

DUALITY

BY

I.T.S BERSERKERS:

PRAGUN SHARMA AND JUAN D. CARDOZO

SECTION: FRIDAYS 1:00 PM – 2:45 PM

TA: JONATHAN PAGNUTTI

OVERVIEW OF THE GAME

- DUALITY IS A METAPHOR FOR A PERSON'S MIND AND HOW IT IS AFFECTED BY EMOTIONS AND EVERYDAY OBSTACLES. THE PLAYER HAS TO CONSTANTLY BALANCE THE ENERGY/MOOD, WHILE ALSO FACING OBSTACLES SUCH AS GHOSTS FROM THE PAST AND CRATES WHICH MIGHT CONTAIN GOOD OR BAD THINGS.

OBJECTIVES OF THE GAME

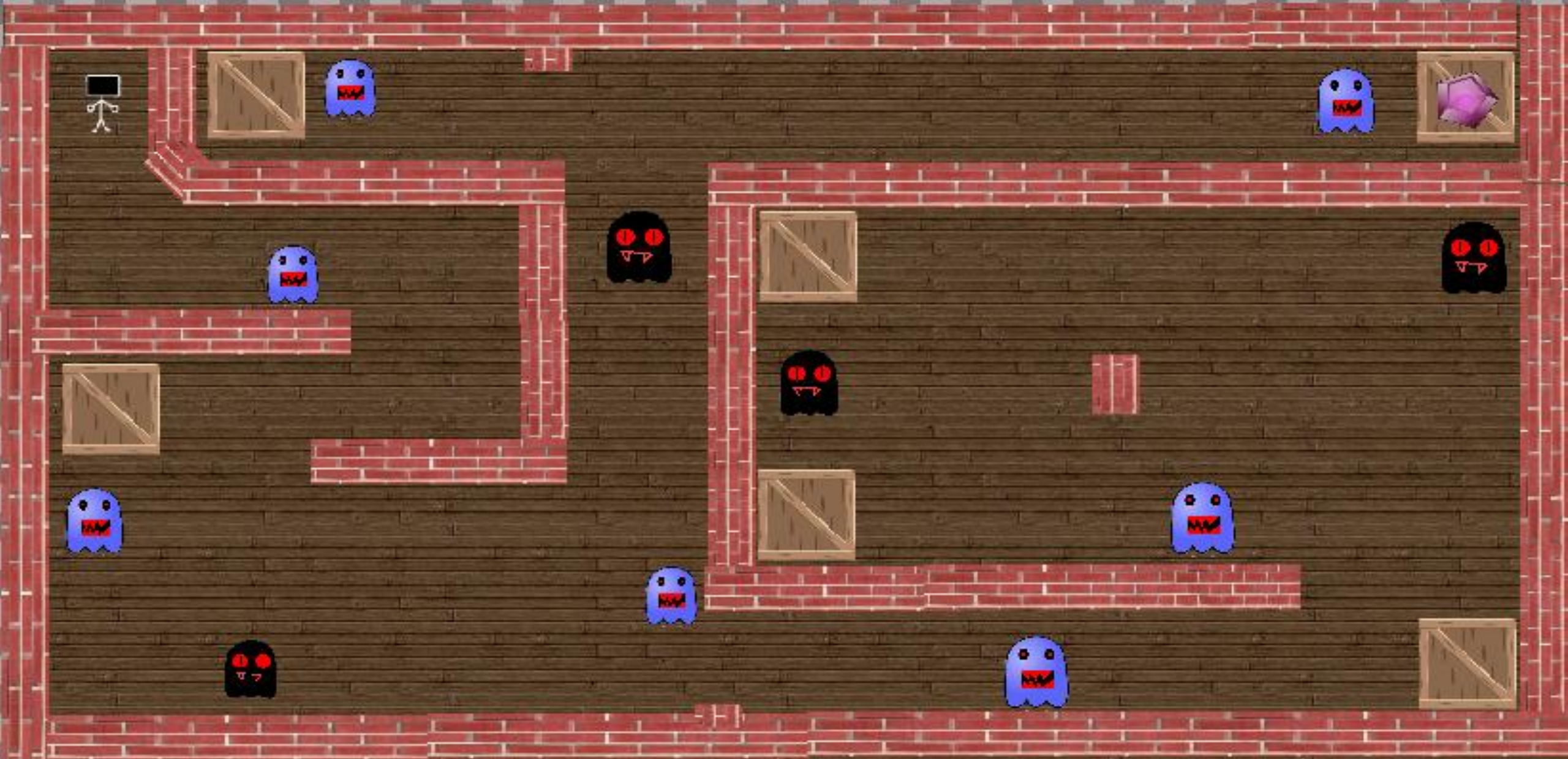
THE PLAYER HAS TO:

- EXPLORE THE ROOMS.
- MAINTAIN THE ENERGY AND MOOD BALANCED.
- FIND ALL THE DIAMONDS IN THE ROOMS.
- AVOID/DESTROY GHOSTS.



