

# Game Design Document

Title: Moebius

June 3rd 2023

Game jam: Unisabana Gamejam 2023

Team: Les grenouilles

## Elevator

pitch

Moebius is an immersive role-playing experience where every choice matters. An astronaut wakes up in a damaged spaceship, trapped in a cycle of realities that confronts him with different endings and truths. As he explores and makes choices, the player unravels the mystery of the astronaut's mission and destiny, in a journey that defies the limits of perception and time. It is heavily inspired by cosmic horror stories by authors such as H.P. Lovecraft and Junji Ito.



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## Overview

*The Unisabana Gamejam 2023 proposed the theme Outer Space, a concept that inspired us to explore the vastness and mystery of the universe as a metaphor for loneliness and psychological isolation. In Moebius, outer space is not only a physical environment, but an essential element that envelops the player in a sense of immensity, disorientation, and vulnerability. The narrative is built around a lonely astronaut who wakes up in a broken ship with no memory of how he got there, facing a complete lack of communication with the outside world.*

*This inhospitable environment intensifies the psychological challenge of the astronaut: a human being confined in a closed space and surrounded by the infinite unknown. The atmosphere of space, cold and silent, becomes a relentless force that pushes him to face his own fear and confusion. In the game, outer space acts as a character in itself, reflecting the feeling of being trapped in an endless cycle, where every decision seems to lead the protagonist deeper into a labyrinth of uncertainty.*

- **Genre:** RPG game, decision making
- **Brief Description:** *Moebius* is a narrative-driven game in which the player takes on the role of an astronaut trapped in a broken spaceship. Isolated in the control cabin and with no access to any other part of the ship, the protagonist must make choices that will guide him towards one of several possible endings. These choices not only affect the course of the story, but also reveal fragments of the original mission and why the astronaut became trapped in this cycle in deep space. As the player explores the control cabin and is confronted with ambiguous clues and cryptic messages, they are immersed in a psychological narrative that questions the boundaries of reality and time.
- **Game Objective:** *Moebius* allows the player to experience the consequences of their decisions in a claustrophobic and desolate environment, exploring different paths and endings that will reveal pieces of the mystery. The structure of the game allows the player to embark on a journey of self-discovery and enigma, as they try to understand the truth behind the mission, the astronaut's identity, and the time loop in which they seem to be trapped. In this game, outer space is more than just a setting; it is a reflection of the human mind as it faces its own limits and the vastness of the universe.

## Gameplay Mechanics

- **Exploration:** The player can freely move around the ship, interact with various objects, and explore restricted areas as they progress through the story.
- **Decision Making:** Each decision affects the narrative and can lead the player to different endings. Decisions are presented at key points in the story and determine the course of the game.

- **Puzzles:** Includes puzzles that the player must solve to unlock new areas or uncover important clues.
- **Environmental Interactions:** The player can interact with the ship's console, panels, and other objects that reveal details of the story.

## Narrative

### Logline

An astronaut trapped in a damaged spaceship must make decisions that will lead him to the truth about his mission and his destiny, exploring the limits of reality and the eternal cycle of time.

### Synopsis

The story follows an astronaut who wakes up in a spaceship in the middle of space. With no clear memory of how he got there, he is forced to explore the ship to find out what happened. Through his choices, the player experiences different paths and endings, revealing hidden layers to the story.

## Characters

- **Astronaut (Protagonist):**



The protagonist is a lone astronaut, determined to survive and uncover the truth about his mission. As he explores, he is faced with disorientation and loneliness, factors that affect his decisions and perception of reality.

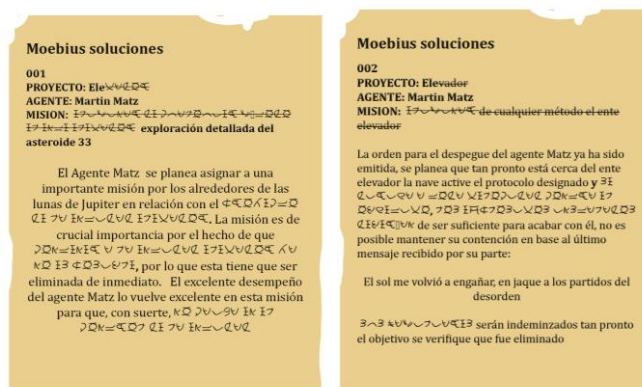
- **Voices (Mystical Figures/Recorded Messages):**

These appear as recorded messages, records, or voices in the astronaut's mind, guiding or confusing him as he explores the ship. They are key to building atmosphere and mystery, as well as hidden lore.

