

The following abstract has been taken from the Narrative Game Design Project titled 'Specimen 14'. Find the Web link to the full Project Description, here:

[Project Specimen 14](#)

Backdrop

The player is stuck in a series of rooms called Memory Spaces and the only one talking to him is the Narrator. The Narrator refers to the player as '14' and the player needs to interact with objects in the various Memory Spaces in order for him to figure out what's going on and find a way out. The words 'Rooms' and 'Memory Spaces' will be used interchangeably.

Memory Space 24 Episode 1

Premise

The player gets spawned in a long corridor. The corridor leads to Room 24. On the corridor walls, the player finds scribbling and writings by someone who had apparently been here before. Among the scribbled writings are these four lines.

'Don't listen to him. You must let the patient die'

'Grandma... It's your grandma'

'This is the fifth time I've got here. He is taking you in circles'

'If I'm the only one here, then who wrote all these messages? If you are reading this, I'm waiting for you on the chairs inside'

While in the corridor, the Narrator cannot interact with the player. The player may enter back into this corridor at any point of time while still in the room before opening the next door.

The Room has four exit doors that are revealed upon corresponding triggers.

(The player is oblivious of this information)

D1 opens to Memory Space 21

D2 opens to Memory Space 5

D3 opens to Memory Space 23

D4 opens to Memory Space 27

Characters

14 (Player)

The Narrator

Activate Controls and Camera

Scene Description (upon entering the Memory Space)

'After navigating through the empty corridor, the player enters Memory Space 24. he finds a smaller chamber in front of him. There's a door with a sign that reads – 'Operation Theatre'. Along the side walls of this room, there are sets of three chairs positioned for people to wait while being seated.

Ambient Sound

Clicking sounds of a Heart Rate Monitoring Machine. A heart beating sound coming from within the Operation Theatre. A phone is heard ringing in the background. It rings 8 times and then goes mute for half a minute, periodically in a loop.

Player Emotions for Level Design

The player is now in the room that resembles a hospital. Thus, his prime worry right now is whether he's still alive or in the afterlife. There is the fear of uncertainty that he is supposed to experience. The Operation Theatre is supposed to raise his curiosity and he should feel dragged to it. Each moment feels as if something bad is about to befall him.

Narrator

"I see that you have found your way to the hospital memory. However, you are in no shape to already know the dark secrets that lie inside that Operation Theatre. So, here's the deal. You sit down on one of these chairs and wait for exactly 55 seconds and I'll find you a way out."

Choice:

1. Player sits down on the chair and waits for 55 seconds.
2. Player picks up the phone while it is ringing.
3. Player goes into the Operation theatre.

Choice 1 Player Sits down

Sound Description

All sounds die down. There is just one sound heard in the background; the periodical ringing of the phone.

Narrator

"Good, now stay put. I'll have to start over if you get up"

After 10 seconds when player continues to remain seated.

Narrator

"Turns out you are very submissive after all; taking orders from a person whom you've never even met! Its simple things like these that led you to end up in an Operation Theatre like that. Nevertheless, you will still obey me won't you? Simply because, I own you now 14!"

(if the player gets up from the chair)

Narrator

"I wouldn't do that if I were you. Get back on that chair 14, right now! And that's 55 seconds from the top!"

(If player waits for 59 seconds)

Narrator remains silent. The door is opened and the player may leave. All other interactions in the room are now deactivated.

Door D2 opens to Memory Space 5

Choice 2:

Player manages to find the phone and answer it while it is ringing

The player upon picking the phone gets to hear the Narrator poorly mimicking Grandma's voice at the other end.

Narrator (as Grandma)

"I want to speak to 14. I'm his grandma. Please can I speak to him? The doctors say I might not live for long. I wish 14 could come and see me. They have me inside this Operation Theatre. Whoever you are, can please tell 14 to hurry up? Before they..."

(Phone get disconnected – a beep sound is heard)

Sound Description

The music should revolve around a feeling of regret. Low base demeaning music as the narrator is mocking the player's grandmother. Once the phone call ends, the music fades away into a distance but continues to be heard.

. All other interactions in the room are now deactivated.
You can hear the Narrator's giggle very faintly.

