

Reimagining a Classic:

The Design Challenges of Deus Ex: Human Revolution

François Lapikas

Gameplay Director – Eidos Montréal – Square Enix



THE BORING STUFF...

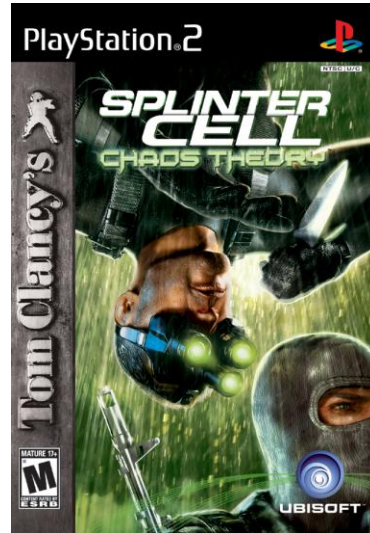
WHO AM I?

- Started in the industry in 2000.
- Worked at Ubisoft Montréal for 5 years.
- Joined Eidos Montréal in 2007.

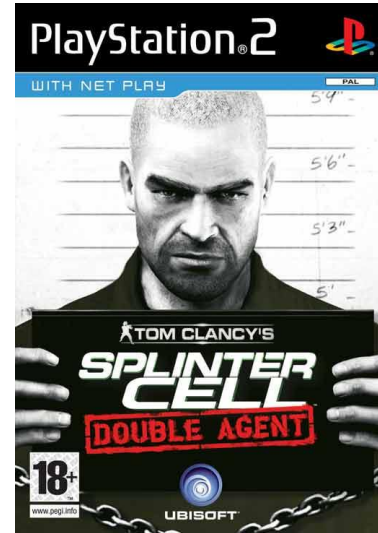
SHIPPED GAMES...



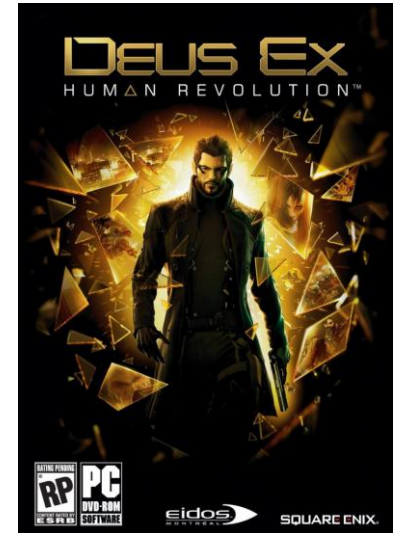
2001



2004



2006



2011

MY ROLE ON DX:HR:

- Senior game designer.
- Responsible for:







BUT I DIGRESS...

WHY AM I HERE?

Challenge #1 – Capturing the “Deus Ex” feel.

Challenge #2 – Conversation boss fights.

Challenge #3 – Hacking!

Challenge #4 – The upgrade system.

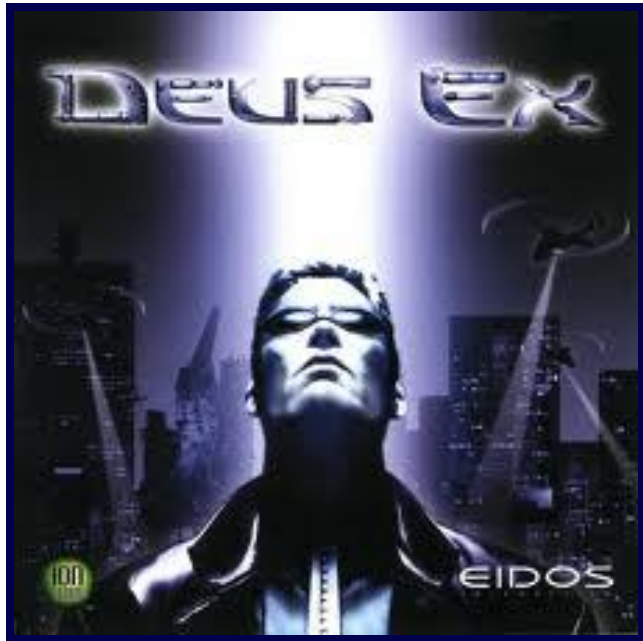
WHY AM I HERE?

Challenge #5 – The energy system.

Challenge #6 – The infamous boss fights.

Challenge #7 – Balancing

HISTORY LESSON – WHAT IS DEUS EX?



Action role-playing game combining elements of first-person shooters and of role-playing games.

Often praised as the “Best PC Game of All Time”.



DEUS EX

Every time you mention it, SOMEONE will reinstall it.

Apparently, it's also a form of mind control.