## Key objects



- **Main Batteries:** Batteries are critical components that the protagonist must manipulate in order to restore power to the ship. However, each repair attempt carries risks, and a bad connection can lead to electrocution and death of the character. These batteries represent the challenge of keeping the ship operational in a hostile environment.
- **Medication Syringes:** On a table in the cockpit, the astronaut finds several syringes with solutions of different colors (green, blue, purple). Each has specific effects, and the wrong dosage can lead to adverse effects, such as mutations or even death. These syringes are a reminder of the astronaut's attempts to remain stable amidst the chaos.
- **Mission Grimoire Fragments (Moebius Documents Solutions):** The player finds documents with cryptic information and mission logs that mention an "elevator entity" and Agent Martin Matz's mission. These bits of information provide key details about the purpose of the mission, the dangers of the entity, and the disconnect between the orders received and the astronaut's lived experiences, adding mystery and depth to the narrative.



- **Oxygen Tanks:** At some point, the protagonist must find and install oxygen tanks into the ship's life support system. However, improper handling can release carbon dioxide, causing fatal poisoning. These tanks symbolize the astronaut's constant struggle to stay alive while his environment conspires against him.
- **Main Engine (with Loose Gear):** The ship's engine needs to be repaired with an additional gear that the astronaut finds in the cockpit. Placing the gear and activating the engine is a dangerous task, as it can result in the character becoming trapped in the mechanism and bleeding to death. This engine represents the astronaut's last attempt to restore the ship's functionality and escape the cycle.

- **Final Control Panel Buttons:** At the end of the game, the protagonist finds three buttons on the control panel, each with a different function:
  - *Red Button (Activate):* This button activates the ship's self-destruct system, directing it towards the target asteroid on a suicide mission.
  - *Green Button (Flee):* Allows the astronaut to attempt to escape and abandon the mission, propelling the ship in an opposite direction and leaving its original destination behind.
  - *Black Button (???):* This button has an ambiguous meaning and its activation suggests that the astronaut takes on the role of the elevator entity, suggesting a mysterious and possibly momentous destiny.



## Environments

- Main Control Cabin:



The control cockpit is the only environment in the game and represents the center of operations for the ship. This compact space is filled with control panels, screens, and consoles that allow the player to interact with the ship's systems and access mission logs. Dim lighting and ambient sounds convey an atmosphere of loneliness and isolation, reinforcing the feeling of being trapped in a hostile and unfamiliar environment.

- **Interactive Elements:** The cabin contains several consoles and controls that the player can manipulate to unlock story clues, access mission logs, and activate critical systems.
- **Environmental Details:** Flashing screens, warning alarms, and the sounds of life support machinery reinforce the ship's atmosphere of emergency and deterioration. Also, the hallucinations on the screen that the protagonist is having.

## Story progression

- **Beginning – Awakening in the Control Cabin:** The astronaut awakens in the main control cabin of a spaceship, with no clear memory of the previous events. Surrounded by damaged systems and in a state of emergency, he observes various artifacts and objects that hint at an incomplete mission. As the astronaut examines the cabin, he comes across cryptic messages and mission logs that mention an “elevator entity” and details of the mission of an agent, Martin Matz, who appears to be involved in an unspecified objective.
- **Exploration and Early Challenges – Batteries and Oxygen:** While exploring, the astronaut discovers the main batteries needed to restore power to the ship. Tampering with the batteries carries risks of electrocution. Upon activating certain systems, he realizes that the ship still requires oxygen tanks in the life support system. The astronaut must install them correctly, but if he fails in this task, he may release carbon dioxide, putting his life in danger and creating a hostile environment that reinforces his isolation in space.
- **Medication Discovery and Effects – Colored Syringes:** In his quest for physical and mental stability, the astronaut finds a series of syringes filled with colored solutions (green, blue, and purple). Each has different effects on his body, some of which may help him, while others are harmful. The player must decide whether to use these solutions, knowing that an incorrect dosage can have adverse consequences, such as mutations or even death.
- **Progress to the Main Engine – Critical Gear:** As the astronaut progresses, he is faced with the challenge of repairing the ship's main engine, essential to any attempt at escape or advancement. He finds a loose gear, which he must place precisely to reactivate the engine. However, this action is extremely dangerous; incorrect manipulation could trap him in the mechanism and result in his death.



