# Delirium

## Game Design Document

## Hangry Hippo Productions

### Team Roster

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|---|---|
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### Revision Table

| Version Number | Name | Date |
|---|---|---|
| 1.0 | Initial Document | 10/10/2016 |
| 1.1 | Revised Document | 11/10/2016 |
| 1.2 | Final Document | 11/28/2016 |

# Table of Contents

# Game Overview

<u>High Concept</u>

Fighting out of a facility full of failed genetic experiments creates feelings of terror and urgency. Leaked chemicals cause hallucinations, leading to disorientation and fear.

<u>Game Goals</u>

Delirium strives to immerse players into a world of horror and suspense using screen distortion from hallucinations, environments with high-contrast lighting, jump scares from both the environment and enemies, and terrifying audio and ambient noises.

<u>Features</u>

- Ambient noise and sound design lend to a feeling of suspense and fear, creating tension as the player builds anticipation of running into mutants.
- Enemies lurk in the shadows and jump out at players unexpectedly or sneak up behind them while they are preoccupied with moving forward.
- The player's perceptions of the world are untrustworthy as rooms and corridors shift, change location, and loop them through the same areas. Lights and objects that were once present disappear and new ones take their place. During periods of high contamination, players suddenly becomes stuck in long corridors filled with platforms. Perceiving that the floor has fallen away and feeling lighter than usual, they must jump from object to object to progress forwards.
- With only a slow firing semi-automatic handgun to defend themselves, players must aim their shots carefully.
- Players explore the facility to retrieve items or open doors in order to continue progressing towards their escape. Audio logs, visual elements, and collectable items found throughout the facility add depth to the characters and setting while building a sense of horror and loss of humanity.
- Players maintain their health to keep from going completely insane. They collect health packs and pass through decontamination chambers as they travel through the outpost.
- Players encounter slower lumbering enemies capable of absorbing a lot of damage. They also run into smaller, fast, pack enemies that have low health but move much more quickly as they chase the player.

<u>Genre</u>

Suspenseful first person thriller with accents of platforming and shooting.

<u>Target Audience</u>

The intended demographic is thrill-seeking video game players between the ages of 17 and 35 who enjoy the exploration of horrific environments and being immersed in a perception-challenging experience.

<u>Look and Feel</u>

In order to create the most horror for players, this game looks as close to reality as possible with the fictional presence of mutated creatures, visual distortions, and altered environments. Blood splatters on the floors, walls, and lab equipment as well as dimly lit areas increase the feeling of imminent danger and cause players to be on edge throughout the experience. Gameplay makes players feel suspense and terror as they make their way through the mysterious lab, which is constantly confusing the hallucinating character that the player embodies.

# Gameplay and Mechanics

<u>Enemies</u>
- Spider: the most common enemy. A small, skittering spider-like creature with the head of a human.
- Mega-Spider: a hallucinated but real threat; the mega-spider forms from a large group of normal spiders.
- Biped: a hulking, humanoid aberration. The spiked appendages protruding from its back has the ability to tear the player to shreds.

<u>Metrics</u>

**Scale**

1 Unreal unit is equivalent to 1 meter in-game. The player character is 2 units tall. Spider enemies are half a meter tall, while bipeds are two and a half.

**Speed**

The player moves at 120% of their base speed when sprinting, and 50% of the base speed when crouching. The base speed for the spider enemy is slightly higher than the player's base speed, but lower than their sprint speed. The biped has the same base move speed as the spider, but his charge speed is the same as the player's sprint speed.

**Health**

The player has a maximum health of 100. Spiders do 15 damage per hit, while the biped does 30. Bullets and melee do the same amount of damage. Spiders take two hits to kill, while mega-spider and bipeds each take 10. Health packs provide 25 health.

**Energy**

The player can sprint continuously for 10 seconds. Energy recharges at the same speed at which it depletes. After reaching zero energy, players cannot sprint again until the bar is full.

**Flashlight**

The player has an always-on light that emanates from his/her watch, which is very dim but enough to see in front of the player. The toggleable flashlight shines up to 30 Unreal units in front of the player but discharges its battery at a rate of 1% every five seconds. The battery begins recharging at a rate of 5% every two seconds whenever it is turned off.

**Time**

The facility destruction countdown lasts 30 seconds. The player must survive this time limit in order to complete the game.

**Wrist Device**

When activated, players bring their device arm up to their face. The wrist device displays current health and energy bars along with three checkboxes showing how many Destruction Keys have been collected.

Player Goals

The goal of the player is to survive the obstacles present in the facility and collect all three final admin keys that are necessary to destroy the facility. The player must accomplish this through exploring the facility, fighting the enemies inside, and collecting the required keys.

Movement

**Player Movement**

Players have the ability to walk and run for a limited amount of time based on stamina. Players access tight spaces by crouching and jump to reach others. In some circumstances, players climb inside of vents and break through destructible meshes to reach new areas.

**Enemy Movement**

Enemies have two separate movement option settings: static, which only allows them to move on a particular path for jump scares, or move on a predetermined patrol path. Enemies have the ability to hear gunshots and see the player within a certain range. When patrolling and alerted to the player, enemies break their path and chase after the player. As soon as they lose their line of sight, enemies return to their patrol path.

Controls

| Keyboard Controls | |
| --- | --- |
| INPUT | ACTION |
| W, A, S, D or Arrow Keys | Move |
| Move Mouse | Look Around |
| Shift | Sprint |
| Right Click (Hold) | Check Wrist Device |
| Left Click | Shoot |
| R | Reload |
| F | Toggle Flashlight |
| E | Interact / Pickup |
| Space | Jump |
| C | Toggle Crouch |

| Gamepad Controls | |
| --- | --- |
| INPUT | ACTION |
| Left Analog Stick | Move |
| Right Analog Stick | Look Around |
| Left Analog Stick (Hold) | Sprint |
| | Check Wrist Device |
| Right Trigger | Shoot |
| Right Bumper | Reload |
| Left Bumper | Toggle Flashlight |
| X Button | Interact / Pickup |
| A Button | Jump |

| B Button | Toggle Crouch |
|----------|---------------|

Combat
The player has 12 bullets per magazine. Their bullets and melee attack do the same amount of damage. Melee effects a small area in front of the controller and cannot damage more than one enemy at a time.