THERE WAS A SEQUEL



80

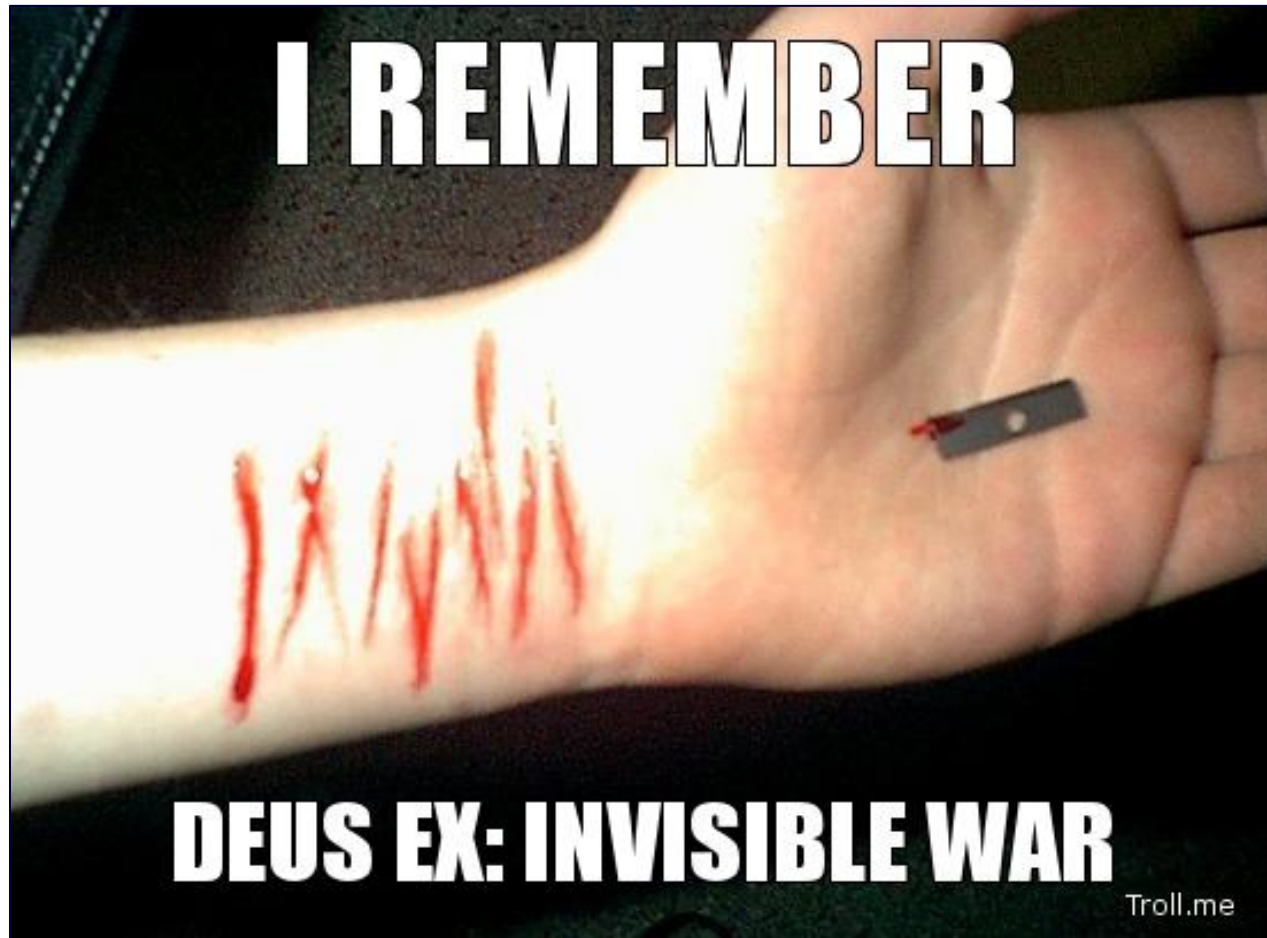
out of 100

Metascore

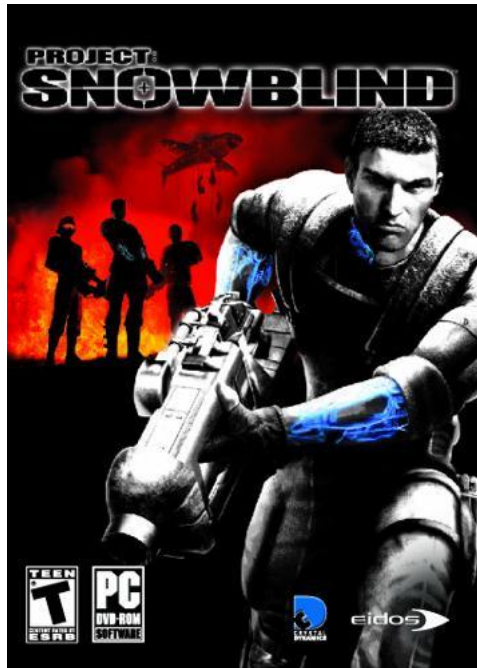
Generally favorable reviews
based on [44 Critics](#)

[What's this?](#)

Summary: Fifteen years following the events depicted in the multi-award winning "Deus Ex," the world is just beginning to recover from catastrophic depression. As an elite anti-terrorist agent, you must fight numerous militant factions bent on violently reshaping the world to suit their own agendas. ... [Expand ▼](#)



THERE WAS ANOTHER SEQUEL

**79**

out of 100

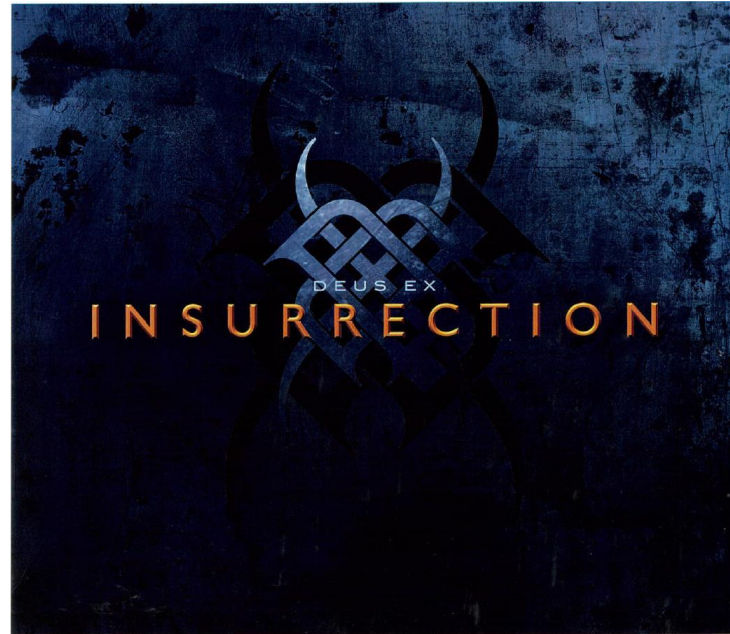
Metascore

Generally favorable reviews
based on **44 Critics**

[What's this?](#)

Summary: In Project: Snowblind, you can experience war through the eyes of the first of a new breed of supersoldiers. As Lt. Nathan Frost, your mission is to stop a renegade regime from eradicating the civilized world. You must use your newly implanted enhancements, tools, weapons, and vehicles in yo... [Expand ▼](#)

AND ANOTHER SEQUEL...



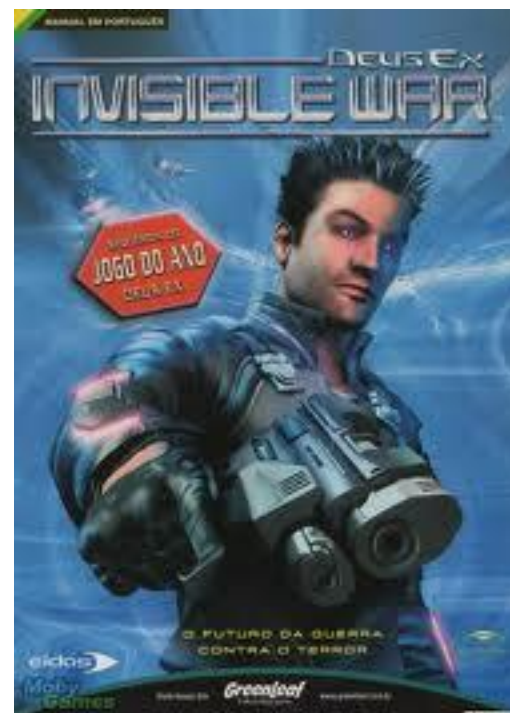
I don't like
those odds.