- **Final Discovery – The Control Panel and the Three Buttons:** As the story nears its climax, the astronaut encounters a control panel with three buttons that represent final decisions and determine the outcome of the game:
  - **Red Button (Activate):** This button activates the ship's self-destruct and redirects its course toward the target asteroid, completing the mission in a sacrificial action.
  - **Green Button (Flee):** Allows the astronaut to attempt to escape the mission's fate by activating an opposite course and abandoning the initial objective, in the hope of surviving and leaving the ship behind.
  - **Black Button (???):** This button has an ambiguous purpose and its activation suggests that the astronaut may become the "elevator entity," a mysterious figure in the mission. This final decision is enigmatic and raises questions about the protagonist's true nature and connection to the mission.

### The Different Endings:

Depending on the player's decisions and the button he chooses on the control panel, the astronaut will experience one of several possible endings:

- In one, he completes his mission by self-destruction, sacrificing himself in the fulfillment of his objective.
- In another, he chooses the option to escape, seeking survival outside of the mission.
- And in the most mysterious ending, the astronaut assumes the role of the "elevator entity", suggesting that he has reached a different state of existence, with an even more uncertain fate.

*Note: With each death he has, his previous body remains in the state in which he died. For example, if he died electrocuted, he wakes up normally with his consciousness intact, but his previous body remains there, electrocuted in the same place where he died before. This reaffirms that he is in an endless loop, where he never ends up dying.*

### Schematic Script

Original script document in spanish: [https://unimilitareduco-my.sharepoint.com/:b:/g/personal/est\\_isabella\\_garcia\\_unimilitar\\_edu\\_co/EZUO3iD7LCJOkozbaclLseQBQzrReoncVfzaPWyzEXKwJg?e=yrOic3](https://unimilitareduco-my.sharepoint.com/:b:/g/personal/est_isabella_garcia_unimilitar_edu_co/EZUO3iD7LCJOkozbaclLseQBQzrReoncVfzaPWyzEXKwJg?e=yrOic3)

## Visual References

Art folder:

<https://drive.google.com/drive/folders/1yy7ISixAknOd4Xhk0dPfH5awsQaB5J4?usp=sharing>

