameplay experience in Generation Zero - one with a very real potential to attract new players as well as to retain existing ones with its extra re-playability value.
Also the ability to control a machine - with its unique set of weapons and attacks - brings a new gameplay experience to the table.
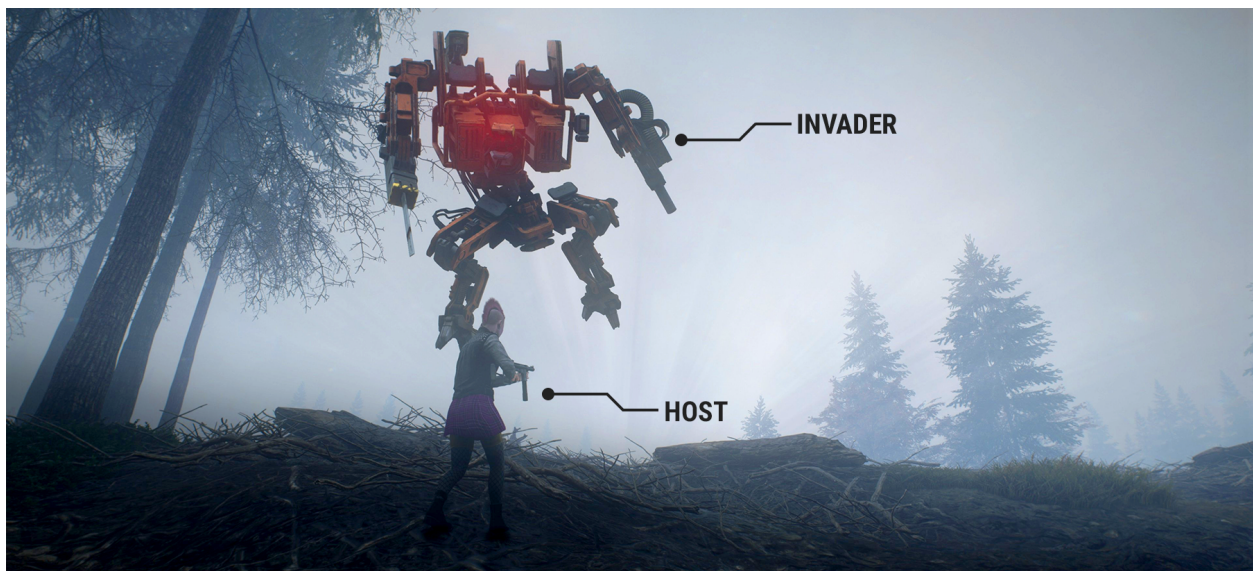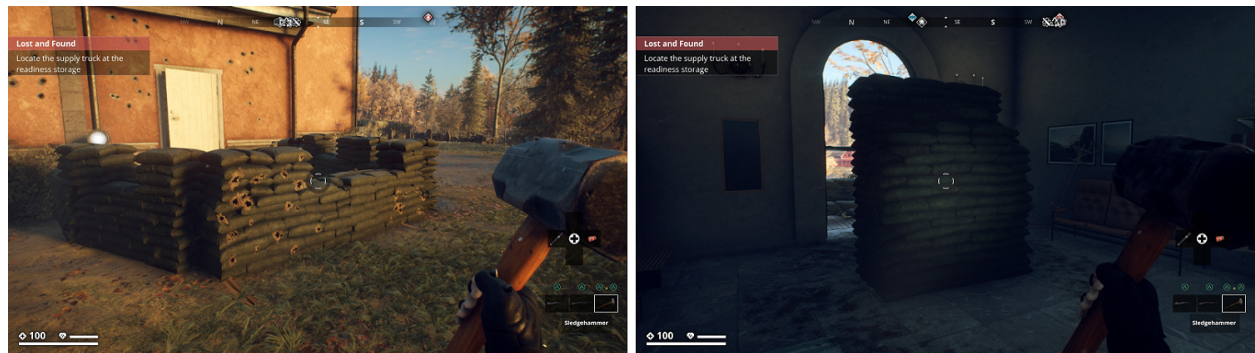
4. Deployable Protective Structures

This feature allows players to deploy protective structures in the game world. This adds a creative element to the gameplay by letting players modify the combat field to their tactical advantage.