Collectibles
- Health Packs restore 25 health to the player.
- Magazines provide the player with the ability to reload.
- Keycards provide the player access to doors that were previously locked.
- Destruction Keys are required to finish each level and are used to initiate the facility destruction sequence. When one is collected, a check mark appears on the corresponding check box on the wrist device.

Checkpoint System
Checkpoints are placed at strategic locations to avoid excess backtracking and large losses of progression. These points are indicated to the player through text on the screen. In Level 1 three checkpoints occur and are located directly in front of the entrance to the Mechanical Room, where the player spawns when entering the starting room while hallucinating, and in the entrance to the Living Quarters. In Level 2 three checkpoints are located on the players spawn in the airlock, at the entrance of the Biological Storage Facility the first time the player enters, and at the entrance the player uses to enter the Biological Storage Facility the final time before the platforming section begins. In Level 3 there are two checkpoints: the first one is located at the entrance to the Genetic Experimentation Lab and the final checkpoint is at the entrance to the Main Laboratory.

Particle System
Particle systems are used to convey narrative and understanding of the environment, and in multiple cases serve as an obstacle.

**Fire**
Fire damages the player on contact and once every three seconds the player stands inside it, doing five points of damage each time. This particle system is never destroyed. Fire can also appear attached to a spider enemy, the effects of which are described in the Hallucinated Spiders section.

**Sparks**

Sparks are used on faulty electronic devices, including doors that are broken and servers or generators that are overloaded when the player hits a collision trigger. In the latter case, this particle system only occurs for 0.5 seconds before being destroyed.

**Gas**

Toxic, green, hallucinatory gas is the most prevalent particle system used. It appears coming from vents in hallways and small rooms. It also comes from broken pipes in hallways. This is used to convey why the player experiences greater levels of hallucination as s/he progresses further into each level and across levels in general. This particle system is never destroyed and always active.

**Gas Streams**

Gas streams are more concentrated blasts of the standard gas particle that are emitted from pipes when they are shot, from the location they are shot and in a direction away from the pipe. The streams are 1 Unreal unit in length and are not destroyed. Coming in contact with this particle system does 10 damage to the player and plays a coughing sound effect. This particle system also comes from predetermined target locations on a pipe, and is activated by default or when a collision or interaction is triggered. If it is a triggerable gas stream, it is destroyed after 1.5 seconds.

**Smoke**

Smoke is a particle used when hallucinated spiders are shot, described in Hallucinated Spiders, under Intractables. It appears for 0.5 seconds and is then destroyed.

Interactables

Interactables are other environmental items that respond to the player and influence progression.

**Monster Jars**

Monster Jars are items that spawn enemies when a box collision trigger is hit or when the jar is shot. The jar can be set to not activate on the collision trigger and has an editable delay time before activating after being triggered. Activation is defined as breaking the destructible glass mesh of the jar, destroying the fake enemy body held inside, and spawning the appropriate enemy. Monster Jars exist in two sizes based on which enemy it is used for: a smaller, spider jar, and the large bipedal enemy container.

**Glass Panes**

Glass panes are destructible window meshes in the environment. These shatter into 90 random pieces after being shot by the player once, and the pieces disappear after 3 seconds. The subtype One-Way Glass is an actor made of two glass panes back-to-back, one of which is opaque. The opaque and transparent glass panes are each only shown when the player stands in the appropriate

room, which is determined by two collision triggers. When the player shoots either pane, the other is immediately destroyed without shattering.

**Jump Scare Sequences**

These sequences come in two forms: the first are animated jump scares, which are animated sequences that play when a trigger is hit; the second are code-based jump scares that change the metrics of one or more elements in the environment, which includes causing an object to rotate, move, or change visibility/activation.

**Cutscene Animations**

Cutscenes are animated sequences shown from the view of the player character. These spawn a new player camera and plays an animation before teleporting the player to the final location of the animation. The animations fade in and out from black over a period of 1 second and play at 30 fps. Cutscenes can be triggered via simple collision trigger or by an interaction. In both cases, player input is disabled and the original player character is made invisible until the animation is complete.

**Climb Trigger**

When interacted with, this trigger plays a climb cutscene. When the player is teleported to the climb destination, they are placed in a crouched position if the destination is a vent. The trigger only activates when the player is below the climb trigger.

**Facility Destruction Terminal**

This terminal accepts the three destruction key cards, showing each one being placed into it each time the player interacts with it. After three interactions, the terminal activates the penultimate sequence, unlocking the final chamber and turning on the lights at a rate of one every second and priming the destruct button within.

**Pipe Blockade**

This blockade is created by groups of pipes that come through a wall when the player hits a collision trigger and travel toward a destination location, although they never separate from the wall entirely. Pipes that come from the floor appear in groups of four, those from the ceiling appear in groups of eight, and pipes from vertical walls appear in groups of two, one horizontal pipe from each opposite wall, and meet in the center. These pipes travel at a rate of 4 Unreal units per second and continue attempting to travel even at their destination, causing them to vibrate violently in place. Pipes that come from the ground rise to a height of 0.5 Unreal units above the the players max jump height, and those that come from the ceiling travel to a height of 0.5 Unreal units below the player's height.

**Hallucinated Spiders**

Hallucinated spiders behave differently from standard spiders and appear only during platforming sections. They have a fire particle system attached to them and vaporize into a smoke particle when shot or hit once. If the player comes in contact with one, including melee attacking, these spiders do twice the damage of a standard spider enemy. These spiders have two movement behaviors once they are spawned by a collision trigger: the first causes them to move in a straight line at a rate of 0.5 Unreal units per second towards a destination location, while the second has them jumping toward the player.