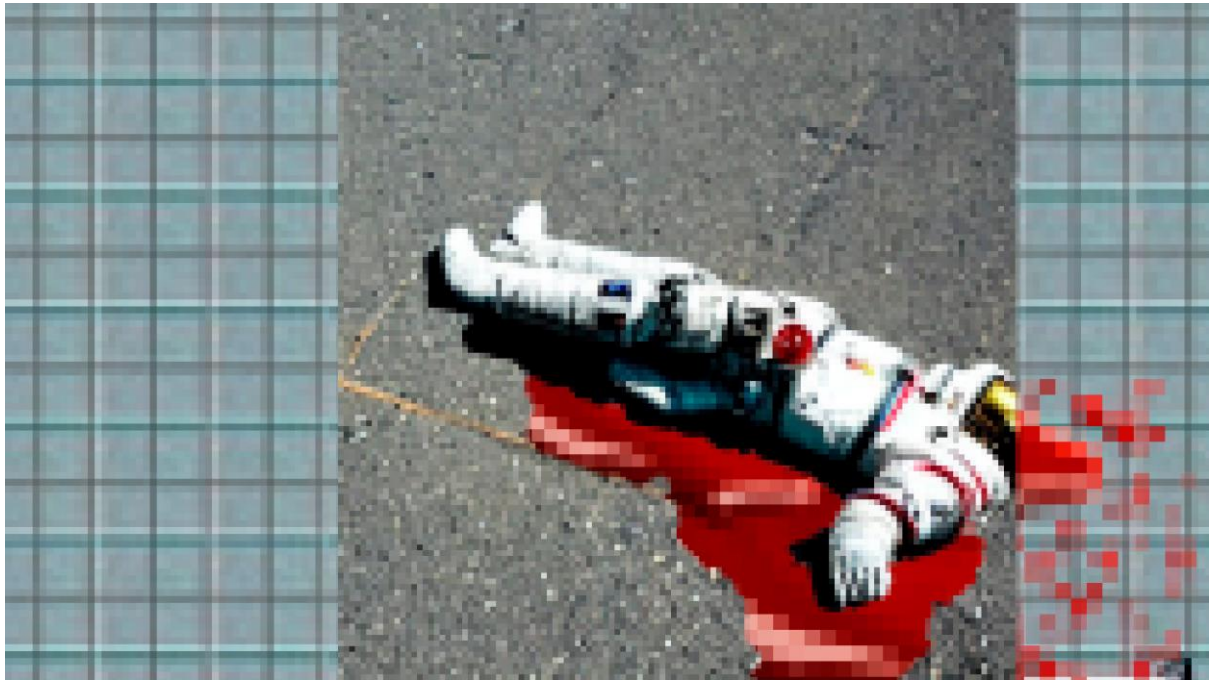


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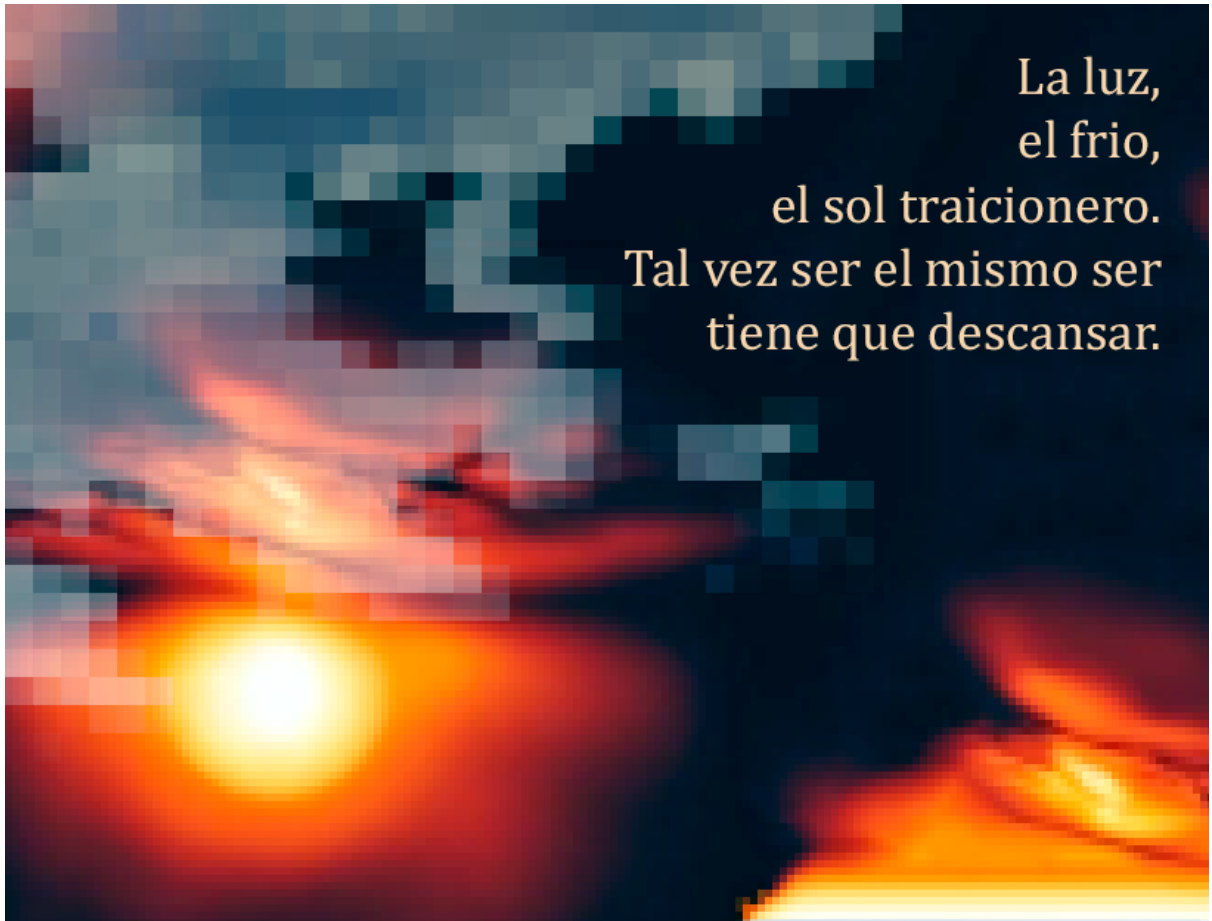
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