Different types of (static) protective structures already exist in the game world; with this feature, their assets can be re-used and made deployable.
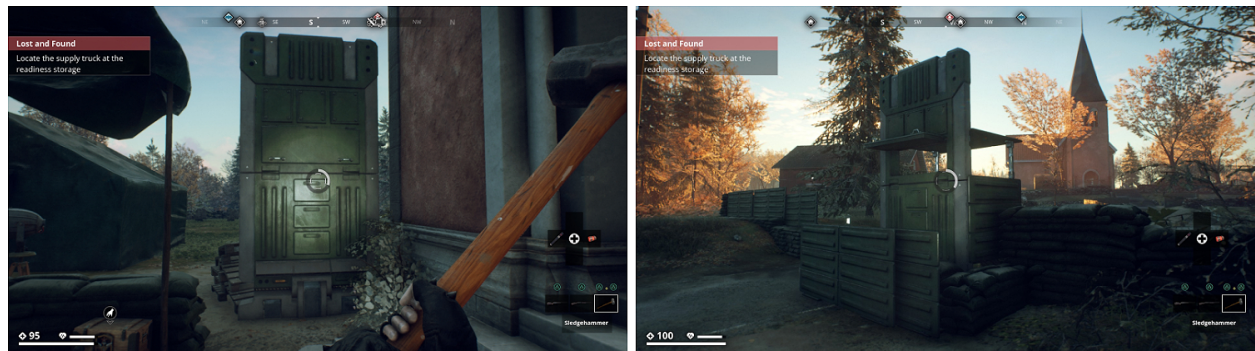
Sandbags

Bulletproof fence

Vertical steel panels

Protective structures can be dismantled and re-used.

Players will be able to arrange individual elements to create different types of defensive structures.

For example:

5 sandbag elements have been arranged to create a functional protective structure.

Where to find them?
- Protective structures are found in crates around the game world.
- Also, schematics can be found to craft barriers at a crafting table.

Limitations
Using deployable protective structures requires some effort:

- Due to their weight, players cannot run while carrying deployable protective structures.
- Due to their size, only *one* protective structure element can be carried by a player at any one time.

Section B - Dialogue & Non-linear Storytelling

1. Write a 1-page dialogue scene between one or more "quest giver" NPCs and the player, who is a silent protagonist, in which the player receives a mission. You can pick or create any setting or characters you wish (existing Generation Zero characters are fair game), but the tone should reflect the general mood of the game.

In the following encounter, the player meets Margareta Eckers, dr. Von Ulmer's wife, who has been hiding in a cabin on Kattkärret lake, near the Kungsgården villa (coordinates 1854, -2449), the house where the couple used to live. From a chronological standpoint, the encounter happens after Von Ulmer disappears.

Fig. B1: the cabin on Kattkärret lake where Margareta Eckers is hiding

Margareta asks the player to bring her some supplies, both as a personal favor and as a test to see if she can trust the player.

Once the player brings her the supplies she needs, Margareta feels confident enough to give the player an item that was given to her by her husband and asks the player to deliver it to Veronika Nilsson, an FOA's computer engineer who used to work under Svante Von Ulmer.

For the purpose of this mission, both NPCs, Margareta and Veronika, will have a physical form, just like the members of the resistance met in Björntunet hotel's wine cellar in Alpine Unrest (fig. B2). This is to increase immersion as well as to create a stronger connection with the player.

Fig. B2: *members of the resistance in the wine cellar of the Björntunet hotel*

As soon as the player breaks into the cabin on Kattkärret lake, they see a middle-aged woman sitting on what looks like an improvised bed.

Margareta is a very religious woman and she often uses the word "god" when she speaks.
(Text in grey boxes indicate dialogue).

Margareta Eckers: Oh my god, you scared the pickles out of me! I thought it was one of those blood-thirsty machines coming for me.... [*Margareta breaths heavily, then continues*]

I had nightmares about them since they started patrolling the villa, the day after my husband Svante disappeared. I have been hiding here for the past... god almighty, I can't even recall... days and nights are blurring into each other... a week? A month? [*Margareta sounds confused*].

I am starting to run out of food now and I don't dare to venture outside for fear of those... machines. You seem well equipped, maybe you can help me find something to eat and fuel for my heater? There is a village nearby called Stillsjön, you should be able to find some food there.

Next objective: *find food in Stillsjön's grocery store (coordinates 901, -2146), retrieve an intact fuel cell from one of the machines and bring both back to Margareta.*

If the player comes back to Margareta empty-handed:

> **Margareta Eckers:** So, any luck? I really need some food and fuel or else I won't be able to last long here.