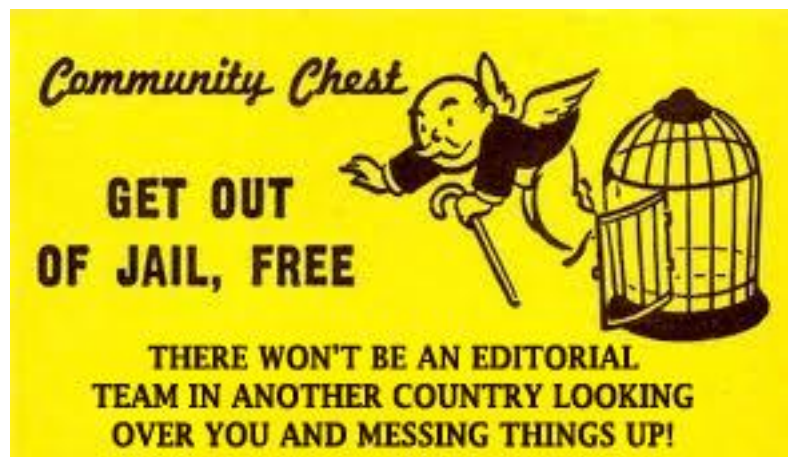
STARTING OUT RIGHT:

**A solid foundation is
everything!**

WHAT WE STARTED WITH:





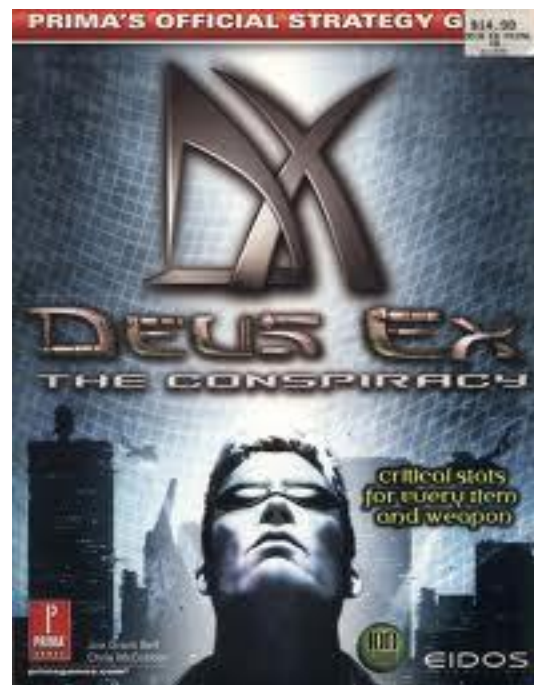





PREPARING FOR THE BIG DIVE








Topics	
	Announcement: About the Deus Ex section
	Sticky: How to run Deus Ex on modern systems
	Moved: omfG!
	Interesting glitch
	Bad fanart thread
	Re-Release
	God damn it, Miguel
	Moved: Hey people...
	PS2 DX [ Goto page: 1, 2]
	Moved: Deus Ex Unreal Revolution
	Yahtee(zero punctuation) Finally does DX!
	Deus Ex: The Conspiracy [Remake]
	Moved: Join Alpha
	Mega64: DEUS EX TRIBUTE
	Let's play Deus Ex


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Deus Ex PC

[Eidos Interactive](#) | Release Date: Jun 26, 2000

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[Summary](#)
[Critic Reviews](#)
[User Reviews](#)
[Details & Credits](#)
[Trailers & Videos](#)



90

out of 100


Metascore
 Universal acclaim
 based on [28 Critics](#)
[What's this?](#)

Summary: The game that incorporates RPG, action, adventure, and 1st-person shooter genres into a chaotic blend of real-world conspiracies, cliffhangers, and plot twists. A richly simulated world of unparalleled interactivity, engineered to react logically to your every action. The decisions and conse... [Expand](#)


9.4

User Score

Universal acclaim
based on [389 Ratings](#)


Your Score  10
Login to rate.

Developer: Ion Storm
Genre(s): Action Adventure
of players: 1 Player
Cheats: [On GameFAQs](#)
Rating: M
[More Details and Credits](#)



FAR CRY 3 [WATCH FULL TRAILER](#)

Critic Reviews


Positive:  28
 Mixed: 0
 Negative: 0

100

Games Radar

Near-perfect in every conceivable way, "Deus Ex" is pure gaming ambrosia. As in food of the gods, not tinned rice pudding.

User Reviews

Positive:  153
 Mixed: 3
 Negative: 7

10

ftttl

Best Game ever when you know that not even the people who made it, cannot even repeat the same level of genius that this game is. It is truly ... [Expand](#)

Essential Links

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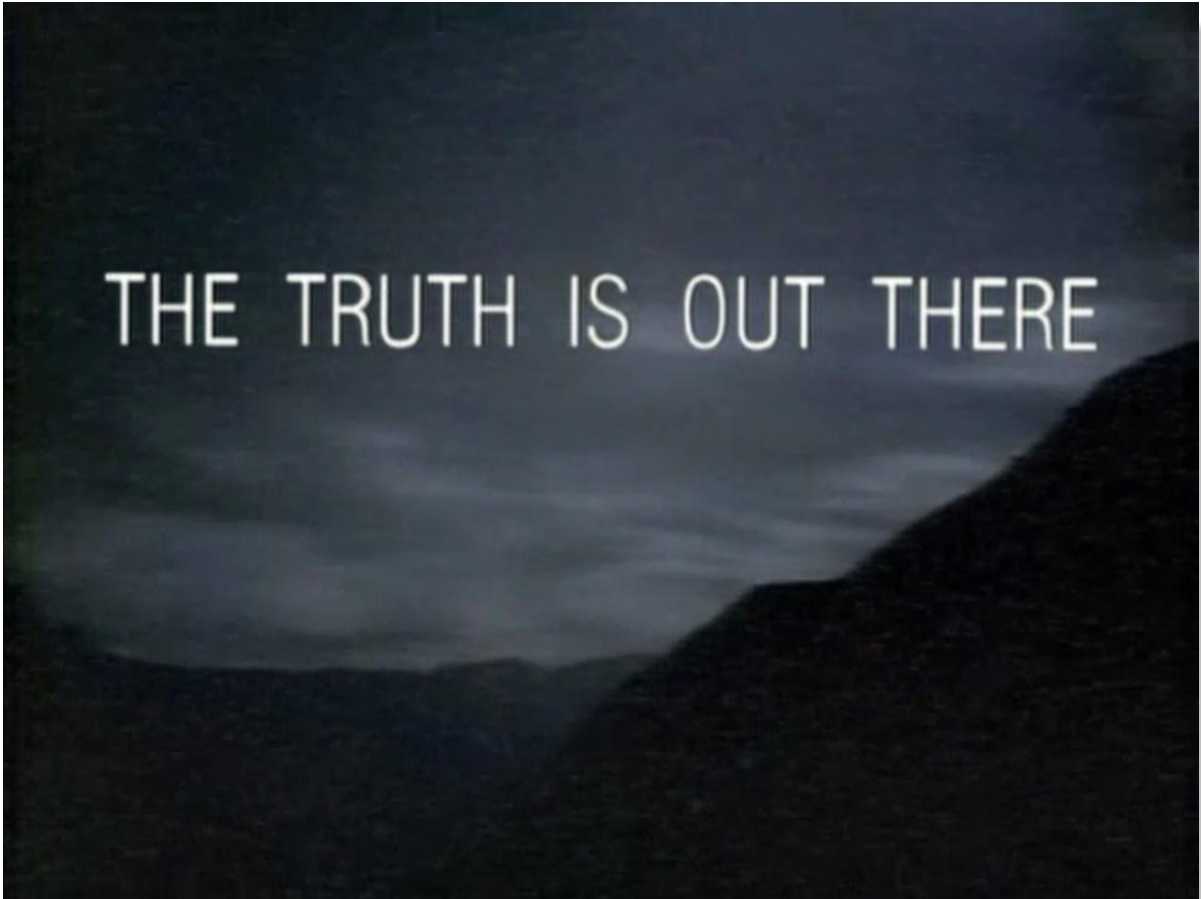