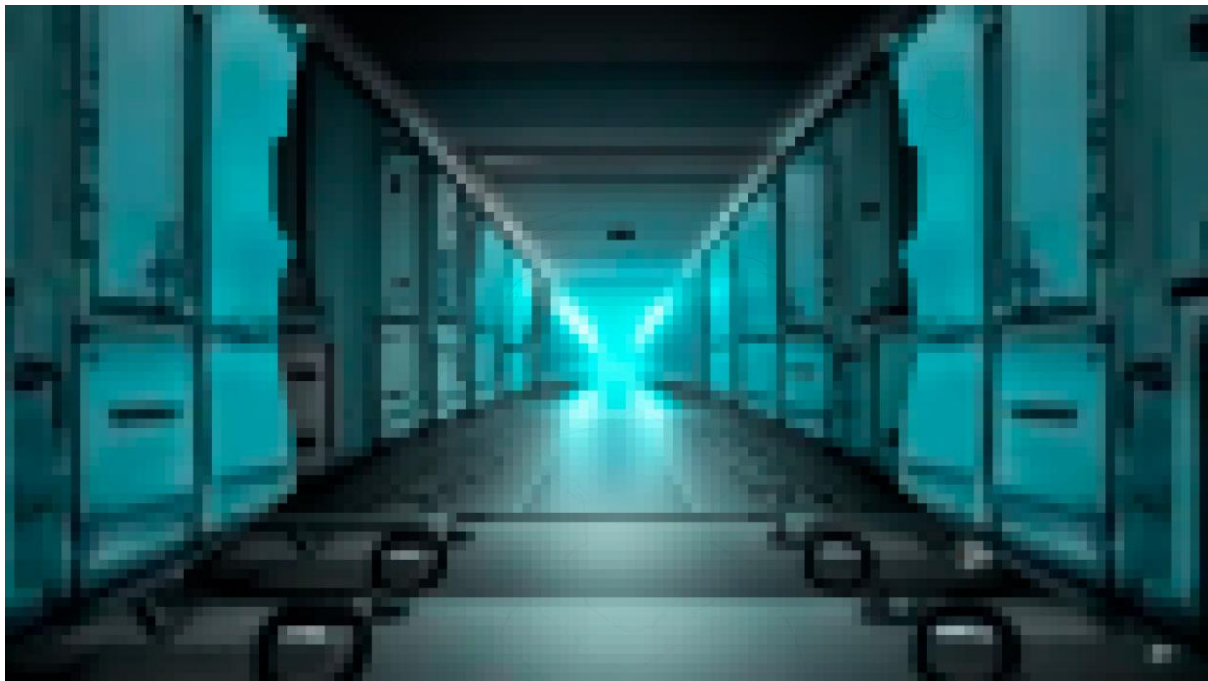


La luz,  
el frio,  
el sol traicionero.  
Tal vez ser el mismo ser  
tiene que descansar.