If the player comes back to Margareta with food only:

> **Margareta Eckers:** God bless you, you have no idea how much I appreciate this! It would be very kind of you if you could also find some fuel for my heater… thank you!

If the player comes back to Margareta with fuel only:

> **Margareta Eckers:** That's great, you have no idea how grateful I am for this! It would be very kind of you if you could also find some food for me… thank you!

When the player comes back to Margareta with both food and fuel:

> **Margareta Eckers:** Oh, it's you again, thank god! I was starting to worry I would never see you again. You have been so very kind to me, this is just what I needed!
>
> Here, something I want to show you. Svante gave me this [*Mrs. Eckers shows the player what it looks like a paper tape with a bunch of holes in it*] and told me to deliver it to his computer engineer at FOA, Veronika Nilsson, should he go missing or, god forbid, die.
>
> It looks like some sort of coded message, but I have no idea what's in it. I really hope Ms. Nilsson will be able to make some sense of it and figure out what happened to my husband!
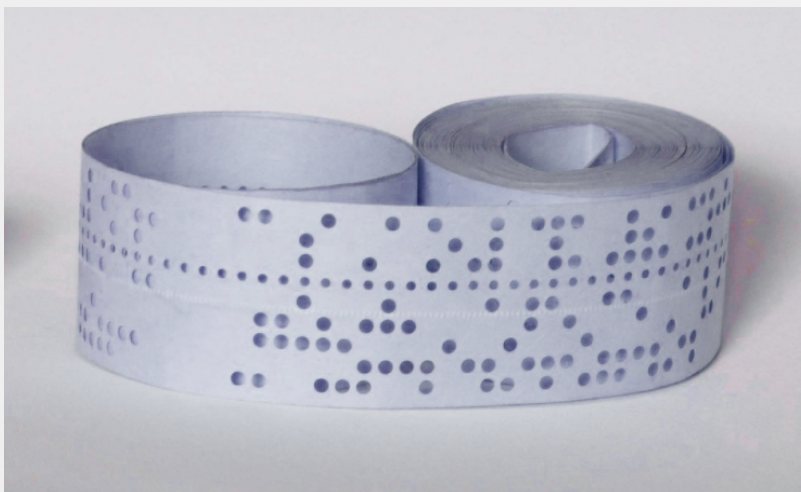>
>
>
> **Fig. B3**: *the perforated paper tape that Margareta Eckers gives the player*

Next objective: *find Veronika Nilsson and give her the perforated tape.*

Veronika is hiding in a house in Lännbacka, a village in the South Coast Region located between Kålleby and Fiskebäck (coordinates -3390, 3090).

When the player finally finds Veronika Nilsson and gives her the tape:

Veronika Nilsson: [*sounding very excited*] I can't believe this, this is an encrypted message for my 'Gåta' machine. I am so glad you found me, this might help us figure out what happened to Svante!

[*in a calmer, more meditative tone*] There is one problem though, my machine is in my studio in Kålleby. I was on my way to Fiskebäck to bring some replacement fuses when all of a sudden I heard shots fired and loud explosions - so I decided to hide in this house and wait for things to calm down.

You need to go to Kålleby and find my encrypting machine, please! I hid it in a compartment under my studio's wooden floor, right underneath my desk, it's not hard to find once you know where to look. Take my bike it will be quicker!
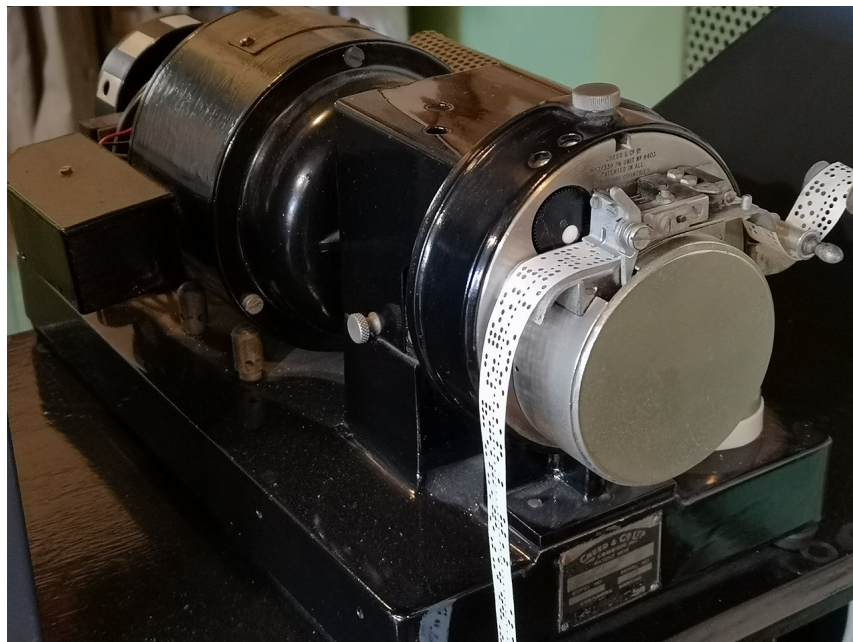