The Round Table

Mists of Avalon

Starman®

OUR CRITIQUE OF DEUS EX



THE TRUTH IS OUT THERE

ACTIONS

WHAT WE SEE

- Stat-based shooter.
- Stealth has no feedback.
- Hacking is completely passive.
- Nano-augs are what give the main character his uniqueness.

WHAT WE THINK

- Combat is frustrating. Player is made artificially worse so he has to upgrade himself.
- Nano-augs are mostly stat-boosters.
- Stealth is broken. You don't have enough information to make good decisions. Whether you'll be seen or not borders on randomness.

WHAT WE PREFER

- Combat relies on player's skills. It's no longer affected by character statistics.
- Augmentations must be exciting to use. They must affect more than stats. Each augmentation gives a distinct ability.
- No artificial penalties. The player must not be weakened artificially just so he has something to upgrade later on.

RPG

WHAT WE SEE

- Can upgrade weapons.
- Can choose your augmentations.
- Can upgrade skills.
- Can customize your character's appearance before the game begins.
- Large scale story.
- Dialog system with choices.
- Inventory management.

WHAT WE THINK

- Heavy management kind of game.
- No clear feedback on player character progression.

WHAT WE PREFER

- Experience system (XP) should affect all gameplay pillars (combat, stealth, hacking and social)
- Next upgrade level must feel exciting to reach. The player should look forward to it.
- Make sure player understands how upgrades fit into his game strategy.

OPEN-ENDEDNESS

WHAT WE SEE

- Multi-pathing.
- Multi-solutions.
- Playing with environmental physics.
- Multiple endings.

WHAT WE THINK

- Intimidating open-endedness (where do I go? What should I do?).
- Very experimental and simulation-oriented.

WHAT WE PREFER

- Semi-open maps.
- Multiple entry points.
- Small sandbox.
- Support multi-solutions, by having multiple ways to get past an obstacle.
- Use environmental physics as a gameplay tool.
- Multiple resolutions, but same ending for all (objectives don't change).
- Provide a world of meaningful interactions (no more moving plants around).

HINTING AT A NEW DIRECTION

GAME EXPERIENCE: FINDING THE CORE VALUES

It's about choice!

Every choice has a consequence.

Make it simpler.

Make it spectacular and rewarding.

GAME EXPERIENCE: FINDING THE CORE VALUES

It's about choice!

This can be explained best by the "What if?" scenario. As the player explores the game and comes up against challenges, he'll be asking himself "what if I do this?" or "what if I try that?" And each time the game should answer back: "Yes, that is possible."

GAME EXPERIENCE: FINDING THE CORE VALUES

Every choice has a consequence.

Every time the player makes a choice, there should be a set of consequences associated with it, both good and bad.

GAME EXPERIENCE: FINDING THE CORE VALUES

Make it simpler.

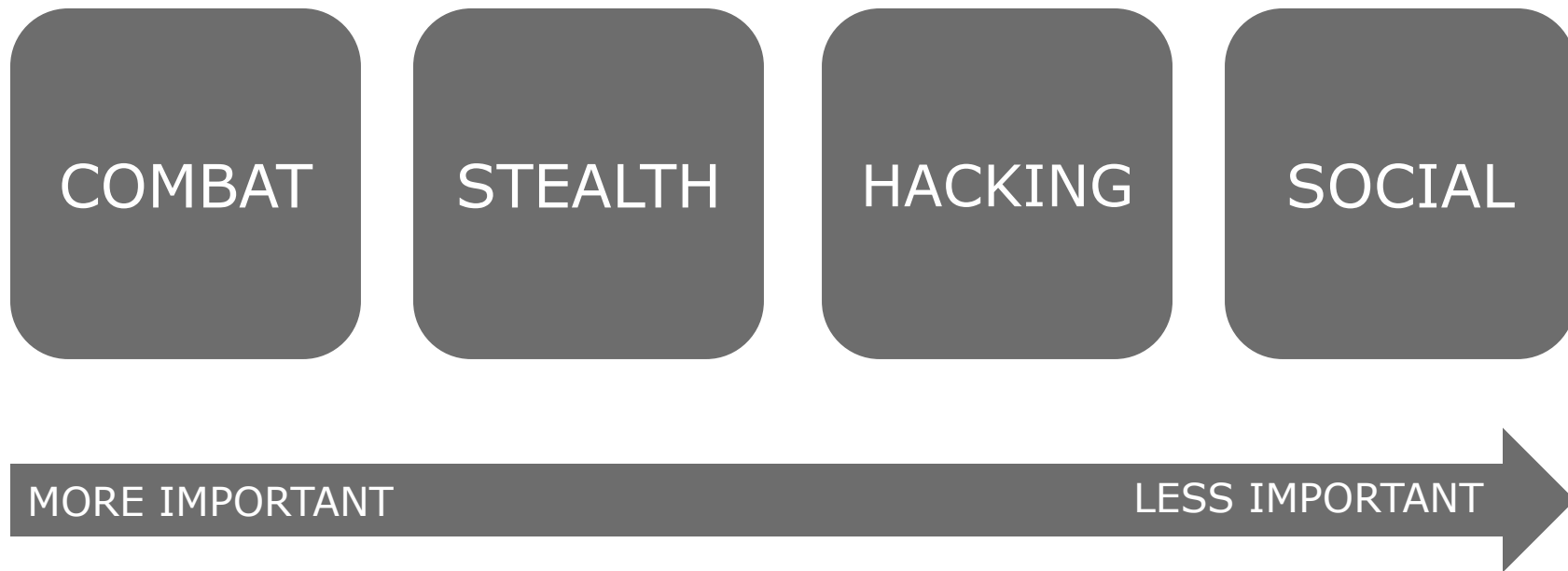
Now, our goal is not to dumb it down. We have no illusions, a Deus Ex game will never be as simple to play as a Halo. But by streamlining some features, we are confident we can create a game that is both elegantly manageable and rich at the same time. Metroid Prime is a good example of this type of design philosophy.