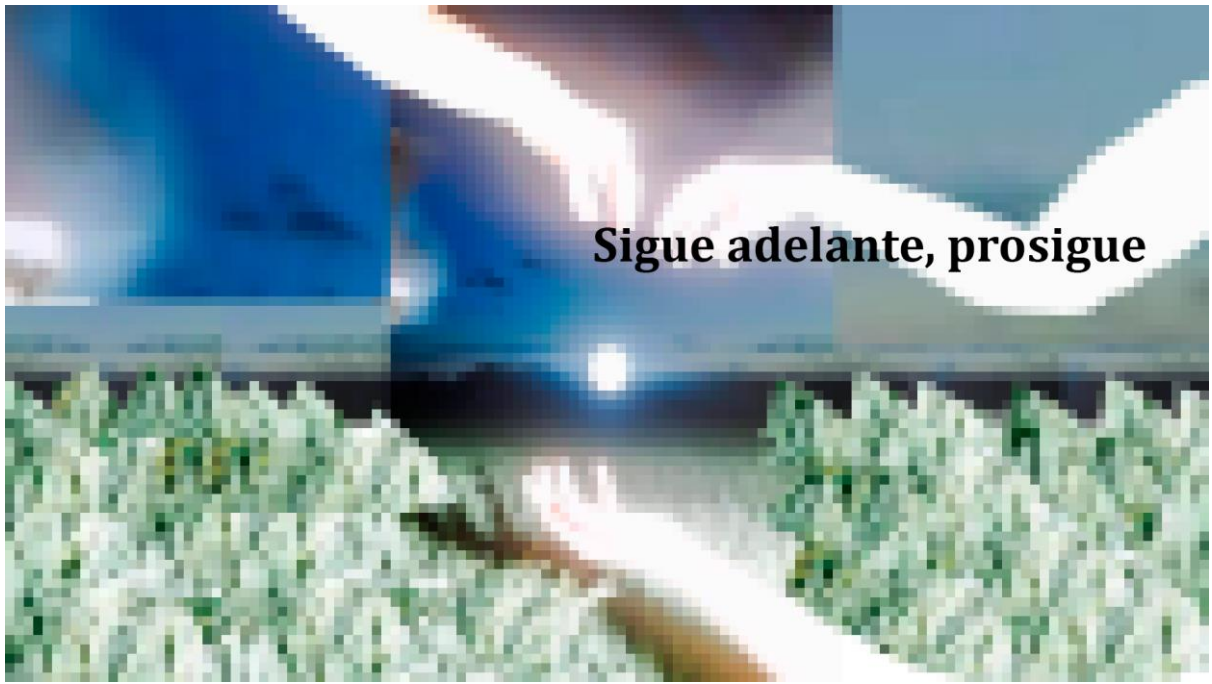






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