**Moving Platforms**
Platforms move on along the x or y axis at a rate of 1 Unreal unit per second, cycling between two destination locations as they reach either one.

**Floating Platforms**
Some platforms exist above the ground but begin to fall at a rate of 0.5 Unreal units per second towards a destination location beneath them when the player touches the top of them. Twitching platforms, a subtype of floating platforms, randomly bounce between locations to a create an unnerving motion effect. These platforms knock players off when they try to stand on them.

Win/Lose States
Success in the game is achieved once players have collected all three of the deceased scientists' key cards and initiated the emergency destruction protocol of the laboratory. Minor successes include finding the correct area to go to in order to progress the critical path, defeating enemies and gaining safe passage through an area, and obtaining supplies like health and ammo at a time of need.

Failure in the game experience results from player death caused by an enemy or an environmental hazard such as falling from a platform.

Gameplay Minute
        After being dispatched to investigate the radio silent facility, your team is immediately confronted with an explosion and you awake, alone, on an operating table in an empty room. You see a door stuck half open, electric charges flashing as you crouch through the opening and into a bloody hallway.  The trail of blood leads you to a bathroom where you encounter a dead body and find an audio log hinting that weird things have been going on in the facility. Upon close inspection of the dead body, you find ammo and a gun with a flashlight.
        Properly armed, you leave the room and delve deeper into the mysterious building. Cautiously opening a door at the end of the hall, the glow of the flashlight reveals two skull-like spiders skittering back and forth across the room. They attack immediately upon noticing you. After exterminating them, you are free to explore the room. A security room is seen through a window but the door is inaccessible. You manage to get into the room through a vent opening in a

nearby wall. A Destruction Key and audio log are found within the room. The audio log reveals a conversation between two of the facility workers discussing the hazardous materials being stored. Once you break out of the security room, you make your way to the next room and are immediately attacked by another spider.  Quickly killing this threat, you are free to search the room.  A health pack is found, as well as a computer terminal allowing you to turn on the backup generators. Another audio log is found with a continuation of the scientist discussing the experiments; the audio plays as you continue down the next hall.  Things are beginning to get weird as alarms sound and the air seems to distort before your eyes. You are certain some awful, unexplainable things have occurred in the building.
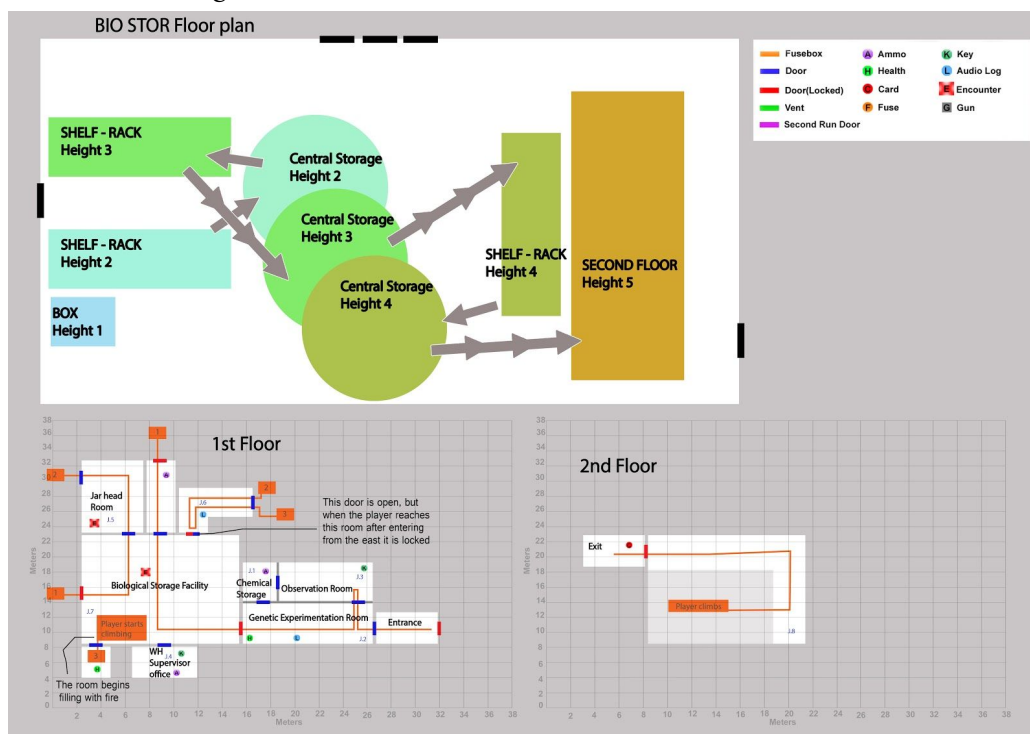
# Levels

