

2025:

Dystopian Reality

Solving Narrative Puzzles Through Manipulating Media

"People will come to adore the technologies that undo their capacities to think"
— Neil Postman

"This is amazing, too amazing to be real." - NAME on our Design Doc

Last Updated: 2/14/2025

CREDITS

Production Lead

Art Director

Game Writer

Nolan Jensen

Design Lead

Puzzle Designer

UI Designer

Game Writer

NAME

Engine Lead

Narrative Designer

Audio Engineer

CO-Lead Programmer

NAME

Tools Lead

Sound Designer

Composer

CO-Lead Programmer

NAME

Playtesting Lead

Game Writer

UI Designer

NAME

Revision History:

- 2/14/2025
 - NJ - Added the tutorial & first level article names
- 2/11/2025
 - NJ - Added all the Celebrity articles for each level
 - NJ - Added a central pillar
 - NJ - Added our loops image
 - NJ - Added our video to the doc under game flow
- 2/3/2025
 - NJ - Added more detailed cutscene images and intro
 - NJ - Added a theme idea and the weekly progress slides
- 2/2/2025
 - NJ - Added some of the important links we had
- 1/30/2025
 - IN - Added the tentative puzzle prototype ideas.
 - NJ - Added the Updated Male News Anchor
- 1/29/2025
 - NJ - World on the news anchor(s) intro cutscene art.
- 1/28/2025
 - NJ - Worked on the art for the desk, I need sleep.
 - NJ - Added the early concept art for the desk under User Interface and the news anchor cutscene under Game Flow.
- 1/24/2025
 - NJ - Added the best quote "this is amazing too amazing to be real" - NAME
- 1/23/2025
 - NJ - Removed the tasks list from doc and added them to a link here: FIND IN POST
 - NJ - Added heading for the psychographic profiles for our players
 - NJ - Added a subheading of Game Play Loops under Game Overview
 - NJ - Worked on the Game Flow header section and flushed out what the rough first 5 minutes of gameplay would be
 - NJ - Added new tasks for gameplay loops, vision statement, and a recurring standup task.
- 1/22/2025
 - NJ - Added the tasks with each respective sprint and people assigned
- 1/19/2025
 - NJ - Updated the Credits based on our Milestone Plan discussion
 - NJ - Changed Delivery Date to Time line and added our Milestone Goals
- 1/18/2025
 - NJ - Created the Design Doc and filled it with information from the docs we had previously submitted and the general conversations we have had
- 2/12/2025
 - IN / IN - Created the Project Style Guide

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Marketing:

Timeline for Milestone Goals

Sprint 1 Weeks 3 & 4

- Creation of Story Beats and Game Mechanics, Imagining look and art of game

Sprint 2 Weeks 5 & 6

- Playable game mechanics, Flesh out story, Organized git and issues hub, Playtest initial prototypes

Sprint 3 Weeks 7 & 8

- Accessibility, Bug Testing, Continued playtesting, Finalising story and game mechanics come together

Sprint 4 Weeks 9 & 10

- Vertical Slice Finished, Playtesting and integrating feedback, Polish

Week 10 Presentation

Genre

Near future dystopian fiction with nonfiction elements as to reference current events

Category

2d Puzzle Game

Similar Titles

The Republia Times (Lucas Pope), Papers, Please (3909 LLC), That's Not My Neighbor (Nacho Sama), Lil' Guardsman (Hilltop Studio)

Setting

At your day to day desk job

Look

1st-person 2D

High Concept

Twenty Twenty-Five is a near future, dystopian, puzzle game that commentates on the current state of disinformation and media control we have in the world. It asks what is it like to live in a world of lies when the truth is present but hidden in the mass of information?

Within you are given the opportunity to modify media to appease the higher ups and make them appear as high and mighty as possible. Cover up scandals, spread false information, and promote those in charge. Will you become a pawn of their creation and bidding or will you defy your superior and try to create a better world?