Fig. B4*: Veronika Nilsson's 'Gåta' encrypting machine.*

Next objective: *find Veronika Nilsson's machine and bring it back to her.*

Note: *a bike-crafting station can be found outside the house where Veronika is hiding, allowing for a faster option to reach Kålleby, should the player choose so.*

If the player returns to Veronika without the machine:

> **Veronika Nilsson:** I know it's dangerous out there, but this is important. We need to decode this tape! Please bring me the encrypting machine from my studio in Kålleby.

Once the player comes back to Veronika with the machine:

> **Veronika Nilsson:** You made it, that's wonderful! Let's plug this bad boy in...and insert the tape here. There you go!
>
> [*The Gåta machine starts buzzing and whirring. At the press of a button, it starts printing out the **decoded message** on a sheet of paper*]
>
> So, this is what the message says:
>
> [*Veronika begins to read it, but as the message was originally written by Von Ulmer, Veronika's voice cross-fades into Von Ulmer's*]
>
> **Svante Von Ulmer:** "Veronika, if you are reading this, something has gone wrong. It is very likely that something... undesirable has happened to me. I don't trust Fredrik Holberg and his war-mongering gang so I encrypted this message as you are the only person I know with the equipment to decipher it. That weird machine you gave me for my birthday finally finds a purpose, I guess!
>
> There is something you must see, a small lab that Håkan Pettersson and I have been secretly putting together, no-one else other than the two of us knows about it. There is something *very* important there that you need to see.
>
> Please get in touch with Håkan as soon as you can, tell him about this message, and ask him to take you to LAB B1. He will understand. I know you have placed some trust in our military in the past, but please, under no circumstances reveal this information to anyone even remotely related to the army. Trust me."
>
> **Veronika Nilsson:** This is incredible! I need to find that lab. Problem is, Dr. Pettersson is nowhere to be found, and for all I know, he might be dead by now! But we either find Pettersson or we need to find another way to locate that lab...

Players are left with the knowledge that a secret lab built by Von Ulmer and Pettersson exists but have no clue where it is located nor what might be in it. A new story branch and more missions can help them figure that out.

2. Lay this mission out in a list of chronological objectives that the player would receive. This set of objectives can be linear, it can be branching, it can even contain optional goals, etc. (any configuration of your choosing). Additionally, note your intended difficulty of the mission (on a scale of 1 to 5) and describe the challenges a player would face during each objective.

Objectives

- ❏ Find Margareta Eckers in the cabin on lake Kattkärret
- ❏ Find food in a grocery store in Stillsjön
- ❏ Retrieve an intact fuel cell from the wreckage of a destroyed machine
- ❏ Bring food and fuel to Margareta
- ❏ Take the perforated paper tape to Veronika Nilsson in Lännbacka
- ❏ Retrieve the 'Gåta' machine in Veronika's house in Kålleby
- ❏ Bring the 'Gåta' machine to Veronika Nilsson

Difficulty

3 out of 5

Challenges

ID	Objective	Challenge
1	Find Margareta Eckers in the cabin on lake Kattkärret	This is mostly an orientational challenge. The player needs to locate Kattkärret lake on the map and find the cabin. The area around the cabin is not controlled by machines when the player first arrives (we want the tension to build up from here).
2	Find food in a grocery store in Stillsjön	The grocery store is guarded by **2 military-class Hunters**. The player needs to dispatch them or sneak past them (harder as the hunters are very close to the building). In case a fight breaks out, there is a chance that nearby machines patrolling the village will be attracted by the sound of firearms and join the combat. The stealth option will carry some benefits (see Objective 4).
3	Retrieve an intact fuel cell from the wreckage of a destroyed machine	This could be either very easy if the player already has a fuel cell in their inventory, or quite tricky if they don't, as they need to find a machine in the surroundings and kill it without damaging its fuel cell.