## Area 1 Structure and Progression
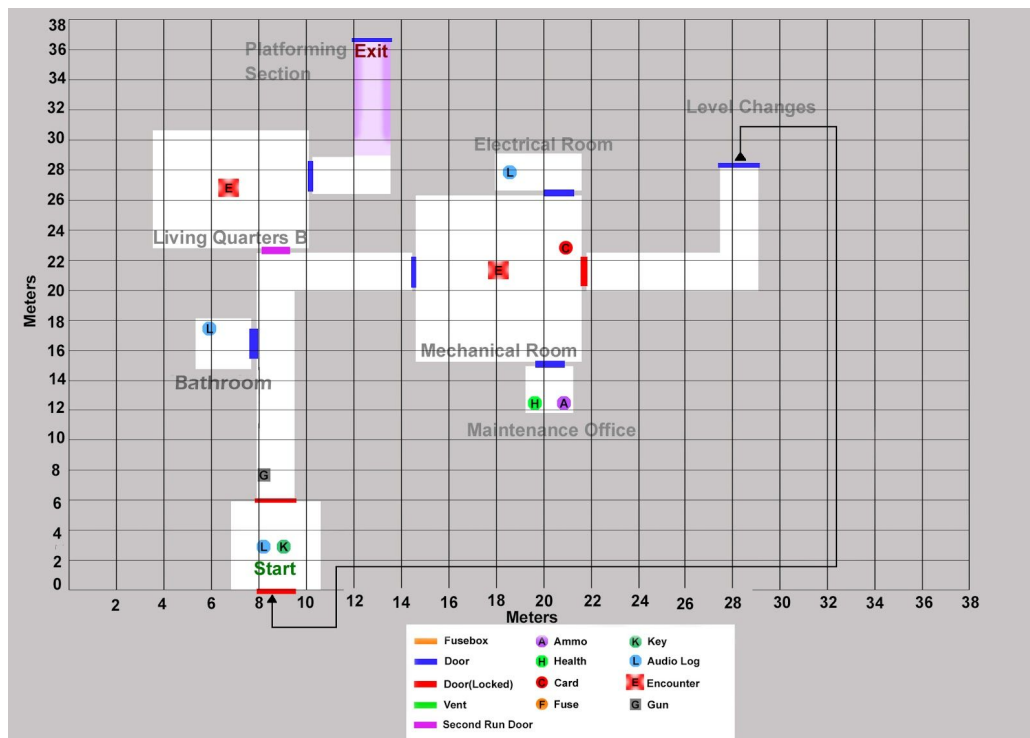


Level map of the first area where players begin and learn the mechanics of the game

Players begin in the Starting Room as a place to get their bearings and experiment with the controls. An optional audio log is present as well as a Destruction Key. The damaged entrance to the room requires players to crouch to proceed into the First Hallway. To the player's left down the hallway is a door leading to a bathroom. Once players enter the bathroom, they find a dead body, a gun, and ammo. On the players left, in the sink, is the first audio log. After exiting the bathroom and continuing down the hallway, players are confronted by a spider enemy by the opening to the Mechanical Room. After surviving the confrontation, the player then enters the Mechanical Room

where two more spiders are present. After killing both, the player is given the option of proceeding through two doors, one of which is unlocked but blocked by large objects. The player then shoots out the glass window next to it and jumps through or goes through the vent by the entrance to the room to access the office. In the office is a keycard for the player to collect and an optional audio log. The player then jumps through the window back into the the Mechanical Room and uses the newly acquired keycard to open the door to the electrical room. After dispatching a spider at the entrance of the room, the player must interact with the computer to unlock the second door in the Mechanical Room. After exiting the Electrical Room and proceeding through the opened door, the player enters the Second Hallway. At the end of the hall is a door that leads the player back into the Starting Room. In this version of the first room, the door that the player entered through disappears and forces them to continue forward back into the First Hallway. The turn in the hallway is now blocked by a wall and the door that was locked before is now open. The player opens the door and enters the Living Quarters. After maneuvering through the room and opening the door to the player's right, s/he enters the Third Hallway and a cutscene plays to introduce the first Platforming Section. After successfully completing this challenge and avoiding the enemy hallucinations, the player jumps to the end and exits the first area through a decontamination chamber.

## Area 2 Structure and Progression



Level map of the second area that players encounter in the facility

The player exits the Area 1 decontamination chamber into the first new room in Area 2, the Genetic Experimentation Room. The player can choose to explore two unlocked rooms in this area, an Observation Room with a dead body and a Chemical Room with two ammo magazines. The player can see into the observation room via a one-way mirror. The third door in the first room is locked. Once the Chemical Room is explored, the a bipedal enemy spawns in the Genetic Experimentation Room. Once the player defeats this enemy, the body in the Observation Room disappears and is replaced by blood splatters and a keycard that unlocks the other door in the room. This door leads to the warehouse.

The warehouse is partially divided into two sides by a longitudinal wall. On the other side is the Spire, a three-tiered structure. On the bottom of the Spire is a receiving chamber holding a monster jar. When the player walks by the jar, it activates. The only open door in the warehouse when the player first enters is the middle door on the north wall. In this hallway is a scientist facing away from the doorway with a keycard on the ground next to him. Approaching the scientist causes him to turn around and a jump scare sound cue to play. This also forces the player to continue moving forward into the scientist and teleports him/her to the southeast corner of the warehouse.

The left hallway on the north wall, a monster jar analysis room, is now the only open door. In this room are several spider jars. One along the north wall breaks a couple seconds after entering the room, then two along the left wall activate three seconds later. Attempting to leave through the other door in this room teleports the player to the inside of the hallway on the right side of the north wall.

Once in the right hallway, an electronic voice plays through a speaker, announcing that the warehouse will shortly be purged with fire and to evacuate or reach higher ground. Attempting to leave through the unlocked door back into the warehouse causes it to become locked. If the player then approaches the door they originally entered through, they are teleported back into the southeast corner of the warehouse. A large crate falls from the ceiling in front of them and a voice announces the purge has started, followed by a flame wave the length of the entire room traveling from the east wall to the west wall.

The flame wave takes five seconds to reach the west wall, then rises at a rate of 0.53 Unreal units per second over the course of 15 seconds. The player must platform as shown in the platforming diagram to reach the catwalk on the east wall of the second floor. While platforming, flaming spiders fly towards the player once they hit certain triggers.

On the second floor, the player can explore an unlocked room on the west wall. 4 Unreal units towards the middle of the north wall, a light aimed at the north wall flickers for 1 second before a bipedal enemy spawns in front of it. After 1 second it growls and charges towards the player.