Set in modern day parody of America (with exaggerated concepts), *2025* combines the hopelessness day job of Winston Smith of *1984*, the destruction of hope and books of *Fahrenheit 451*, with the state of misinformation and media control of today.

Plot

All Our Links:

Miro Board:

Link intentionally removed

Task Lists:

See this post

Theme Ideas:

Link intentionally removed

Weekly Progress Report Slides

Link intentionally removed

Project Code Style Documentation

Link intentionally removed

Game Overview:

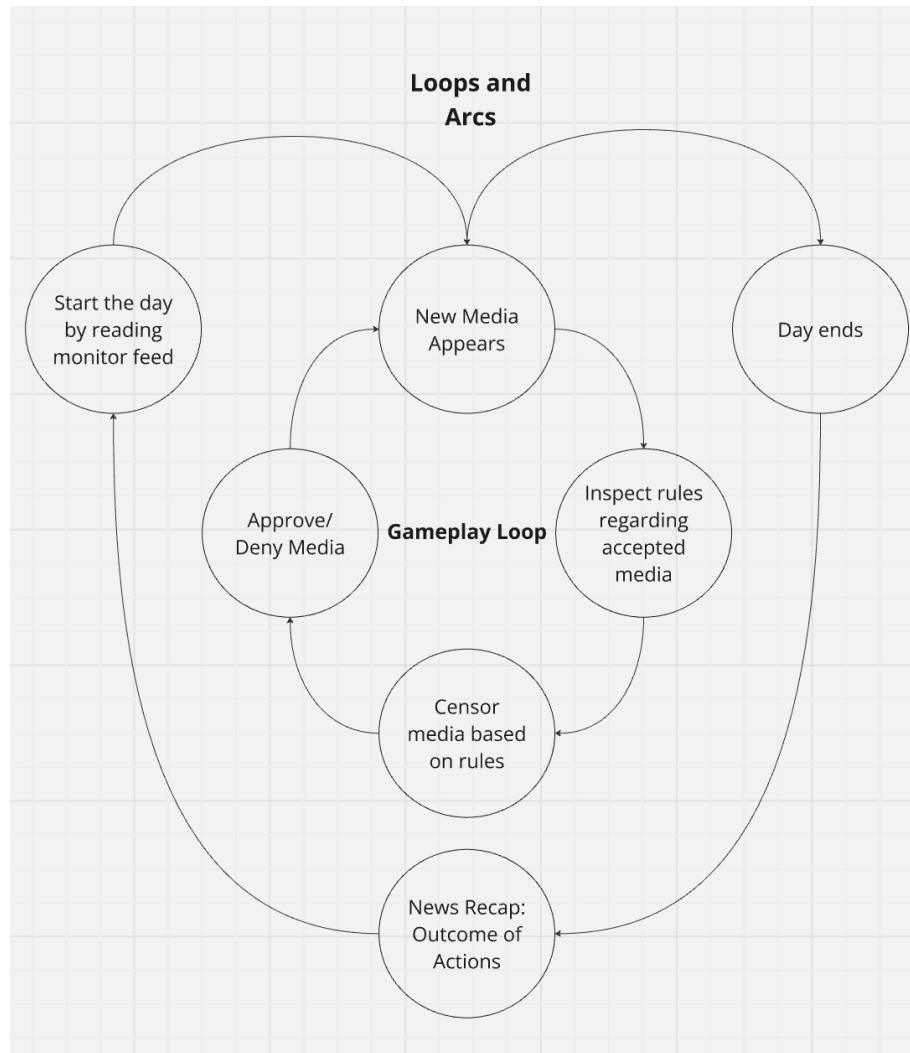
What follows are high level descriptions of key design philosophy that will drive game system design and development. Detailed outlines of specific game systems will be added to this document as appendixes as they become available.

Pillars / Tenets of the Game

Media Manipulation as a Tool of Control and Resistance.

