# Overall Beat by Beat – Team 1: The Innovators
# The Peace between Us

**Phase 1 (Main Menu)**
Player launches game, leading to a main menu with an animated background, title logo, and several selectable menu options:
  A.  Continue Game (if player already has a started game)
  B.  New Game
  C.  Load Game
  D.  Options
       a.  Controls
       b.  Video
       c.  Audio
       d.  Accessibility
  E.  Credits

**Phase 2 (New Game): Start from scratch**
Player goes through an intro sequence, and gains control when on the beach surrounded by other survivors who just got started on work.
  A.  3 very small missions (done right there on the beach) explaining basic mechanics. 1 mission required; the rest are optional. (See Questline Beat by Beat for more descriptions on each mission)
       a.  Pearl mission teaches player how to pick up an item and give an item to an NPC.
       b.  Supply mission has player understand how movement works reach a supply box that's high on a cliff
       c.  Relation mission where player has to provide text decisions between a conversation with 2 people and ultimately has to choose one person over the other.
  B.  Main Leader will give player a main quest to venture out into the island. Leader also briefly explains some other mechanics the player should be aware of... most importantly, the faction system, and how the player has already made an impact on this. Player will be given a backpack as well as brief description on how to use the map. This will open up blocked path to jungle/forest.

**Phase 3 (Exploration):**
Between or even during on-going missions, the player has the ability to explore the island at almost any time they want to.
  A.  Player can talk to NPC's with available quest and choose to take on a mission for them. This mission can vary from going out and searching for a number of items to collect, or to explore some area with a puzzle/challenge where the player will get the item as a reward.
       a.  Main side quests which will be a little more unique and give player access to a place that was locked before. These should not feel repetitive or copies of other side quests. These will boost the NPC relationship more than doing a normal random task from them and will grant the player upgrade rewards.

        b. Random generics quests are repetitive tasks that can be done over and over to increase the relationship with that NPC (this will not wield any major upgrade rewards). This exists to allow the player the chance to fix their relationships

B. Player can collect and gather resources found throughout the island and bring them back to a camp to raise their overall faction relationship
        a. This will be a small boost, as main quests and individual NPC relationships should feel like they play a more important boost in the faction relationship
        b. As a factions has enough resources and their faction level is high enough, the player can collect a reward upgrade

C. Whether through a quest, or discovered by the player themselves, they will find areas or ruins with some sort of puzzle that can be solved to get an item (collectible, quest item, or a big bunch of resources). These include various amount of low-level designed challenges that can vary between mental puzzles, simple traversal puzzles, or even puzzles that require timing. Some puzzles could include:
        a. Green/red light switch puzzle
        b. Water jugs puzzle
        c. Matching puzzle
        d. Simon's Says puzzle
        e. Timing – arcade tower stacking
        f. Reaction – time-based quick response to select an answer among many. 3 correct responses in a row is a win. Fail and it resets to zero
        g. Traversal – Requires button presses in areas that requires some traversal to reach
        h. Climbing Traversal – Specifically requires vertical climbing where falling down is a way of resetting the player's progress
        i. Traversal/Mental – Requires moving objects to stand on or jump from to reach areas
        j. Traversal/Race – Requires reaching an area within a time limit
        k. Many more.... (up to low-level design to develop these ideas, this is only a starting ideas of puzzles the player could come across)

**Phase 4 (Act Progress):**
The Player will jump back between Phase 3 and Phase 4 as the progress in the story. There are 3 total Acts, where the player's progress prior could affect actions in the next Act in various ways.
    A. Visual Changes to characters and environment.
    B. New Side quests and activities become available
    C. Story shifts, which could impact the current gameplay flow slightly. One example of this is how the main beach faction will split off into two separate factions at the start of Act 2. This will impact the player's faction list, without just resetting faction progress for each.
    D. As Acts increase, the player will notice that factions start to get more tense with each other. This will boost how much the faction relationships changes when they increase/decrease, and that it also becomes more likely a relationship will decrease if another one is increasing.

**Phase 5 (Endgame):**
In Act 1/2, the player meets and helps two lovers in a family feud be together. This eventually leads the lovers running away, and one of the lovers ends up becoming a sort of antagonist to the

story, becoming leader of their own faction tribe full of native island inhabitants. As the story progresses and makes this more apparent across the entire island, the player will end up in a final situation where their previous and current choices will reflect a certain ending.

The antagonist is trying to take over the entire island and destroy the remaining factions. The player can join in the attack, leave the island letting all the factions be killed, escape with one or multiple factions letting the remaining factions get killed, team up with one of multiple factions and defend your camp, or team up with every faction (if relationship status with all of them is high enough) to take down the antagonist and have all the factions work together as a team to resolve this conflict.

A. Point of no return is presented at the end of Act 3.
   a. Player will have some text-based choices to make (escape alone or join the antagonist destroy everything)
   b. If faction relationship is high enough with any faction, the player will have extra choices as well (escape with a faction or defend with a faction)
   c. If faction relationship is high enough with all factions, the player will have another choice (everybody escapes or everybody defends)
B. Upon making a choice, the player will go through a unique sequence carrying out their choice (details tbd by low-vision design team)
C. End Screen
   a. Based on whatever choice the player makes, the playthrough will end with some type of cinematic ending (cutscene or scenic camera movements with concluding text boxes on the story that took place and appropriate background music).
   b. Scene fades into credits (would be just a single screenshot if team was small)
   c. "Thank You for Playing" Screenshot
      i. ~(Game Statistics for that playthrough may also be shown at this time if implemented)
         1. Time played
         2. Ending achieved
         3. People saved
         4. Total Faction stars earned
         5. Total social stars earned
         6. Number of quests completed
         7. Number of upgrades earned
   d. Returns the player to the Main Menu