

# Cyberdecker

Name/Username: Zdenek Zahora / zzahora

**Target Audience:** experienced players with more willingness to invest time in a story  
**Gamer Type:** explorer, achiever  
**Target Platforms:** mobile, but the idea is valid for PC/consoles (it differs with dodging movement)  
**Genre:** decker rogue-lite with a pinch of skill-based bullethell dodging  
**Number of Players:** 1  
**Projected Release Date:** 2022

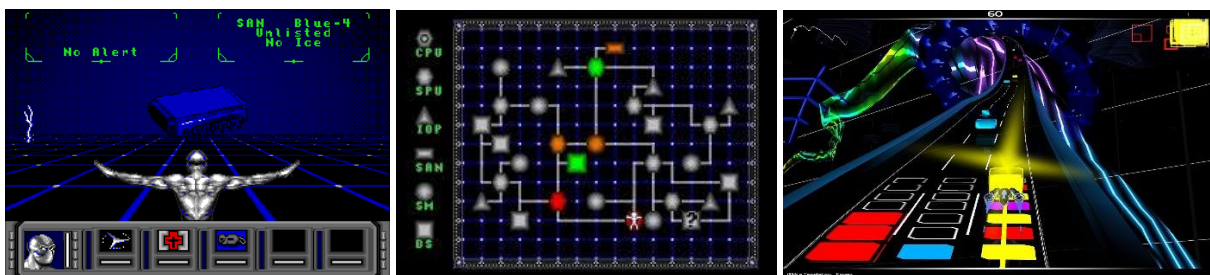
## High Concept Statement

In a world after the apocalypse where people are tribal again while some of the technology is still operating and is known, **the datasphere is alive and well**. Cities are semi-automated. You are a decker, someone who can join the stream of virtual world, explore, discover, improve, steal or even destroy whole digital systems. You are also a runner; it is your livelihood. You penetrate networks, deal with virtual AI corporations or help with securing real-life people and cities. Your long-life companion BernARD – a tiny little ball of circuits, hovering above your head and shoulders each time you need to wake up; singing awfully – is degrading. While exploring the issue with its faulty algorithms you discover a mystery of its (or even yours) origin. Get better at hacking, buy new decks, evolve your software tools, save companions, discover what happened with the world, destroy networks, steal stealthily data, help the cities grow and most of all, find out who you really are...

**Core mechanics:** *Story -> Explore -> Fight -> Improve*

## Feature Set:

- **Story** simple non-linear dialogue with (fake) choices and menu-based movement in the world (gamebook/MUD style).
- **Explore** semi-generated node networks; some quest related.
  - Movement between nodes can be called *ride-throughs*.
- **Fights** are in the theme of hacking real-time. It is a mixture of:
  - (1) time-based strategy choice (abilities with fill up timer; standard JRPG Action Battle System – similar to FTL: Faster Than Light) and
  - (2) skill-based avatar positioning and bullet dodging (moving the avatar from left to right; it implies the Audiosurf / Guitar Hero game mechanic / UI visuals).
- **Improvements** menu-based item buying/selling



Shadowrun (1994, Sega Genesis – (from the left: 1) avatar in virtual world and the node before him, skills on the bottom; (2) node structure of the network); Audiosurf (2008, PC – (3) a visual reference for “ride-throughs”)

## Player experience goals:

- adrenaline => during hacking/exploring/bossfights
- getting better => build + leveling (new deck, new software, character traits, battle strategies)
- exploring => the datasphere (nodes, hidden places, hints, story bits, embedded narrative)
- solving the mystery => story, ending(s)

### Team Roles

- **Coder** (everything)
- **Artists** (concept, 2D, 3D, UI, animation, effects)
- **Designer / Tester** (battle system, RPG progression, handmade story networks layout, content generation rules, enemies, skills, balancing)
- **Writer** (overall story arc, plot, variants, dialogues)

### The Competition

Inspiration consist of cyberpunk theme for the story setting and its narrative elements. From game mechanics perspective it is a thought mixture of *Shadowrun* (1994; its decker phase), JRPG Action Battle System (*Dragon Quest*, *Final Fantasy*, *FTL*) and basic bullet dodging (*Audiosurf*, *Thumper*, *Guitar Hero*). Also, games like *Uplink*, *Hacknet* and so can be unintentionally included – but I played them 10+ year ago. I am not aware of any pure cyberdecking games, most of the time the cyberdecking is just a minigame or a part of a game.

### Compelling aspects / USP

The game is a hypothetical unique mixture of a decker simulator (strategy, RPG), bullethell dodging (skill based), semi-generated rogue-lite world (networks) while still retaining validity with the theme (postapo-cyberpunk). Are there any narrative driven cybredecking games?