Area 3 Structure and Progression
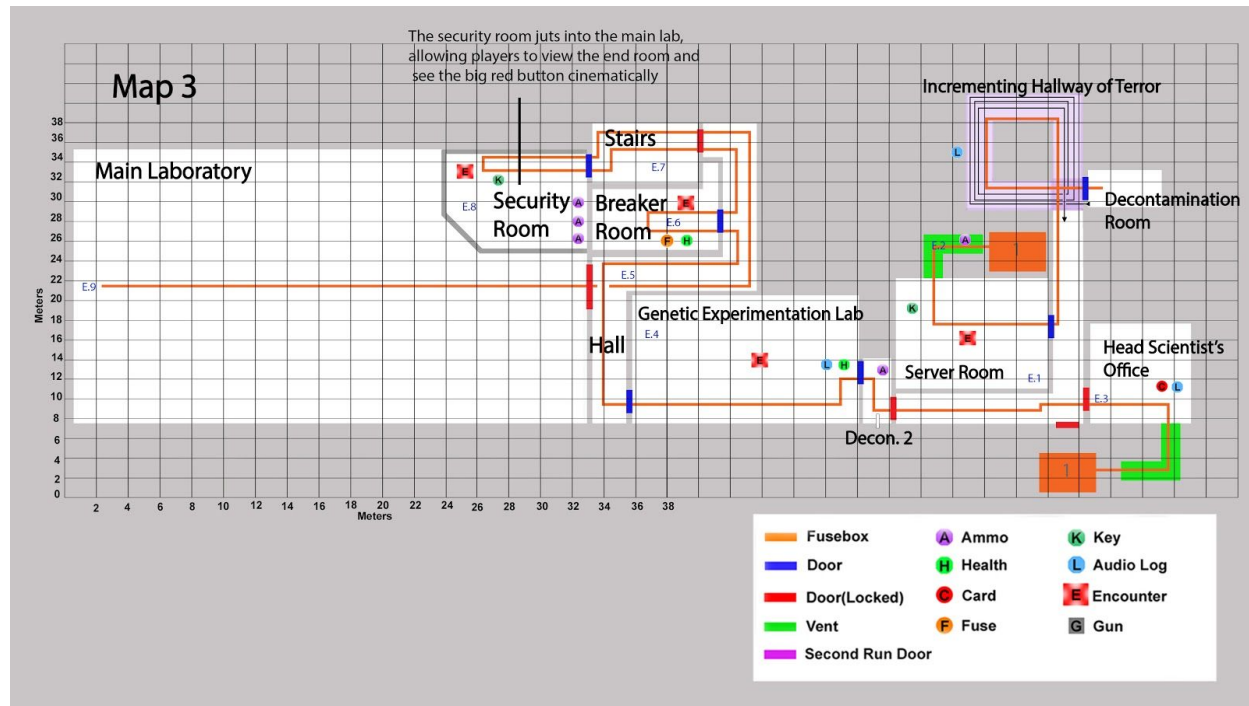


Level map of the third area in the facility that leads players to the main laboratory

The player starts in an decontamination chamber and then opens the airlock door using a panel on the right wall and enters the Incrementing Hallway. As the player continues through the hallway, the walls get bloodier and the piles of bodies appear on the ground. At the end of the hallway is an unlocked door leading to the Server Room.

When the player enters and picks up the keycard on the desk at the back of the room, the right-corner servers spark, which causes the entrance to disappear, and two spiders spawn behind the player. After escaping through the vent on the right-hand side of the back of the room, the player enters the Head Scientist's Office. The player drops down and grabs a Destruction Key, key card, and activates a log. The player then exits the Head Scientist Lab and enters back into the Incrementing Hallway. At the end of the Hallway is a locked door that is opened by the newly acquired key card. Once the player enters, s/he encounters a very small space with ammo before the genetic experimentation lab.

Once inside the lab, the player is greeted by a mass of spider-heads that immediately run to attack the player. The player run to the only available path on the left and tries the closest door which is locked. The door on the next wall is locked as well. After discovering that the third and last door is locked as well, the player turns to fight the oncoming spider-head horde and finds that they have

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merged into one giant spider head. Once the giant spider head is dead, the back wall door is now unlocked and they can go to the next Hall.

After making his/her way through the hall, the player then comes across a room with a door similar to the wreck door in the starting room, they crouch under and enter the Breaker Room. The player collects the health and ammo that are present and then flips the breaker switch, which causes an overload in the pipes and gas to jet out, causing the player to leave the room. The player can now enter the Security Room at the top of the stairs.

Once in the Security Room the player can stock up on both health and ammo. They player also finds the final Destruction Key and the console that receives them. The player inserts the keys and the Main Lab below lights up. The large airlock door to the Main Lab also is now open. The player then head down the stairs, back down the hallway and into the Main Lab. At the end of the room, the player pulls the switch and the timer starts to count down from 30. The pods break open and the player uses the surplus of ammo they found to try and fend of the horde of spider-heads and bipeds. They last for 30 seconds, the game ends and the final cutscene plays.

# Game Story, Setting, and Narrative

Game World

It is the year 2046, and the Tyr Corporation has located a fragment of a meteorite on an island within the Arctic Archipelago. Tyr Corp. believed that the extraterrestrial substance contained within the meteorite held the key to enhancing human life. Seeking to make the world a better place, and profit from doing so, Tyr built a lab at the discovery site of the meteorite and wasted no time in the pursuit of the Eden Serum. With the recent acquisition of a world renowned geneticist, the Tyr Corporation began experimentation on what they hoped would be the key to making the human race better... or so they thought.

Game Story

In an undisclosed location in the Arctic Archipelago, there is a government facility that experiments with genetic manipulation. After several failed attempts to get in contact with the Arctic facility, a team of five responders has been dispatched in order to investigate the situation. Upon their arrival they discover that the facility seems to be deserted. After choosing to continue with their mission of securing the base, the team proceeds deeper into the facility; soon after, the team is separated by an explosion. Our protagonist Aife awakens in a room within the facility by herself not knowing how she got there or what has happened to the rest of her team.