CONTROLS

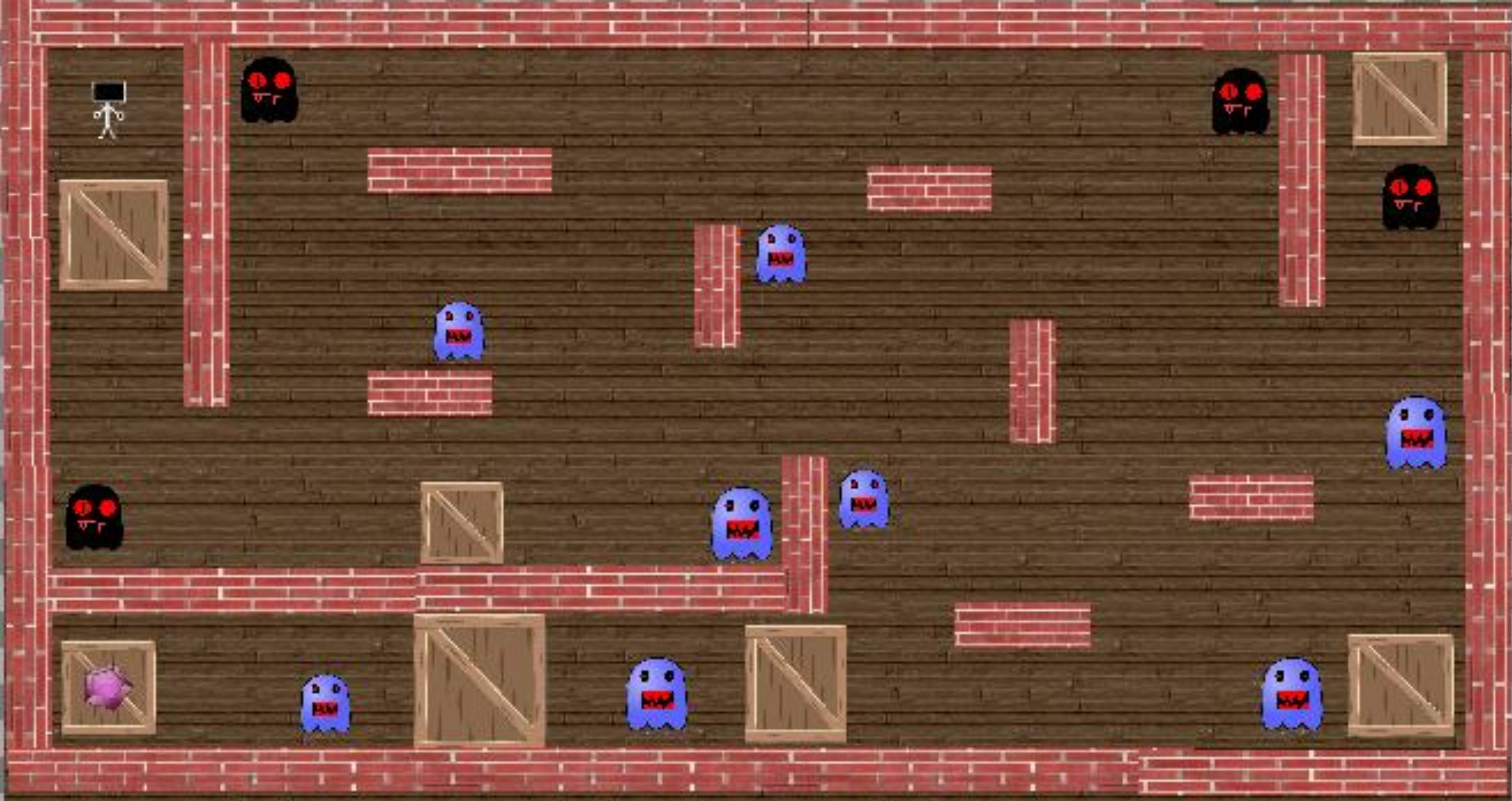
- A/W/S/D = LEFT/UP/DOWN/RIGHT
- SPACEBAR = SWITCH BETWEEN STATES.
- N = CHANGE ROOM (ONLY IN "I AM LOW").
- R = RESET GAME
- ESC = EXIT GAME