Media Manipulation	Satire / Parody of Modern Society	Narrative Through Actions
Suppressing / revealing the truth!	Going with / against system	Uncovering the narrative/story
Provide agency to review and manipulate	Ridiculousness Necessity of Media Manipulation	Read the News and Media from puzzles
Censor, Ban, Destroy based on guidelines	Commentary on News and Media's control on knowledge	Player actions impacts the world showing that actions have consequences
Decision making through puzzles present moral dilemmas	Themes of Dystopian Society	Making a change in a rigid society
Influencing outcomes through strategic solutions in interactive challenges	Public impacted by those in the "shadows"	

Gameplay Loops & Arcs



Game Flow:

Main Menu

A simple 2D screen appears listing the following options:

- Story
- Options

Clicking on the option of your choice takes you to the game or a secondary screen.

See User Interface for a Visual representation of the Main Menu

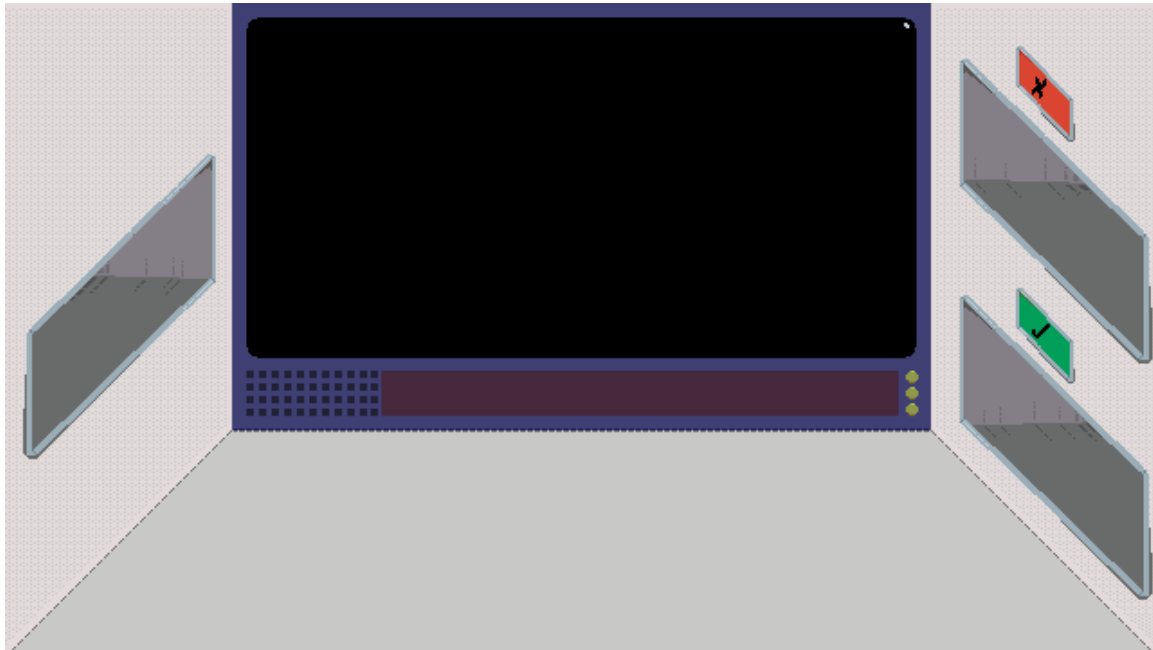
Cut Scene

After pressing the story a Quick Cut Scene that sets up the world is displayed. Lasting between 25-45 seconds

link to video of opening: <https://www.youtube.com/watch?v=95nU8uVDE8w&t=1s>

Main Gameplay

After the cutscene you find yourself sitting at a desk with a computer screen right in front of you. It informs you of your role and your tasks for the day. A paper is given to you from the left of the screen. The player then performs the task on the paper and puts it either in the red or green box for it to be destroyed or saved. Right after another paper is deployed and the process is repeated till the end of the day.



Each day repeats the same loop but also introduces new mechanics and tasks for the player to manage. See Gameplay Loops & Arcs for more info.