When she decides to move forward with her mission, Aife explores the facility to learn about the faith of the facility and her team. As she continues to explore, she discovers that there are creatures and hazards within the facility that are both a threat to her life and sanity. Due to its

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current condition, Aife must proceed with the destruction of both the facility and its contents, as per her mission orders. After learning that she is the only one in her team that is still alive, and collecting the necessary key cards to activate the facility's self-destruct fail safe, she presses on to destroy the facility and put an end to the terrors she endures. Hopefully she is strong enough to survive it all.

Characters and Character Relationships
- Aife: The protagonist of our story. She is a strong-willed squad leader and puts the safety of her team above her own.
- Mal: Second in command. He has a very caring personality and is always making the others laugh. He is thought to be killed upon entrance of the facility.
- Louisa: The tactical expert on the squad. She is quick to blow a fuse when she is questioned on her combat tactics, but under normal circumstances she is a sweetheart. She is killed upon entrance of the facility.
- Oliver: Communications expert. Oliver has an extensive knowledge about communication equipment and will frequently go on impromptu tangents on the subject. He is killed upon entrance of the facility.
- Devante: Demolitions and weapons expert. He acts as the go-to guy when the team needs to prepare equipment before any mission. He is the strong and silent type, which often makes him a target for Mal's jokes.
- Scientist A: A very bright scientist. She hardly gets any sleep, which in turn makes her a bit unhinged.
- Scientist B: Very practical, yet very sciency man. He does not like to be bothered with topics that do not have anything to do with the work he is doing.
- Scientist C: Very deranged scientist whose research has become his life. To say that he considers his research to be his baby is an understatement.
- Head Scientist: Driven, well-educated man that feels everyone else is beneath him. As the head of all research and experimentation within the facility, he is constantly having to micromanage his staff.
- Head Engineer: A top notch engineer, but unfortunately is underpaid for the amount of work he does. He has had just about enough with the constant badgering from the research team.
- Warehouse Supervisor: A really intelligent woman who is very skeptical about the work that goes on in the facility.
- Headquarters Captain: The man in charge of Tyr Corporation's operations. He is quick, decisive, and seems to always make the right call.

- Subordinate: One of the coordinators within Tyr corporation headquarters; he is in charge of monitoring all Tyr corp facilities remotely.

<u>Dialogue</u>

**Intro Cinematic:**

Inside Tyr Headquarters

> Subordinate:
>
>> "Hey, Captain. Come look at this"
>> "I've been going through the records of our branch facilities, and it seems like the Northern Tyr Foundation hasn't logged any activity in three weeks."
>> "A lab this far north and isolated is required to maintain contact bi-weekly."
>> "If there were problems with power or communication lines, our systems would've detected it. However, that doesn't seem to be the case…"
>
> Captain:
>
>> "If it's the NTF, then… Get in contact with the 7th Alpha Unit. Have them drop whatever it is they're doing; we need to send them north."

In Helicopter on route to lab:

> Aife:
>
>> "At 0600 hours we received orders to investigate the Northern Tyr Foundation, an Arctic facility located at 76°North and 95° West…"

(Mal Cuts in)

> Mal:
>
>> "What are the circumstances of the operation?"
>
> Aife:
>
>> "As of right now; all we know is that the facility hasn't been in contact with headquarters. This is a high priority operation, so orders are to secure it by any means. "

(Brief pause)

> Aife (softer tone):

"We're not here to rescue anyone… In the event that our primary objective is in anyway compromised, we must carry out the nullification of the facility and its contents."

Mal (livid):

"This deviates from our standard protocols. If we were sent to secure the facility; why not  help those inside? What kind of situation would warrant the destruction of an entire building?! "

Aife (Sternly):

"Those are the orders, and it's our job to follow them… Now, are there any other questions?" "

Mal (submissive/yielding):

"No, sir."

Aife:

"Excellent. Ready up, we arrive in 10."

The team enters the darkened facility. Further down the tunnel…

Aife:

"Hold. (Brief pause) Did anyone hear that?"

Cut to black. Sound of explosion.

**Area 01**

Upon awakening in the containment room.

Aife:

"How did I get here? (Panic in her voice) The explosion…! (Grunts from pain) Gotta find my team…"

*(Optional) Break Room Audio Log which is found in the southeast corner of the containment room:*

Scientist A:

"(sounding exhausted) I heard some strange noises coming through the vents.  It sounded like large rats or something running around in there."

Scientist B:

"Don't be ridiculous. We aren't testing on rats in this facility.  You're probably hearing things."

Scientist A:

"No really! It kept me up all night, scurrying back and forth….perhaps you're right. The heaters have been acting up a lot lately…"

After proceeding through the door to find Oliver's body in mid-fall to the ground (or so it seems).

Aife:

"How could this happen? How long was I out?" (Pause) "What the hell is going on in here!? I need to proceed with the nullification of this facility and its contents. "How many scientist credentials did I need to activate the self-destruct sequence?"

*(Optional) Living Quarters 'B' Audio Log which is found upon entering supply closet:*

Scientist A:

"(quietly speaking to self) Nobody believes me. But I hear them. I hear them scurrying back and forth in the vents - back and forth, back and forth. Tap tap tap tap tap. Over and over my head. It never stops. Last night there was an awful smell, I swear I could see this yellow fog creeping out of the vent.  Perhaps a rat died up there...or several...poor, poor, little creatures...tap tap tapping…"

In reaction to Living Quarters 'B' Audio Log.

Aife:

"To think that I probably would have brushed her off as well. What on earth were these idiots working on in this facility! How can they put so many lives at risk? (Flustered) Careless… Just… Unacceptable."

Upon entering the Mechanical Room.

Aife:

(Noise, pipes rustling, metallic steps)
"Whaaat…is... "
(Enemies drop)
"Contact… (Exasperated)"
(After encounter)

"(Heavy breathing)... I hope we all make it through this."

