

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 5 Episode 1

Premise

The player gets spawned in a long corridor. The corridor leads to Memory Space 5. On the corridor walls, the player finds scribbling and writings by someone who had apparently been here before. 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 2
- D2 opens to Memory Space 4
- D3 opens to Memory Space 8
- D4 opens to Memory Space 24

Characters

14 (Player)
The Narrator

Activate Controls and Camera

Scene Description

(Upon entering the Memory Space)

The Memory Space has a dim Cyan lighting. The walls seem to resemble the texture of some sort of a spaceship. There are three distinct objects in the room

1. A Hospital Bed
2. A Fridge
3. A Table (with an open Diary and a Gun)

Music Description

The music is eerie, but not spooky. The player must feel a mysterious sense of – *'What in the world happened to me? Why can't I remember anything? Is someone else in here?'*

There can be a rising tension that is dragged for a minute, at the end of which it is very loud; and then a drop causing prolonged silence. Eventually a small segment constituting of a few high pitched piano keys start playing in a loop slowly until the level is cleared.

Player Emotions for Level Design

The player needs to experience a sense of cluelessness. The room shouldn't hint at any resemblance to anywhere the player has been before (Not a room meant for human inhabitation or business). The player's curiosity needs to be pricked. All sense of time and direction should be lost. A feeling of being trapped needs to be experienced.

When the Player exits the starting hallway and enters the Memory Space.

Narrator

"Tch... Tch... Tch..."

Fourteen!

I told you not to touch the Core!

(Exhales deeply)

I don't have all day for your imbecility as I have other dimensions to take care of. I know you are confused and curious. But guess what? I don't give a fuck!

However, being the generous almighty that I am, I give you one question, just one!

Make it quick now, before I change my mind"

Questions displayed on the Screen. Player needs to choose one question.

1. Where am I?
2. Who are you?
3. Can I get some Ice Cream?
4. Go to hell! I don't take orders from anyone.

Choice 1: "Where am I?"

Narrator

"Ah the classic anxious type. (Mimicking a scared specimen's voice) Oh my God, where am I? How did I get here? Please don't kill me. I'm scared... ah you stupid mortal. That's like the twenty fifth 'Where am I' of the day. Can't we get some intelligent ones down here?"

(Grunts)

Well let me tell you something 14. Your own mind created this place. That's all you're ever going to get from me. I am too busy to tell you about little hints kept on stupid tables"

The player must interact with the Table.

Upon interaction, the diary flips a couple of pages to show a message:

'In case you still wanna kill yourself. Unlike last time, this one is actually loaded'

The message is accompanied by an arrow head that points to the gun (also kept on the table). The player can interact with the gun.

Upon interaction, the gun is held by the player, pointing at his/her own forehead. The player gets another choice to interact with the Gun. Simultaneously, certain messages fade into visibility and fade out on both sides of the gun in thin air.

The following are messages that get displayed in a loop:

'Please, honey! I know I was wrong, but think about the kids'

'What's wrong Daddy? Why are they keeping you here?'

'Hey buddy. You are my only family man! don't walk out on me'

'I know it's hard. But don't pull the trigger. We love you'

'Daddy! Come back!'

'Honey, I'm sorry it was my fault. Please, come back'

'I'm here buddy. Just hang in there'

'Daddy, please get me some Ice Cream'

When the player proceeds to interact with the gun, a gunshot is heard and the screen goes blank for 5 seconds. Then the player regains consciousness. The room slowly fades in from the darkness and the focus is gained over time.

All other interactions in the room are now deactivated.

Narrator

"Ah. Crap! That didn't work. Well I guess we will have to proceed with specimen 14 after all"

Door D1 opens – leads to Memory Space 2.

Upon walking through the Door, the player appears in a corridor. At the end of it, the player gets teleported to a different corridor that leads to another Memory Space.

The following Memory Space needs to throw some light on 14's past.

Choice 2:

"Who are you?"

Narrator

"I changed my mind. I have other more important things to do. So I allow you to do whatever you want. Maybe even catch some sleep on that hospital bed.

Looks familiar 14? Maybe this time you won't ever get back up again"

Player has the task of interacting with the hospital bed. Upon the bed, he finds a file that describes the medical condition of a patient numbered 14. Once the player interacts with the file, the Door to the next Memory Space opens. The player may proceed to the next level after putting the file down.

All other interactions in the room are now deactivated.

Door D4 opens to Memory Space 24

Upon walking through the Door, the player appears in a corridor. At the end of it, the player gets teleported to a different corridor that leads to another room.

The following Memory Space will throw some light on 14's medical history. Maybe a glimpse of what actually happened to him.

**Choice 3:
“Can I get some Ice Cream?”**

All other interactions in the room are now deactivated.

Narrator

(Grunts under his breath)

“What a waste of my time!

(He gets up and goes away. The voice fades out gradually)

Dumbass, make sure there are no more initiations for now. I'll get back to 21 in a while.

(Yawns)

Go fix the simulation machinery in section BU9 and get me a soda”

The player may now interact with the fridge. Upon opening some fridge, the player finds an Ice Cream Tub.

Narrator

“That's not for you! Stay away”

The player may choose to either eat the Ice Cream or leave it back in the fridge. The door opens to the next Memory Space as soon as the Fridge was interacted with. The decision of leaving or eating the Ice Cream in this Room will have an effect in one of the Memory Space to come. The narrator, however, remains silent.

Door D3 opens to Memory Space 8

Upon walking through the Door, the player appears in a corridor. At the end of it, the player gets teleported to a different corridor that leads to another Memory Space. The following Memory Space introduces 14 to his son. This has something to do with the Ice Cream back in Memory Space 5.

**Choice 3:
“Go to hell! I don't orders from you!”**

Narrator

“(laughs) So that's how it's going to be, eh? It's another rebel. Suit yourself!”

All other interactions in the room are now deactivated.

Door D2 to Memory Space 4 opens. This door shall remain open when the player revisits this Memory Space.

However, right now, a trap door opens from below and the player begins to fall through a tunnel that gets darker and darker. At the end of 5 seconds, the scene fades out. The player will appear in another corridor to another Memory Space.

The following Memory Space will be a place where the Narrator just wants to punish 14.