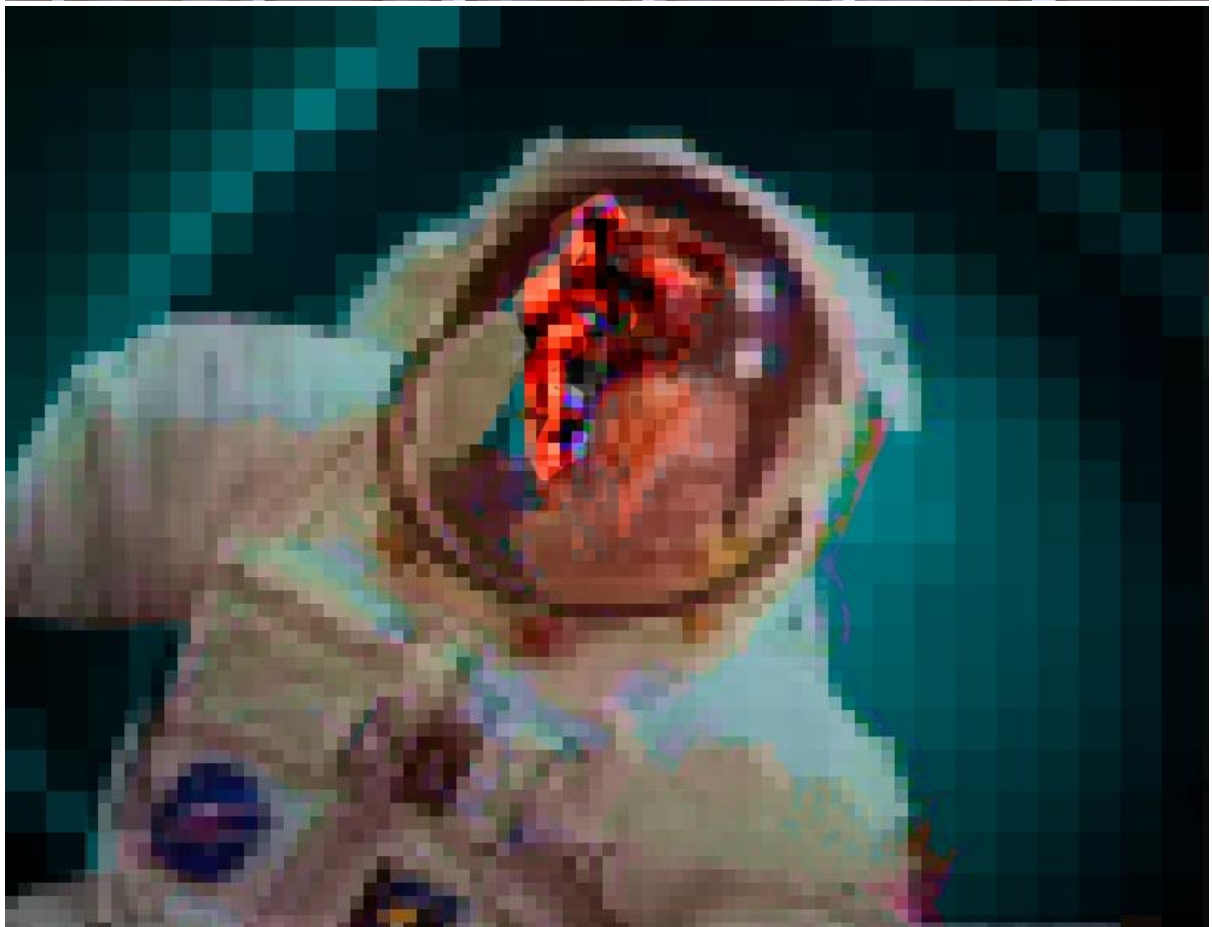


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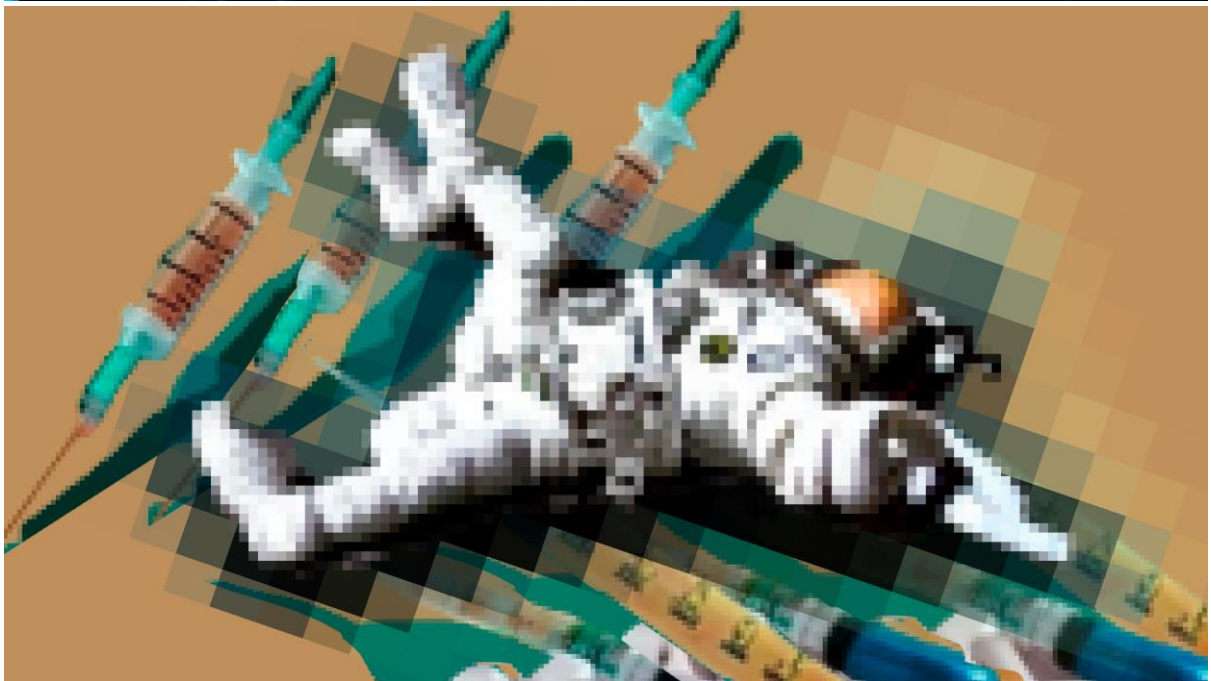