GAME EXPERIENCE: FINDING THE CORE VALUES

Make it spectacular and rewarding.

So our goal is not only to make a game that is fun and open, we also want the player's actions to have a visceral and gratifying feeling to them. He shouldn't just do something because it's useful, he should also do it because he likes it.

SETTING THE PILLARS



FINDING THE “PLAYER FANTASY”

Nailing the setting:

- Prequel, close to 2030s.
- Detroit.
- Corporate war.

Premise:

- Security agent for a biotech corporation.
- Gets attacked, which sets up the whole game.

REFERENCES WE USED

“Children of Men meets X-Men”

Combat References

- Rainbow 6 Vegas (cover system and tactical shooting)
- Metal gear Solid (Boss Fights)
- F.E.A.R. (AI)
- Bioshock (various weapons for various obstacles)
- Call of Duty (Health System)
- Resident Evil 4 (Contextual actions, hit location, inventory system, economic system)
- Die Hard 4 (initial gunfight sequence for its use of cover and its general viscerality)

Stealth References

- Chronicles of Riddick: Escape from Butcher Bay (hiding in shadows, dragging and hiding bodies, a more organic approach to stealth)
- Metal Gear Solid (investigative AI, alarm cool-down system, feedback to user)

Hacking References

- Shadowrun pen & paper (hacking using programs, tension divided between the actual hacking and the physical world)

Social References

- Grand Theft Auto (well realized cutscenes, characters that have distinct personalities)
- Mass Effect (general quality and believability of the dialog scenes)

Tone of the Game References

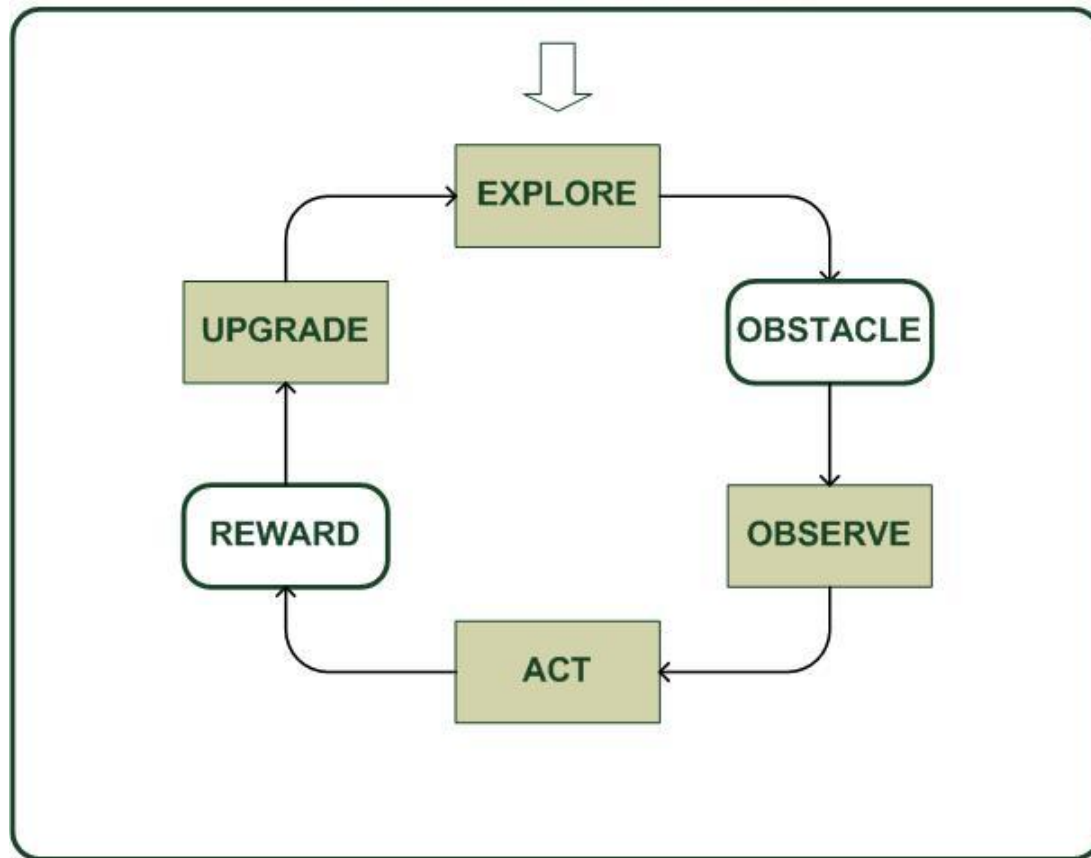
- Children of Men (the chaos, the drama, the setting)
- X-Men (tensions between mutants and humans, sense of spectacle, the impact of mutant powers on everyday life)
- Bioshock (treating mature themes in mature ways, immersive setting)
- Rome (see how powerful individuals and their emotions shape history)

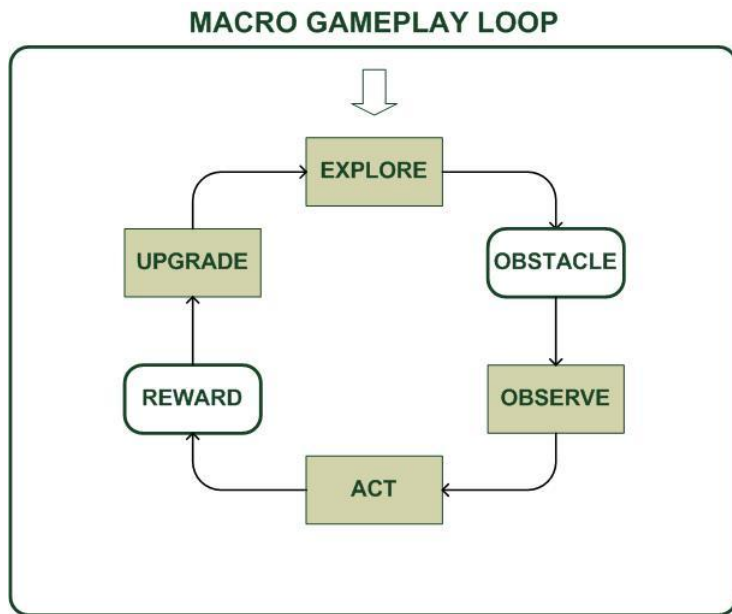
Conspiracies References

- The Firm (appearances are deceiving, once you're in you can't get out)
- Deception Point (how the government tries to manipulate the public opinion with huge lies)
- Dune Series (plans, within plan, within plans)