Story and Narrative:

Explain how the progression of the plot is exposed to the player. Remember that there are different approaches to the narrative: how it is exposed, who is telling it and the sequence that things happen. If you are using cut scenes to progress the story, describe the cutscenes in detail.

Day 1 / Tutorial

Mechanics: Moving objects and saving or destroying them

Articles:

- South African Tech Billionaire Performed NewMerican Salute At Factory Grand Opening
- How Black Swan Became the Owner Of Gabble, The Last Green Party First Social Media Platform
- NewMerica to Establish "The Draft to End all Drafts"
- Conspiracy Surrounding New Draft Lottery System
- News Verification Offices to Ensure "Responsible Journalism"
- Leaked Reports Reveal Mass Disappearances in NewMerica

Day 2 / Level 1

Mechanics: Moving objects, censoring objects and saving or destroying them

Articles:

- EUSK Promises AI Will Create Jobs - But First We Must Downsize 10,000 Unnecessary Workers.
- The Shadow War Has Started – How Gabble Must Defend Itself Or Be Lost Forever
- War With the Totalitarian South NewMerica
- Food Shortages Worsen as Rations Disappear
- Federal Election Security Initiative to Eliminate "Unreliable" Votes

Day 3 / Level 2

Mechanics: Moving objects, censoring objects and saving or destroying them

Articles:

- South African Tech Billionaire's Unveils New AI Democracy Advisor – Public Voting no Longer Necessary
- The War Continues Gabble VS NewMerica – Where is Black Swan
-

Day 4 / Level 3

Mechanics: Moving objects, censoring objects and saving or destroying them

Articles:

- NewMerica's Latests AI, Sentinel Stores Users Input and Directly Reports All Criticism to NewMerica.
- MLON EUSK Unveils AI that Flags all Criticism of NewMerica – Is This The END of Gabble?
-

Day 5 / Level 4

Mechanics: Moving objects, censoring objects and saving or destroying them

Articles:

- First Arrests Made Under AI Safety System – Government Hails “New Era of Digital Accountability”
- BREAKING NEWS – Black Swan Returns – The Lake Grows Wider
-

Game World:

The setting of the world, where it takes place. (Story and Narrative can build off of this.)

Location

Set in the distant future of 2025, you play as [person] a desk job worker in charge of altering new to conform to political standards. See User Interface for a visual of the desk.

Levels:

The following is a detailed description of each level one can find within the game. As development continues levels may be added or removed depending on game flow, time, and game feel.

Puzzle Options

Book bannings:

- given a list of book / author names and you have to ban them
- books are always children's books that sound extremely good and or reference real life banned books
- should have the option to flip the book over and read the back
- perhaps also un ban books

News paper altering

- changing dates, and key phrases that don't seem to fit the information we want to pander towards

Prototypes:

1. Word Search
 - a. Foundational structure for a number of puzzle prototypes.
 - b. Given a list of words, the player must find any instances of those words and censor them (or destroy the media entirely if required).
 - c. Mechanic: Search for a word from the censor list, then click on the word as it is displayed on the piece of media. This will censor the word and will be tracked by a manager to determine if the player successfully censors all required words.
2. Word Replacement
 - a. Builds off of Word Search (1)
 - b. Given a list of words, a replacement word is provided. The player must identify the word to be censored and drag the replacement word onto the piece of media.
 - c. Mechanic: Search for a word from the censor list, then click on the word as it is displayed on the piece of media. Then, drag the replacement word from the list onto the area where the censored word used to be. This will perform the replacement action.
3. Image Search
 - a. Builds off of Word Search (1)
 - b. Given a set of images, the player must find matches between the given image fragments and a photo through newspapers or other media.
 - c. Ex: Given a small photo of a person's face, censor all occurrences of that person's face in the media.
 - d. Mechanic: Search for the image fragment from the set of images to be censored, then click on the area of the media where that fragment is displayed. This will censor the image fragment on the piece of media.
4. Clone Comparison
 - a. Given two copies of a piece of media, such as a newspaper or book where one is the desired copy, find any differences between them.
 - b. Identifying any will result in the copy being destroyed.
 - c. Mechanic: At the start of a day, an original piece of media is given to the player. If

a copy appears, the player must find any occurrences where the copy is different from the original. This can be developed by incorporating the previous puzzle prototypes. If the player discovers any differences, they must dispose of the media, otherwise accept it.