Door D4 opens to Memory Space 27

Choice 3:

Player decides to enter the Operation Theatre

When the player interacts to open the door of the Operation Theatre, he/she enters a narrow hallway leading up to another door. Before the player may interact with the second door, the narrator begins to talk again.

Sound Description

Music should reflect rising tension directly proportional to the player's distance to the second door that will take him inside. There's something intriguing in there. The suspense level needs to be exaggerated by the sounds.

Narrator

"Defying me now, are we? Don't you realise that your free will is non-existent? Can't blame you for your untamed curiosity and audacity to go against the established laws, really; it's more of a problem with the whole of your kind! Anyways, whatever's inside there is going to be very disturbing!"

The player may still leave the Operation Theatre Hallway to interact with something else. However, if the player goes on to interact with the second door, then the player cannot go back out until an interaction is made inside the Operation Theatre.

Narrator

"Suit yourself 14"

The doors are pushed open and the player may go in. Inside, the player finds a hospital bed with a body on it. The head of the body is a flickering electric bulb. It is labelled '14' and it has an oxygen mask hovering over it. There is a Heart Rate Monitoring Machine screen next to the bed. There's also a Green Button next to the bed along the wall. Also next to the button, there's a digital timer that starts its countdown from 30 seconds as soon as the player enters the Operation Theatre.

Narrator

"Yup, that patient on the bed... That's you; as still as a potato. And right now, your family is deciding whether or not to pull the plug on you and free you from this hell of a shell that you call life; free you from your mortal misery. Normally, it shouldn't be my concern, whether you live or die, but you are beginning to entertain me 14. So I give you that Green button. Press it, if you want to live"

Choice:

3A: Do nothing until the digital timer runs out, the patient must die.

3B: Press the button, before time runs out to save him.

Sound Description

The music now is fast paced with percussions stepping up the tempo, as time begins to run down on the 30 second timer. The sounds are meant to prompt the player to take immediate action as soon as possible.

If player chooses 3A: Player does not press the Green Button; intending to let the patient die.

Time on the digital counter runs out but nothing happens. All other interactions in the room are now deactivated. The player may now head back out of the Operation Theatre the way

he/she came in. A door will open in the current Memory Space leading the player to the next one.

Sound Description

There is a drop in the high tension music as soon as time runs out. Complete silence to be maintained until the player leaves the room.

Narrator

*“Interesting; so you let yourself die, eh?
Your file says here that your family did not kill you. It was your daughter who decided not to pull the plug! Some Daddy’s girl you got there.
But the more important observation here is that specimen 14 isn’t afraid of death. That’s brilliant. It’s hard to come across brave specimens these days. Most of them shit their pants, bloody buffoons...
Hmmm...
Oh... the rest of it seems, noob alert... noob alert... noob alert...
Strange... but noob alert...”
Hmmm...
Aha... This teenage incident however says otherwise. I guess 14 must have grown some balls eventually as an adult...
Hmmm...
Oh that is unpleasant...”*

The Narrator will continue to read 14’s file and occasionally speak of something insignificant like a ‘hmmm’, or a ‘that’s disgusting’. The Narrator goes silent after a good ten minutes.

Door D3 opens to Memory Space 23

If player chooses 3B: Player presses the Green Button, intending to save himself.

Screen goes blank immediately.
After five seconds, player wakes up outside the Operation Theatre. The visual is blurred and the voice of the narrator is muffled as he speaks to someone else.

Sound Description

The sound obviously drops when the player presses the Green Button and the screen goes blank. Once the player regains consciousness, there is some sort of soft music heard at a distance. A little muffled though as the player’s senses are still stirring from being unconscious. The sounds can be analogous to that of a wind-bell, soft yet clear.

Narrator

“But that’s not supposed to happen. How is 14’s core still running? That Green Button should have killed him. Did you not rectify the glitches in the simulation?”

*I know that dumbass! Don't fucking tell me what to do. Or I'll send you back in there like the rest of them.
Ah great, now he is getting up.*

(Clears throat)

"14! You lucky Bastard! Don't look at me like that for having tricked you. Your simulation was a mistake. You're not even supposed to be exploring your memories for having failed to clear the life performance filters. Anyways; consider this to be your second life"

All other interactions in the room are now deactivated.

Door D1 leads to Memory Space 21