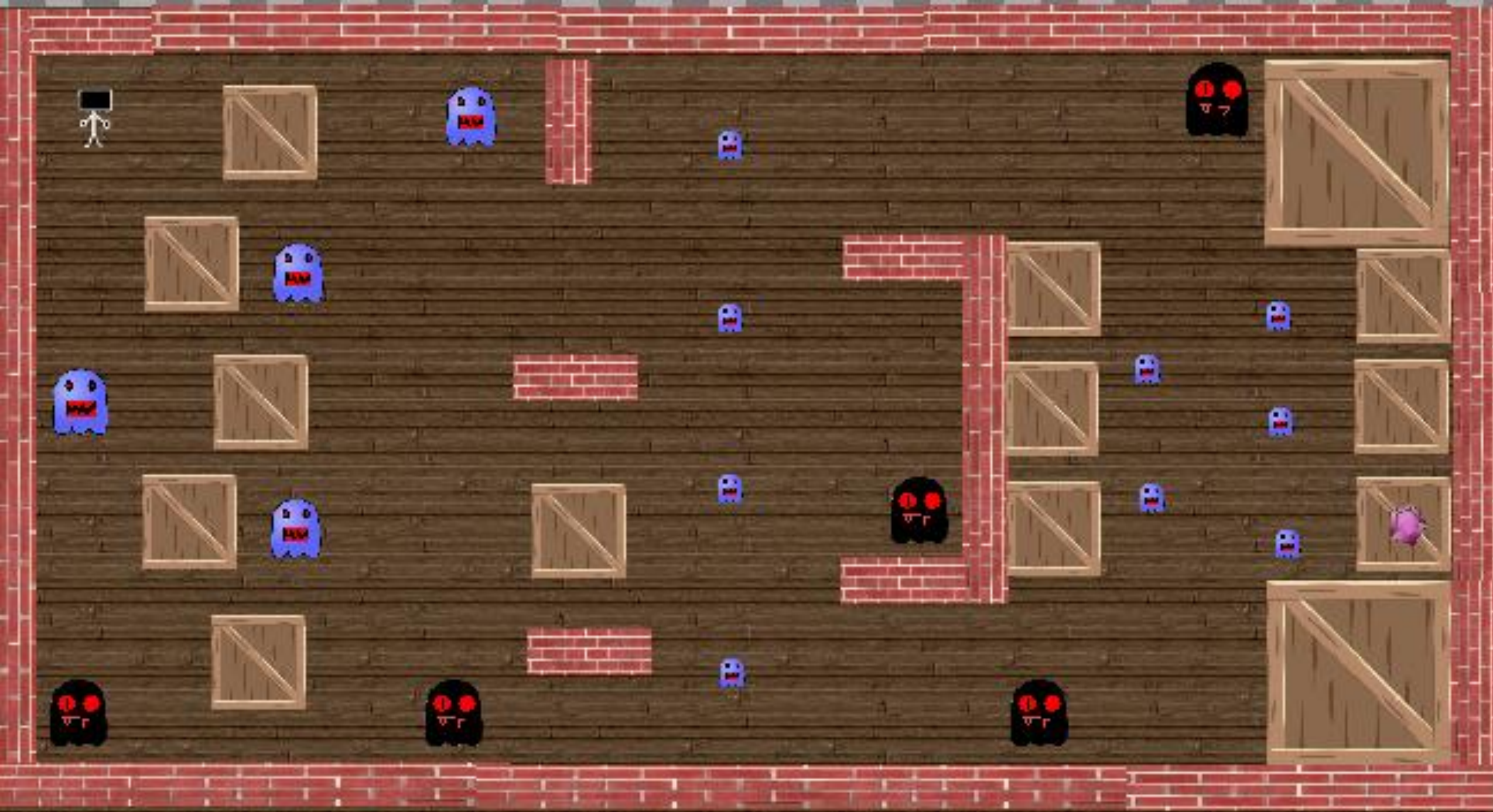


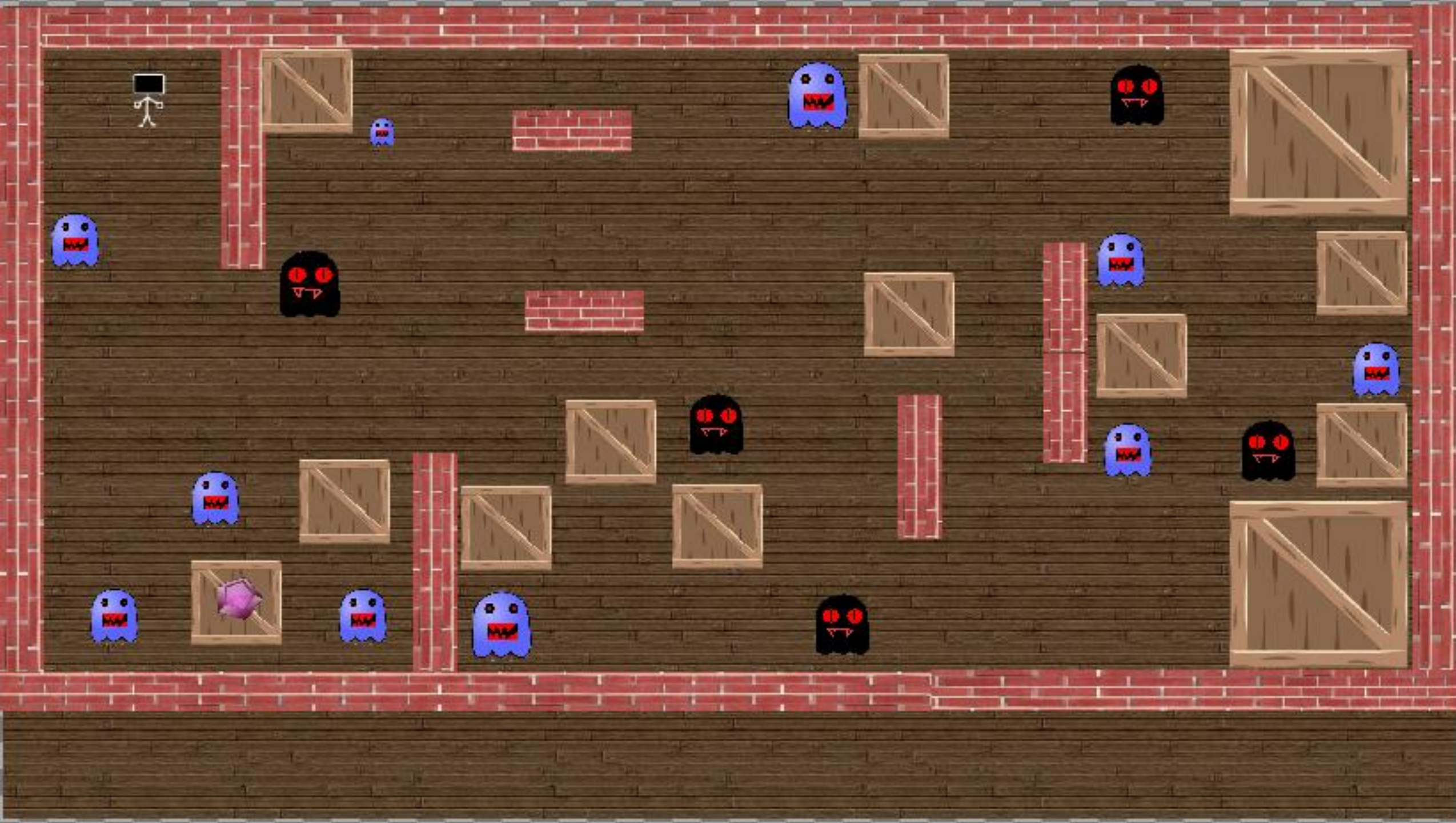
Relaxed











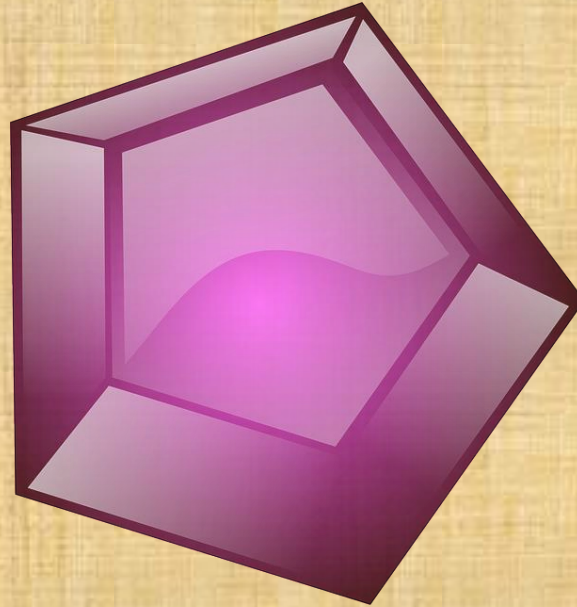
RESOURCE LOGIC

- THERE ARE 5 DIAMONDS HIDDEN IN THE ROOMS, WHICH NEED TO BE FOUND TO COMPLETE THE GAME. ONCE FOUND, THE INVENTORY WILL BE UPDATED AT THE BOTTOM. HOWEVER, IF THE PLAYER RUNS OUT OF ENERGY OR IS ATTACKED BY A GHOST THE INVENTORY BECOMES EMPTY.