*(Optional) Mechanical Room Audio Log found within the mechanical room.*

Head Scientist:

"Listen, we need more air tight containment rooms so we can safely store the hazardous materials we are working with. It could be quite catastrophic to the facility if one of these "hazardous materials" were to become exposed."

Head Engineer:

"Well you and your lackeys will just have to wait  while your needed supplies come in from out of town. Besides I do have other safety and security problems to fix around this place."

Head Scientist:

" You know, I don't like your attitude. Do me a favor and take a break from fixing silly little pipe leaks and do what I want by 1300 tomorrow." (Sternly)

Head Engineer:

(Under his breath) "Screw you lab rat."

Head Scientist:

"What was that?!"

Head Engineer:

"Nothing." (Footsteps, leaves room)

Head Scientist:

 I'm so sick of that man… Crap, is this thing on!? Turn off damn it!! (hitting and mic rustling noises).

In reaction to the Mechanical Room Audio Log.

Aife:

"This whole situation I am in is because of these lunatics and their delusions of grandeur. Whatever these scientist were cooking up in here could not have been worth all of this... (With a tone of disbelief and resentment)… Damn them!!"

After exiting the mechanical room and trying to reopen the locked door.

Aife:

"What is wrong with these doors?!"
(A low pitch noise comes into the player's senses)
"What is that?!"

After proceeding forward and ending up back in the containment room.

Aife:

"How in the hell; did I get back here?!! (In a groggy, light-headed tone)"

While proceeding down the altered first hallway.

Aife:

"(Deep breathing)… Get a grip of yourself Aife! This cannot be happening!!"

In the first decontamination chamber.

Aife:

"(Takes a gulp of air)… I can do this… (With a somber tone)"

**Area 02**

The player enters the genetic experimentation corridor (dead silence).

Aife:

"Seems clear (apprehensive but relieved tone)".

*(Optional) Living Quarters 'A' Audio Log in the genetic experimentation room:*

Scientist C:

"(nervous laughter, slight psychosis) I'm not going crazy, I'm not, I'm not….crazy…what's really crazy is the experiment down in sector D. They all laughed at me…but they'll see. My little pets will show them…I'll win the Nobel Prize!! They'll see…if only I can get my poor babies to stop turning.  Perhaps if I adjust the exposure levels… (ends in static)"

In reaction to the Living Quarters 'A' Audio Log.

Aife:

"This place would drive anyone crazy (Gloomy)"

*(Optional) Warehouse Audio Log in the biological storage room:*

Warehouse Supervisor:
"Ahhhh (sigh of just another day), another day; another stiff back…(2 second pause) it's straining on the body moving all this cargo around… I sometimes wonder what we are actually moving down here… Management tells us it's medical equipment… My ass. What do they think we are? A bunch of idiots?! (2 second pause) Well they aren't foolin me with all that crap…I'm just counting the days until I can leave this dump and go back to the bigger dump that I call home."

In reaction to the Warehouse Supervisor's Audio Log.

Aife:
"Well… (Brief pause) she seems delightful (sarcastic under her breath)"

Once the player character's view of the room becomes distorted and she becomes surrounded by fire.

Aife:
"This again? (dazed and confused)."

*(Optional) Lab Audio Log located in the hallway across the warehouse supervisor's office:*

Scientist B:
"(panicked) These experiments have me on edge… (2 second pause) the outcomes of the past four have come up rather horrifying! (2 second pause) I have the unshakable feeling that this next one should be aborted at all costs! I signed up to do science, not make abominations in a lab… I would rather not be around to see what surprise awaits inside the box this time!"

In reaction to the Lab Audio Log.

Aife:
"These damn idiots!...(livid) You'd think someone would have pulled the plug after the creation of just one of these things…They are just insane!..How could they? (in disbelief)"

**Area 03**

23

Upon entering the incrementing hallway of terror.

Aife:
"Come on…(brief pause) let's make it through this (worried/shaky tone)."

*(Optional) Head Scientist Beginning Audio Log found in the hallway:*

Head Scientist:
"Entry Number One: We have finally finished setting up the lab, and preparations for our first experiments are well under way. I am very excited to get started on what is to become my most brilliant work yet (very cocky). Although, I expect to be done soon with something as basic as gene manipulation (put lots of emphasis on gene manipulation)…[pleased with himself sigh] I will then move on to things…(brief pause)  actually worth my time, like maybe something in quantum physics or transmutation perhaps(extremely cocky)… I don't even know why they decided to bring in those "scientists" (meaning he thinks they are not real scientists) to assist me. They are probably just going to get in my way ( angry at the thought of some one ruining his work). I guess I can always use them to fetch me coffee. [laughs/chuckles] End of entry log."

In reaction to the Head Scientist's first audio log.

Aife:
"This pompous idiot and his illusions of grandeur. Look at the damn mess he's gotten all of us in! (Livid) That's… (Brief pause) assuming there is anyone else left (very low tone/desperation)."

Inside the server room as enemies approach the player.

Aife:
"What the…(surprised)."

After the battle, once the player finds the key, we hear Aife say:

Aife:
"(Out of breath and heavy breathing) Just one last thing (exhausted/longing)."

*(Optional) Head Scientist Middle Audio Log found in the Head Scientist's office:*

Head Scientist:

"Entry 162…(short pause) it's been ages since I've had even the slightest shred of faith in the other "scientist". Thanks to them; all my subjects continue to fail miserably…[2 second pause] I swear these idiots (lots of emphasis on idiots) can't handle the simplest tasks. Is it too much for Dr. Steinberg to assemble the damn genome correctly?!...(Livid)(rustling papers) [Deep sigh]… Well, I must get back to the lab. The next phase of test subject number 86 is looking…(Not enthusiastic at all). End of entry log."

In reaction to the Head Scientist's second audio log.

Aife:

"If you are so great! Why on Earth didn't you do it yourself? (upset).
Then maybe! (rising tone) (chuckle) Just maybe… We wouldn't be in this DAMN situation!"

