TEAM

AH! Studios is a remote team of developers situated all across the United States.

With backgrounds in film, computer science, and game design, we explore different ways in which we can tell our stories through player experience.

From creating felt puppets to star in our tavern management simulator, to creating full motion videos (FMV) for this new project, we're unafraid and excited to move forward!

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ABOUT

- Lucid is a three to four player asymmetrical social deduction experience for the PC

- Most of the players are assigned a Detective role, and work together to solve the mystery. The Detectives are each given different pieces of evidence that leads them to the truth, however, they are not allowed to share the evidence directly, and must communicate to each other what they find

- Among the players is one Agent of Chaos that tries to throw them off course using unique mechanics to directly sabotage players

- Games are hard locked to take 30 minutes or less.

(Early shot of prototype development)

LUCID

PLAYER TOOLS

- 3D Model Viewer
  - Fully rotatable models that potentially hide secrets
- Video Player
  - Pausing, fast forwarding, and rewinding functionality
- Messaging System
  - In-game messaging during **Discussion** phase
- Voice Communication
  - For the prototype we plan on using Discord for this functionality, but intend on testing integrated voice communication further down the pipeline
- Vote
  - Voting can be called during any **discussion** phase and will force players to vote at the end
    - Flow will shift to end state if majority is reached

GAMEPLAY OVERVIEW

- On game start, players are briefed on surface level information and evidence they individually start with

- The main flow of gameplay focuses on two phases: reviewing   evidence and discussing.

- During **review**, players cannot communicate and must discover everything that they can through the evidence they were given.

- During **discussion**, players review their findings together to try and figure out what actually happened

- Once **discussion** and **review** phases occur three times, players must vote on who/what they believe is behind the mystery from a list of all characters within the setting (even if they did not appear in the evidence)
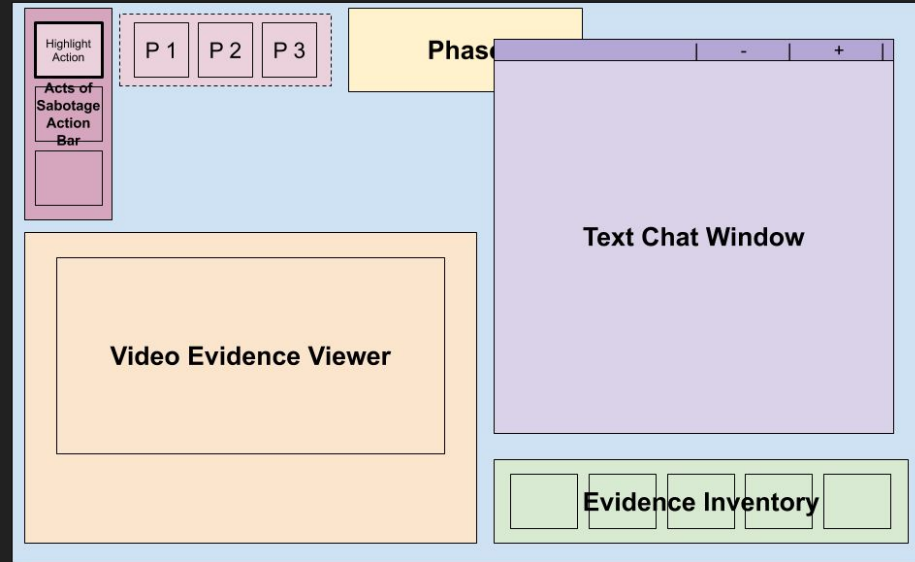

(Prototype with adjusted UI and dressed scene)

AGENT OF CHAOS TOOLS

- Can only perform one **Sabotage** per phase:

  - Video Disruption
    - Breaks one player's Video Viewer for one round

  - Early Vote
    - Vote that can occur after **review** phase

  - Shorten Phase
    - Shortens by ⅓ of its total time

  - Lights Out
    - Players are left in a darkened menu for five seconds

Highlight Action

P 1 P 2 P 3

Phase

- +

Acts of Sabotage Action Bar

Text Chat Window

Video Evidence Viewer

Evidence Inventory

Notes:
- The Acts of Sabotage will appear in the top leftmost section of the screen
-Clicking an action will open a cascading submenu of the other players
   -Clicking on the player from the submenu will target and initiate the action
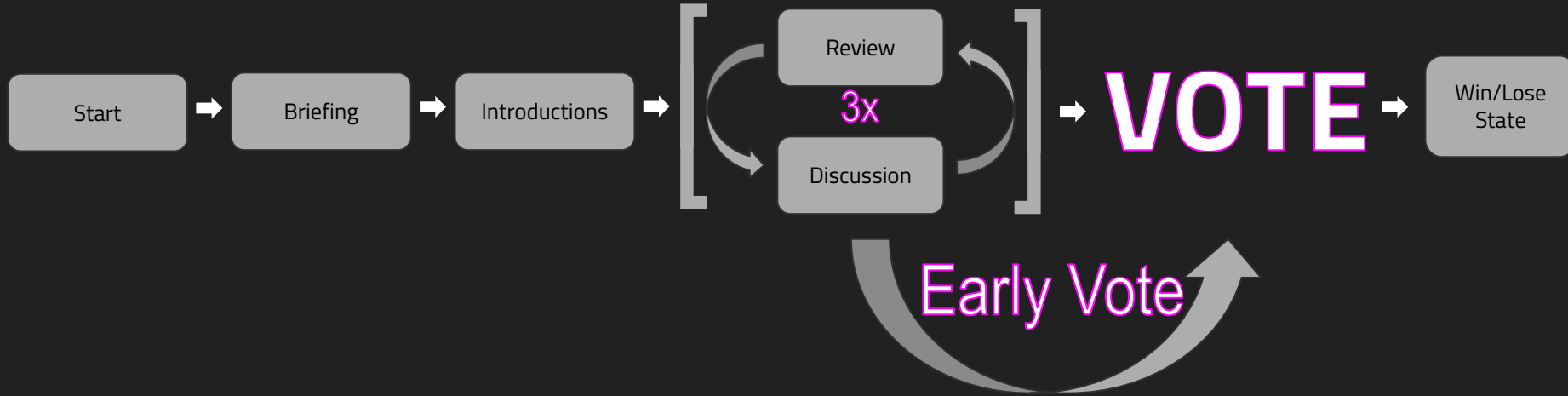
MODULAR MYSTERY

- Every game session, although familiar, will play out differently depending on how the evidence generates

- Evidence generally is modularly generated and serves as a vehicle for the session's overall outcome

- Video evidence, for example, generates in three main points: an event, a reveal, and narrative flavor

- Each of these three points has a different level of impact depending on the scene

- Document and 3D pieces of evidence have similar structures and change depending on the video evidence composition

Evidence Database

Event A   Flavour D   Actor D
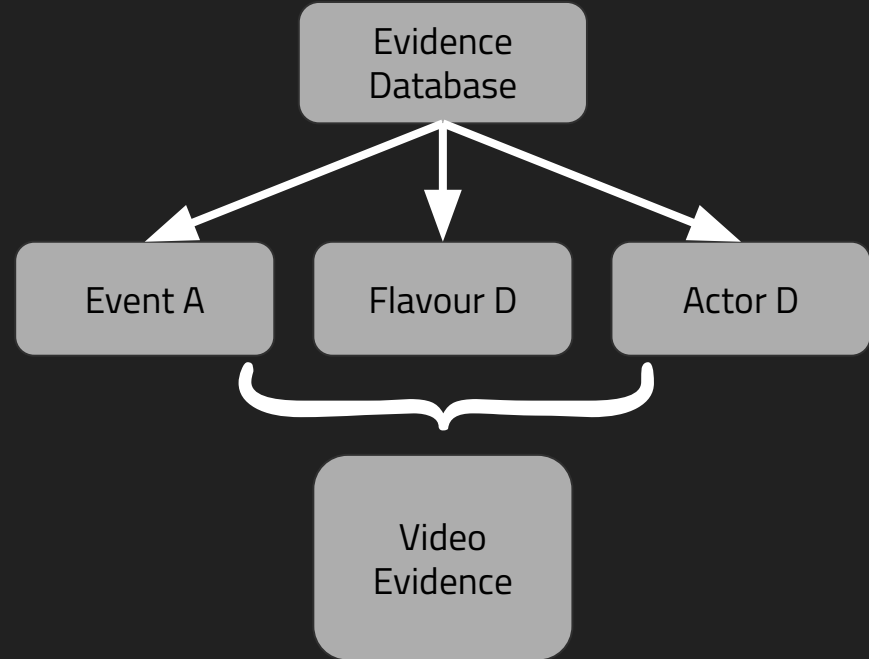
Video Evidence

HOW?

- Each mystery will have unique locations that determine which sets of evidence (3D models, documents, FMVs, etc) will be present

- With the sets of evidence in place, the modular system will piece together videos and distribute them to players alongside relevant 3D models and documents

- Based on the generated mystery, the system will know the Detectives' win state

???

We waited for as long as we could, but it seemed all too quiet above us to think that someone was coming. Before we ran out of energy we decided to go deeper. It took everything we had to tear Liam away from Piper's body, now he follows us like a corpse. We've been traversing these floors for quite some time. Jacob keeps taking note of each chamber, I think it's been helping him cope. We left Allison in charge of rationing the water bottles we each ...us, including Piper's. I think it's helped her ...n't dehydrate too soon.

...'m tired. The emotional and physical ...inking into my bones and every breath feels ...ch as I love exploring these ancient ruins I ...ot shower and an ice cold beer more. ...o rest for a while in a chamber the likes I've ...e walls look like wet foliage made of jade. ... carved in them, but they don't look like ...lar to ancient Egyptian sculpture. There's ...ring in the middle, though I doubt the ... drink. Looking into the pool there seems to ...n it, though I can't really tell.

ACCESSIBILITY & PLANNING

Short Term Planning Checklist:

Create a functional prototype for THU	✓
Script and block out Graveyard Scene	Mid November
Implement second phase art assets to the scene	December
Implement placeholder scenes for FMV live testing and feedback	December

Accessibility Planning Wishlist:

English subtitling	
Color blind modes for red-green and blue-yellow colorblindness	
Zooming functionality that does not disrupt gameplay	
In-game voice communication without the need for third party	

AH! Studios

Thank you!