LINKING LOGIC

- THE PLAYER IS ABLE TO JUMP TO DIFFERENT ROOMS IN THE " I AM LOW" STATE BY PRESSING THE N KEY. THE PLAYER WILL CYCLE THROUGH ALL THE ROOMS OVER AND OVER AGAIN UNTIL THE PLAYER FINDS ALL THE DIAMONDS

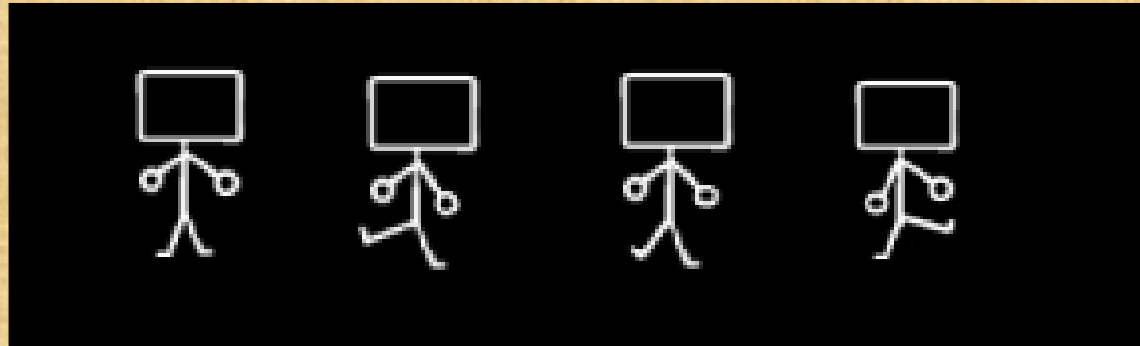


MECHANICS OF THE GAME

THERE ARE TWO STATES WITH DIFFERENT MECHANICS:

- "I AM LOW"

- CAN CHANGE BETWEEN ROOMS.
- CAN BE ATTACKED BY GHOSTS.
- CANNOT OPEN CRATES.



- "I AM HIGH"

- CAN DESTROY GHOSTS
- CAN OPEN CRATES
- CAN PICK UP DIAMONDS



DYNAMICS OF THE GAME

THE MECHANICS OF THE GAME ALLOW FOR THREE DISTINCT GAME DYNAMICS:

- THE PLAYER WILL TRY TO CONTINUOUSLY SWITCH BETWEEN THE STATES VERY FAST TO KEEP THE ENERGY IN THE SAME LEVEL.
- THE PLAYER WILL STAY IN THE "I AM LOW" STATE AND THEN SWITCH TO THE "I AM HIGH" STATE RIGHT BEFORE THE ENERGY DRAINS, WHICH ALLOWS THE PLAYER TO STAY IN THIS STATE FOR LONGER.
- THE PLAYER WILL TRY TO FIND THE DIAMOND IN THE ROOM AS FAST AS POSSIBLE AND THEN SWITCH THE ROOM AND WAIT AND RECHARGE THE BATTERY BY STAYING IN THE "I AM LOW" STATE UNTIL THE BATTERY IS FULL.



AESTHETICS OF THE GAME

- THE FIRST TIME A PERSON PLAYS THE GAME, THE PLAYER IS LIKE A NEWBORN BABY. THEY DO NOT KNOW THE ENVIRONMENT OR CONTROLS WHICH MAKES THE GAMES FRUSTRATING, HOWEVER THE MORE A PERSON TRIES THE BETTER THEY BECOME AT PLAYING THE GAME. IN ADDITION, ONCE THE PLAYER FINISHES THE GAME THERE IS A GREAT SENSE OF ACCOMPLISHMENT AND JOY.

Angry

Excited

Relaxed

Pensive

Depressed

COMPARED TO OTHER GAMES

- Zelda
 - The player can explore the world and collect objects. However, in Duality the space is a representation of the player's mind. Also, in Duality the objective of the game is to collect all the diamonds, while in Zelda it
- Resident Evil Zero
 - The player in both games can switch between two different characters/states, however in Duality the player has to switch between the states because otherwise the player loses the game.