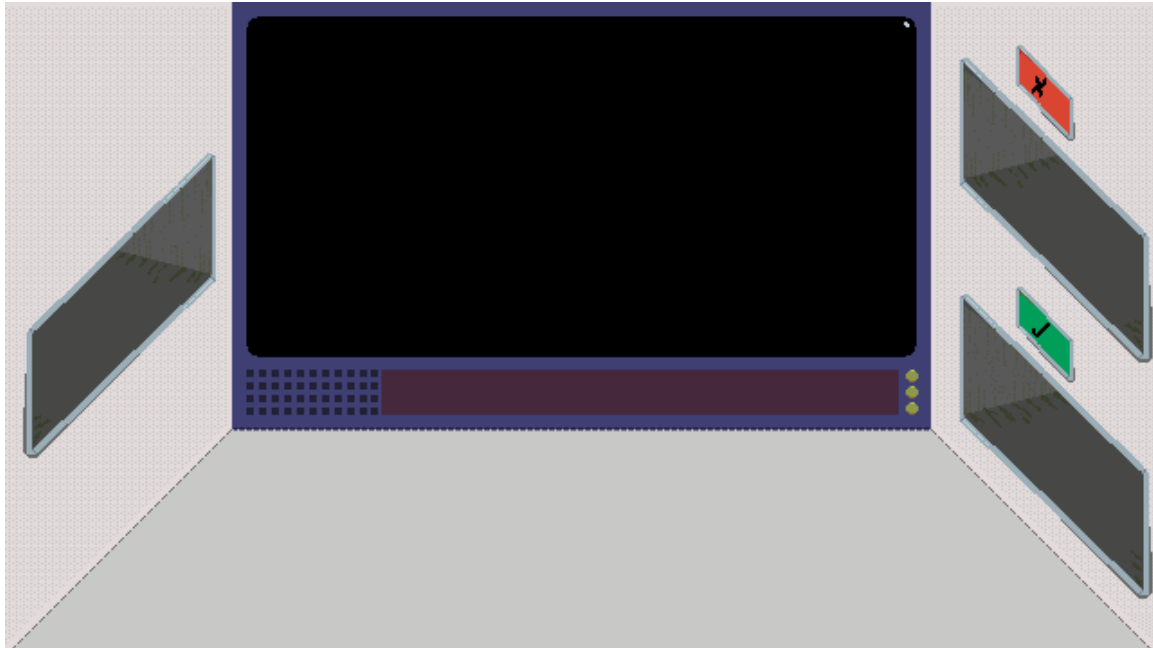
5. Code Search

- a. Puzzle for later levels of the game, in order to add increased difficulty.
- b. Given a black light or some other device, the player must scan each surface of the piece of media for codes or other symbols.
- c. Identifying any codes/symbols will result in the piece of media being destroyed.
- d. Mechanic: The player must select a tool from their desk in order to switch to a state where the tool is active. Using said tool, the player must survey each surface of the media. The codes/symbols will be invisible to the player otherwise, so the tool is necessary for discovery. If a code/symbol is found, the player must destroy the book, otherwise accept it.

User Interface:

The following is the concept for the user interface. Later iterations will add visual depictions of the interface but as of now it is just text.

Current Concept



640px by 360px

Psychographic Profiles:

Who are your players? What differentiates them?

Narrative Enthusiasts

A type of player who plays games for their story aspect and wants to be immersed in the world

Strategy & Puzzle Enthusiasts

A type of player who likes to be challenged and figure out things on their own

Political Enthusiasts

A type of player who is versed in history and likes games that touch upon or parody history