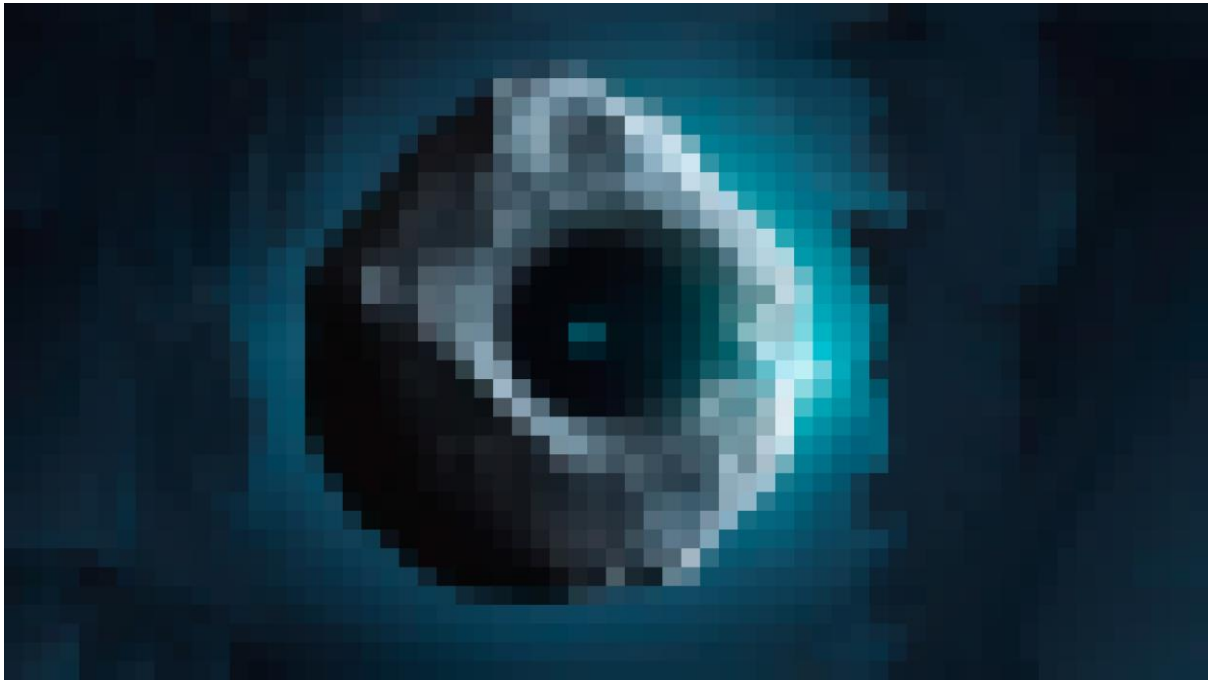
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## Credits

**Project Manager, Artistic Director, Story and Mechanics Director:** Isabella Garcia Merlano

**Scriptwriter and Mechanics Designer:** Shantal Ramirez Cubillos

**2D Characters and backgrounds:** Shantal Ramirez Cubillos and Julian Ayala

**Programmers:** Santiago Peña Beltran and Isabella Garcia Merlano

**Music:** Julian Ayala

**Assets:** Sci-Fi Game Assets Pack by PVGAMES

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