*(Optional) Head Scientist Final Audio Log found in the main genetic manipulation laboratory.*

Head Scientist:

"Entry 347…  (Deep sigh) things inside this facility keep getting gloomier by the minute… All test subjects have failed and are mutating at an exponential rate…(2 second pause) The Tyr Corp still believe they are on the verge of a historic breakthrough, but anyone with a real brain can see we are far from it…(Sigh) I really thought I would be the one to successfully create the Eden Serum-- prolonging human life indefinitely would have been… (defeated sigh). The higher ups continue to show their support, and still think I can produce the results they want, but looking at all these test subjects… I do not think I'll see another day outside of this place….(somber tone)"

In reaction to the Head Scientist's third audio log.

Aife:

"No…(2 second pause). Nothing is worth this! Nothing! (Gloomy desperate tone).
How can they play with people's lives like this! (sad, gloomy tone). I have to finish

this for everyone (unwavering tone)... (2 second pause) I have to (trying to convince herself).”

*(Optional) Mal Escape Audio Log found in the security room.*

Mal:

“(Heavy breathing)… Aife! (Gunshot fire) God, I hope this reaches you… (Heavy breathing) (Gunshot fire) Listen car… (Heavy Fire) Damn It!!.. (Enemy sounds). (Deep breathing) Aife… I'm sorry to be the one that tells you… (Brief pause) (Gunshot fire) (Groaning) I am all that's left from the team. Listen, do me a favor and don't feel bad for us… (Brief pause) Just know that your team put up one hell of a fight. I'm running out of time; we were retrofitting a containment unit to withstand the blast from the self-destruct explosion (gunshot fire); Devante swore it would work (Nervous laugh).”

In reaction to Mal's Audio Log.

Aife:

“You guys…(3 second pause). I wish we'd never gotten sent to this hell hole. (sigh) Won't be long now (sense of foreboding).”

# Game Art

Characters



Concept art for the player character/protagonist and art style for the beginning and ending cinematic

Final textured 3D model of mutated spider enemy



In-game mutated spider enemy



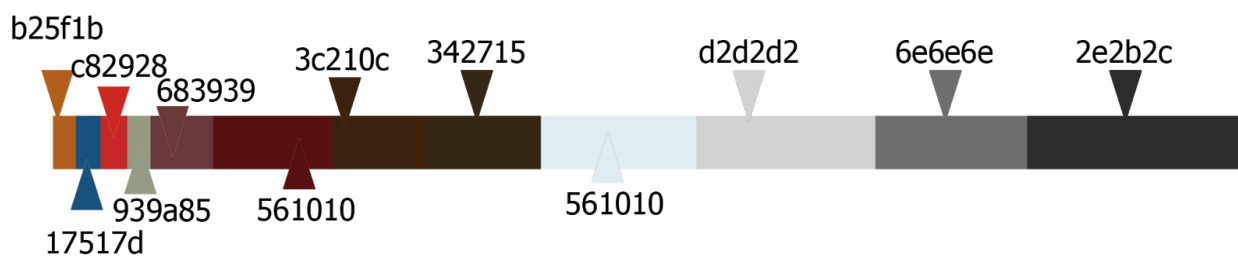Final textured 3D model of mutated humanoid enemy

In-game mutated humanoid enemy

Environment



Area 01 hallway with blood trails and and hallucinogenic gas

Color Palette



b25f1b
c82928
683939
3c210c
342715
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6e6e6e
2e2b2c
17517d
939a85
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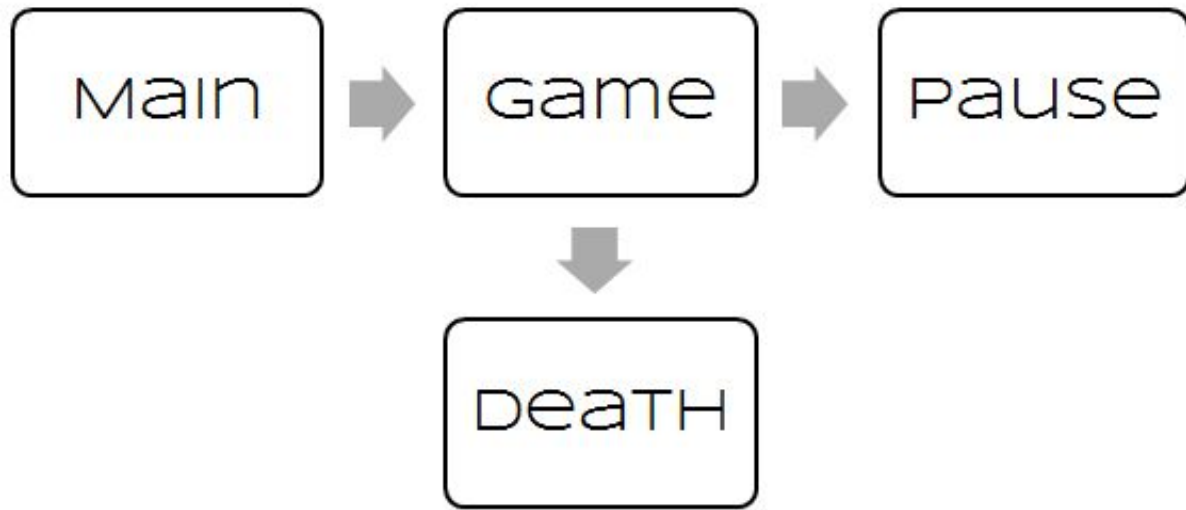561010

# Interface

Screenflow

Diagram of Delirium's screenflow. Main menu screen takes players into the game where they will choose to pause the game, which brings them to the Pause screen, or die from an obstacle, which brings them to the Death screen.

Main Menu Screen



Start/Main Menu screen for Delirium

Pause Screen

Pause screen for Delirium

## Death Screen



Death screen from Delirium

## HUD



Heads Up Display from Delirium