MAJOR GAMEPLAY LOOPS

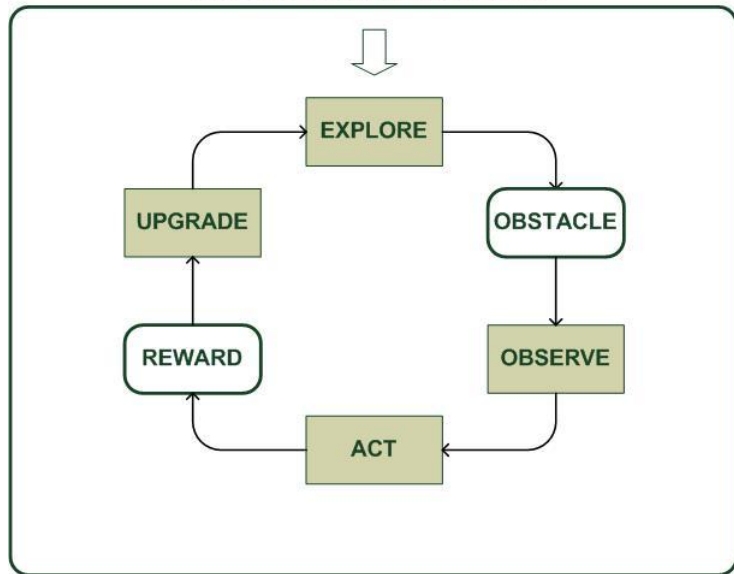
MACRO GAMEPLAY LOOP





Explore: The player gets to use his abilities to move around the environment in order to get closer to his objective or to search for loot, alternative paths, hidden areas, etc. Some places might only be accessible if the player has purchased specific upgrades.

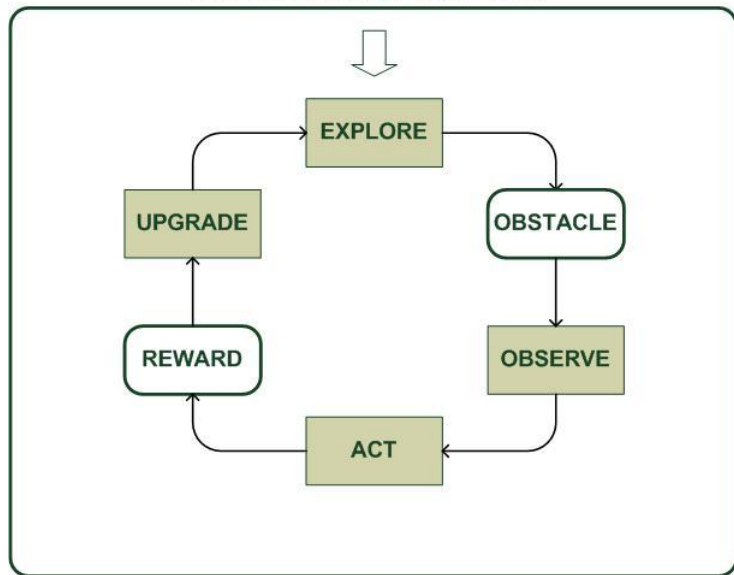
Obstacle: On his way to his current objective, the player is confronted by a series of obstacles, which must be circumvented to progress.

MACRO GAMEPLAY LOOP

Observe: The first step to defeat any obstacle is to observe. Multiple tools are available to aid this process. They can provide the player with targeted information that can aid him make better judgement calls.

Act: The player must decide on a course of action and act upon it. There is usually more than one way to get around any obstacle. Sometimes one way is better than another and others times, all options are equal and it's just a matter selecting something more suitable to your play style.