4	Bring food and fuel to Margareta	On their way back to Margareta's, players will find that the area around the cabin where she is hiding is now patrolled by a nasty pack of **6 military-class Runners**. If the player has engaged in combat in Stillsjön (objective 2) an additional **2 military-class Hunters** will join the Runner's pack.
5	Take the perforated paper tape to Veronika Nilsson in Lännbacka	This is a long trip, which can be made shorter using fast travel. In any case, it is possible to bump into wondering machines in the outdoors. Veronika's hideout itself is safe, initially, and not patrolled by machines.
6	Retrieve the 'Gåta' machine in Veronika's house in Kålleby	A **FNIX-class Tank** is patrolling the road that connects Lännbacka with Kålleby. Also, **2 military-class Hunters** and **2 prototype Runners** are patrolling the area around Veronika's house (Adavägen 2).
7	Bring the 'Gåta' machine back to Veronika Nilsson	Machines have discovered Veronika's hideout! The house where Veronika is hiding is now surrounded by a patrol of **4 military-class Hunters** and **6 military-class Runners** that players need to get rid of to safely deliver the 'Gåta' machine to Veronika.

Section C - Create a World

1. Provide a paragraph or two describing a new major location that would fit into the existing world of Generation Zero.

Using a neural interface similar to that found in the FOA 53 lab, players will be able to connect to the FNIX system and get inside Svante Von Ulmer's very conscience. We will call this new location "Von Ulmer's Psyche".
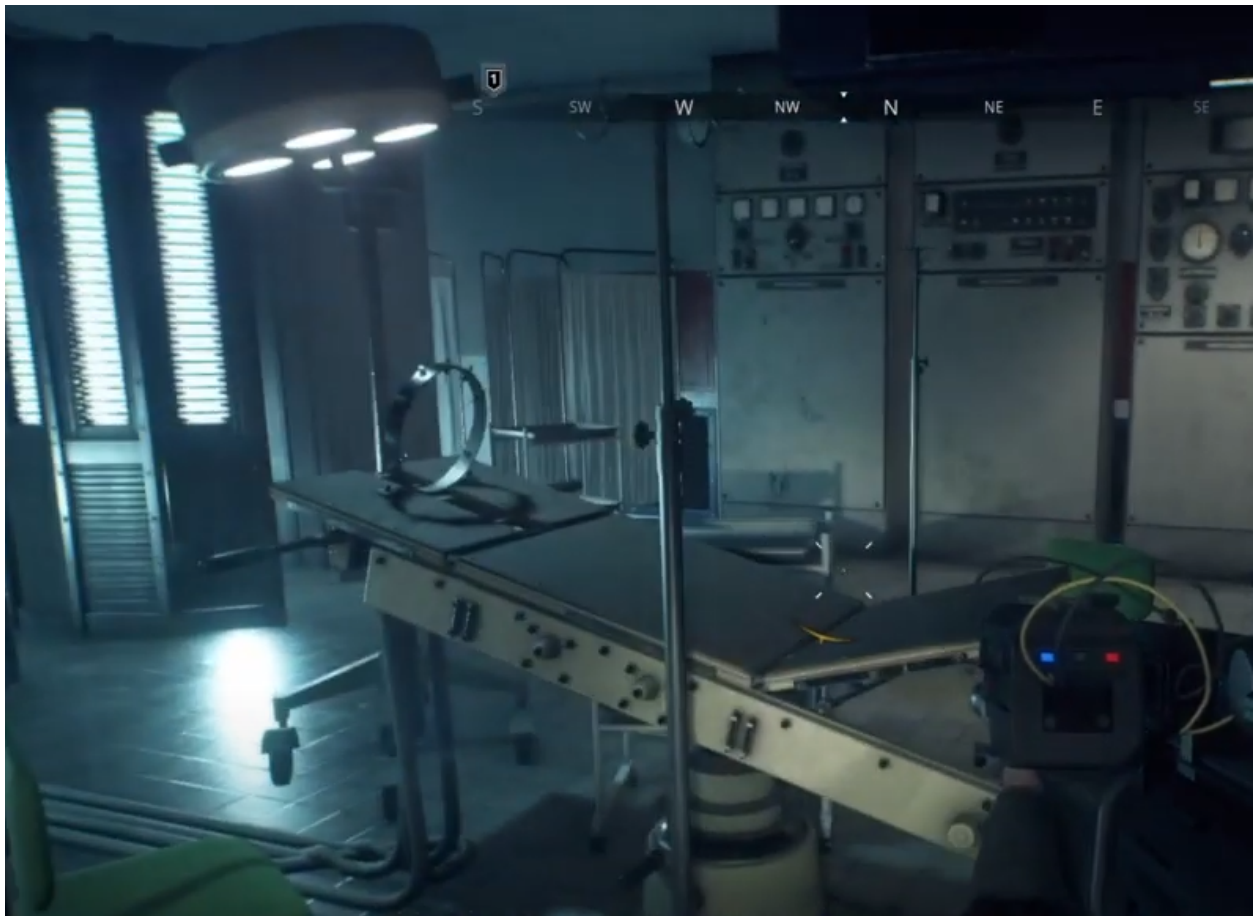