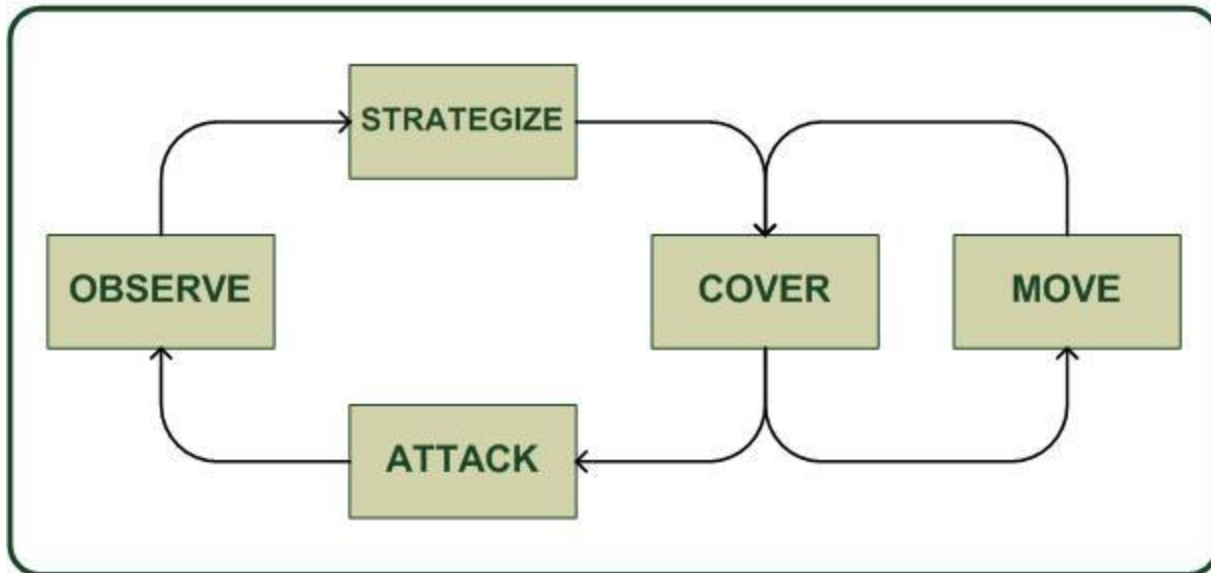
MACRO GAMEPLAY LOOP

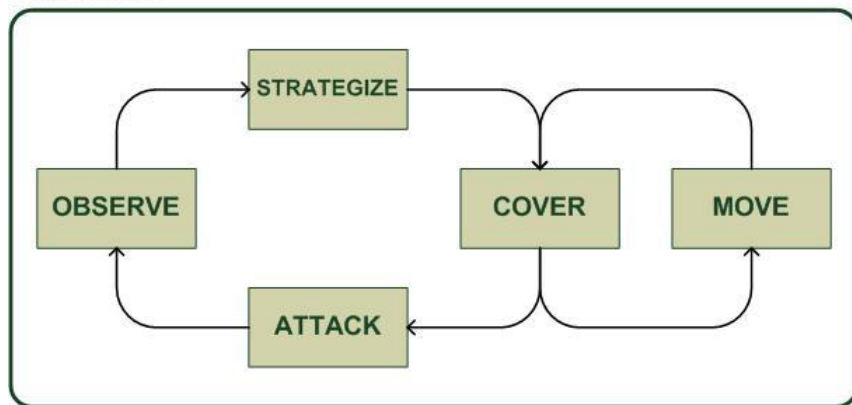


Reward: The player is rewarded for defeating the obstacle, either in the form of loot or experience points.

Upgrade: The player can spend his resources to upgrade his character. This may unlock new possibilities for use in the next iteration of the gameplay loop.

COMBAT

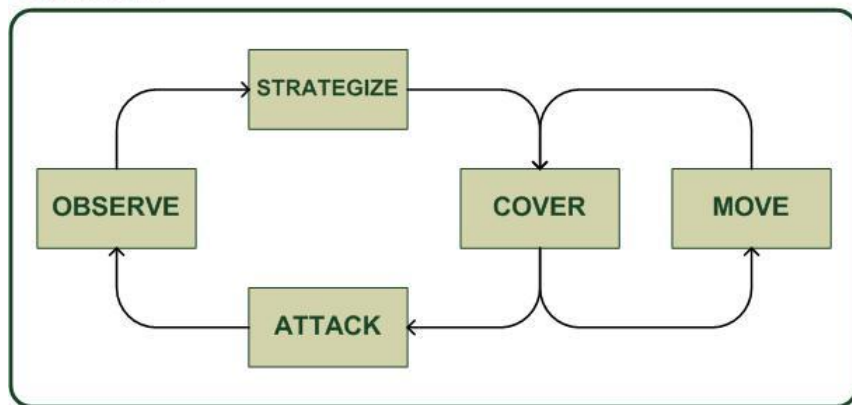


COMBAT

Observe: The first step of combat is to observe the enemy to find flaws that may be exploited or to look at the environment for possible components that may be used against the enemy.

Strategize: The second step is to develop a strategy; including which weapon to use, where to move, etc.

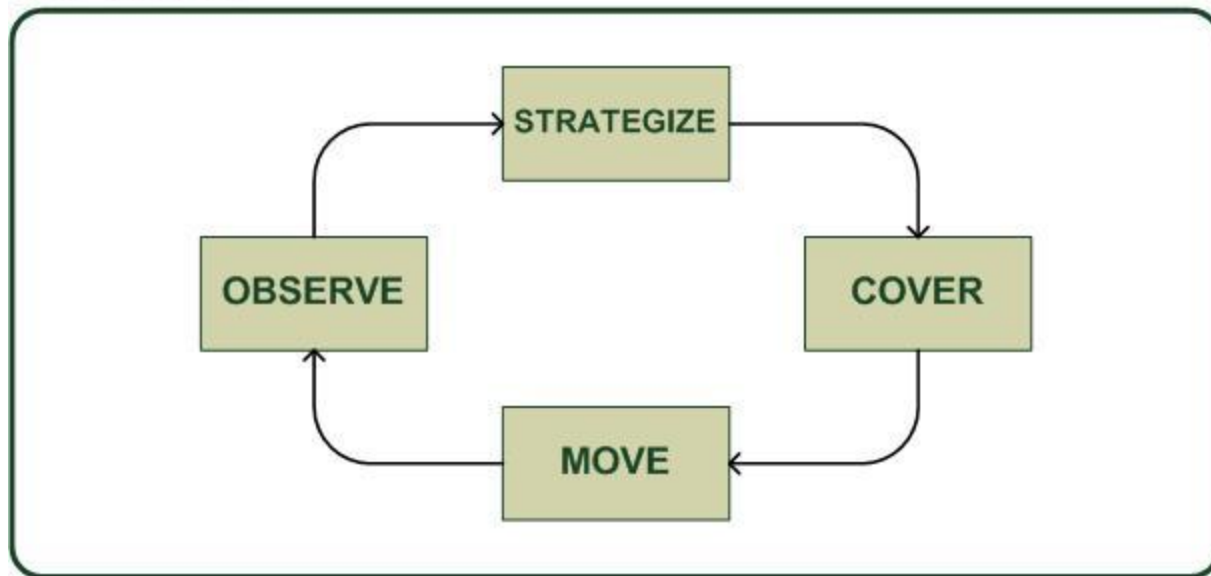
Cover: We see cover as a major feature of the gameplay, similar to Gears of War and Rainbow Six Vegas. Therefore, any combat sequence will almost always involve the use of cover. It's the starting point from which everything else flows.

COMBAT

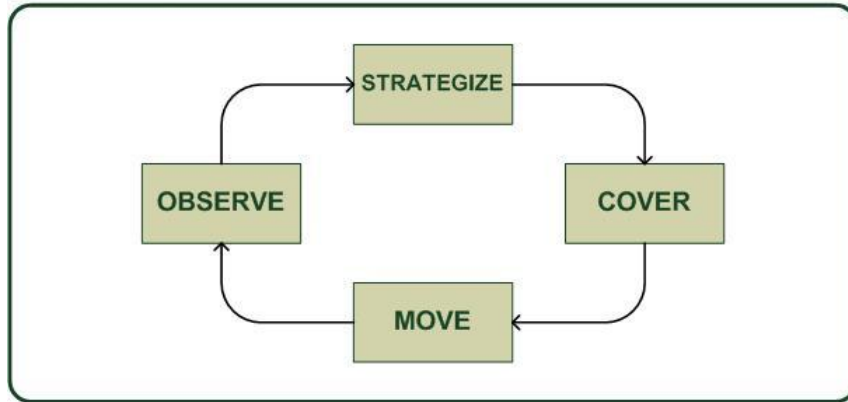
Move: From your initial cover position, you may elect to move to another cover and to engage the enemy in combat. Moving can be done either by leaving cover and freely moving around, or by switching from one cover to another using a contextual action.

Attack: The game will feature mostly ranged combat. However, if you manage to get close to your opponents, you'll be able to take them down using contextual actions made possible by the strength and agility augmentations [they were renamed later].