Fig. C1: The neural interface created by doctor Von Ulmer

Von Ulmer's Psyche is not a physical location per se, but rather a **mnemonic/emotional representation of the game world as filtered through Von Ulmer's mind**.

This location offers a strong story-telling opportunity as it allows to connect the player with the inner world of what is one of the key characters in the game.

This world will include places from Von Ulmer's childhood that can be explored (by means of missions) to reveal further details about the doctor's background and motives.

For example:

- Von Ulmer's **parent's house**, where Von Ulmer spent most of his childhood
- the **church** where he and Margareta got married,
- the **street** where he had a car crash in 1985
- the **hospital** where he was being treated for AIDS and Pneumonia
- etc.

From a visual point of view Ulmer's Psyche will feature clues that something is "not quite right", similar to what happens in a dream where places, people, and objects look and feel real, but every now and then something out of place reminds us that the place we are in is but a creation of our mind.

Some examples:

- The sky of an unnatural color (red?)
- An eerie mist
- Weird vegetation (i.e. trees that are made of roots instead of branches)
- Strange particles in the air
- etc.

Moodboard
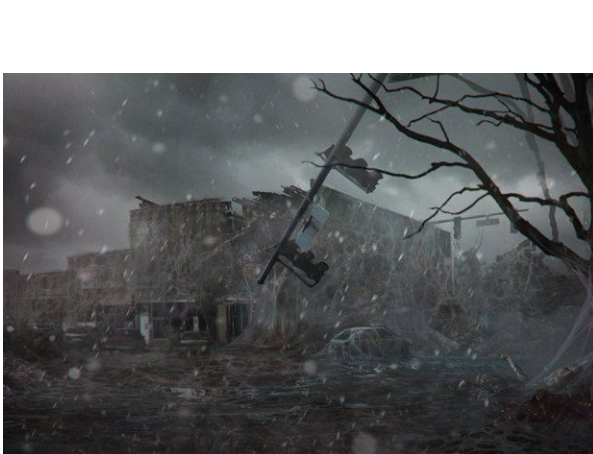
2. Describe the narrative of your new location and how you would convey it to the player.

A critical piece of information known only to Svante Von Ulmer and his colleague Dr. Håkan Pettersson is vital for the player's progression in the story (for example, the exact location of a secret lab).

Unfortunately, as the player learns in the "To the Lighthouse" mission, Håkan Pettersson is nowhere to be found and is probably dead. The only way to retrieve this critical piece of info is to enter Svante Von Ulmer's psyche via the very neural interface the doctor used to transfer his conscience to the FNIX system.

3. Describe any gameplay that a player would encounter at your new location.

Just like the physical world, Von Ulmer's Psyche is populated by hostile machines. On top of the usual range of robots, players will come in contact with some of the doctor's most vivid nightmares: **hideous machines that are part human and part robots** (for example, a hunter with a human head implanted onto a mechanical body, a runner with a wolf's body and a robotic face, etc.) that represents Von Ulmer's most inner fears when developing a technology to control machines with the human mind.

Additionally, as this new location is not a physical one, players can be endowed with a **new set of (mental) powers**. For example the ability to create a **psychic shockwave** that will unbalance enemies and throw them on the ground, or the ability to slow down enemies for a few seconds, bullet-time style, allowing the player to better aim at the enemy's vital components.