STEALTH



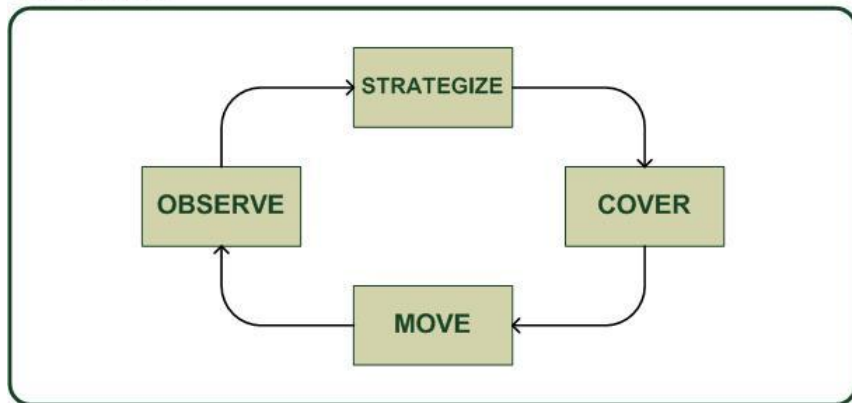
STEALTH



Observe: For a successful stealth approach, information is key. That's why you need to really observe the environment, study patrol paths, look out for security devices, etc. To help you, you'll have access to a series of tools and augmentations.

Strategize: With the right information in hand, the time comes to make a decision as to how to approach the situation.

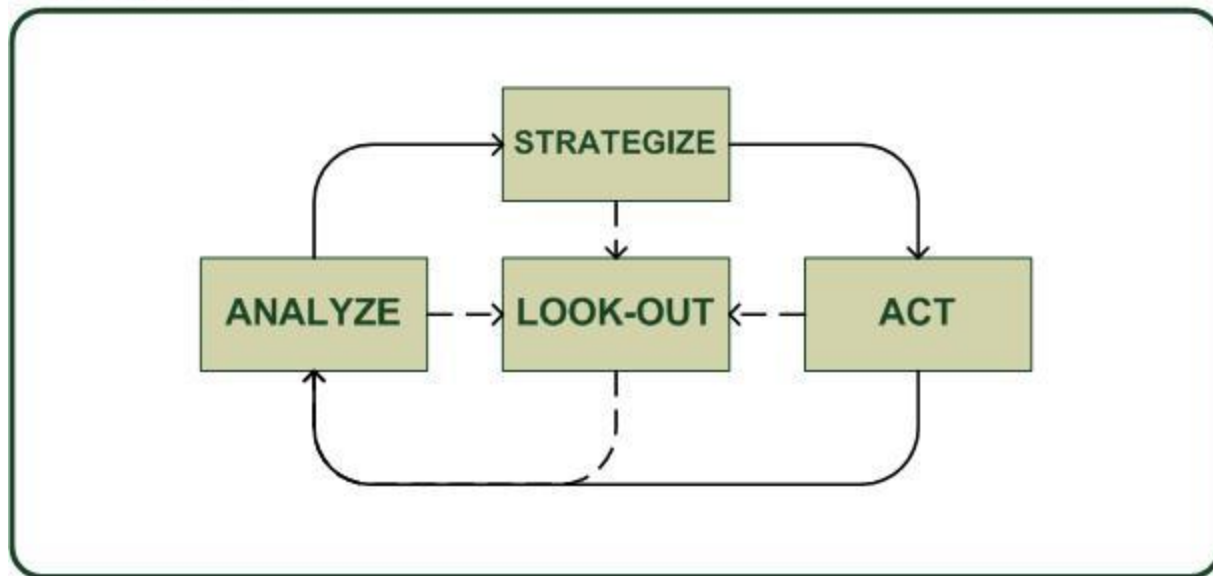
STEALTH



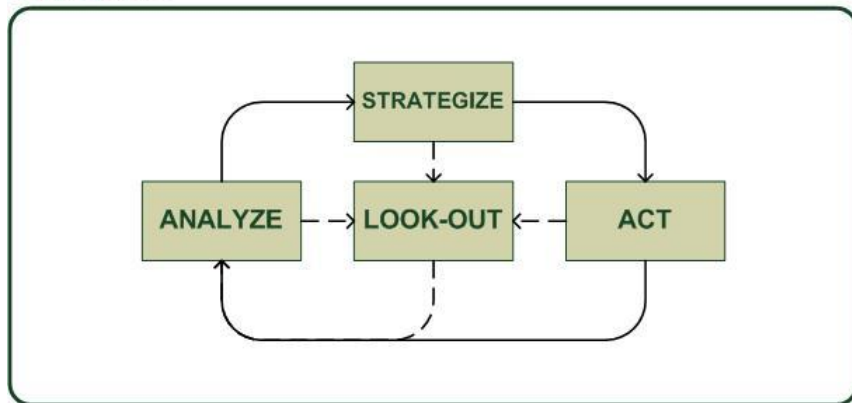
Cover: Again, much like it's the case for combat; cover will be an integral part of the stealth experience, as it allows you to control the line-of-sight between you and any detection device. Combined with hiding in shadows [a feature that was cut later on], these will be your two primary tools to remain undetected.

Move: Use movement either to go around the obstacle and continue on unnoticed or use it to get close enough to disable it.

HACKING



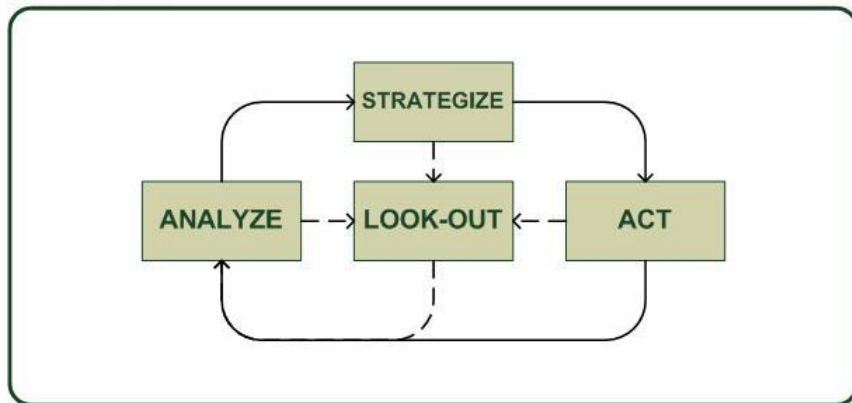
HACKING



Analyze: Hacking is not so much about observing than it is about analysing what's there. Having a complete picture of the strength and type of security in place is crucial for selecting the right tools for the job.

Strategize: Programs are to hacking what weapons are to combat. You have to know when to use one over the other. Your strategy may also change depending on what you're trying to do, whether it's just disabling a device or trying to take it over.

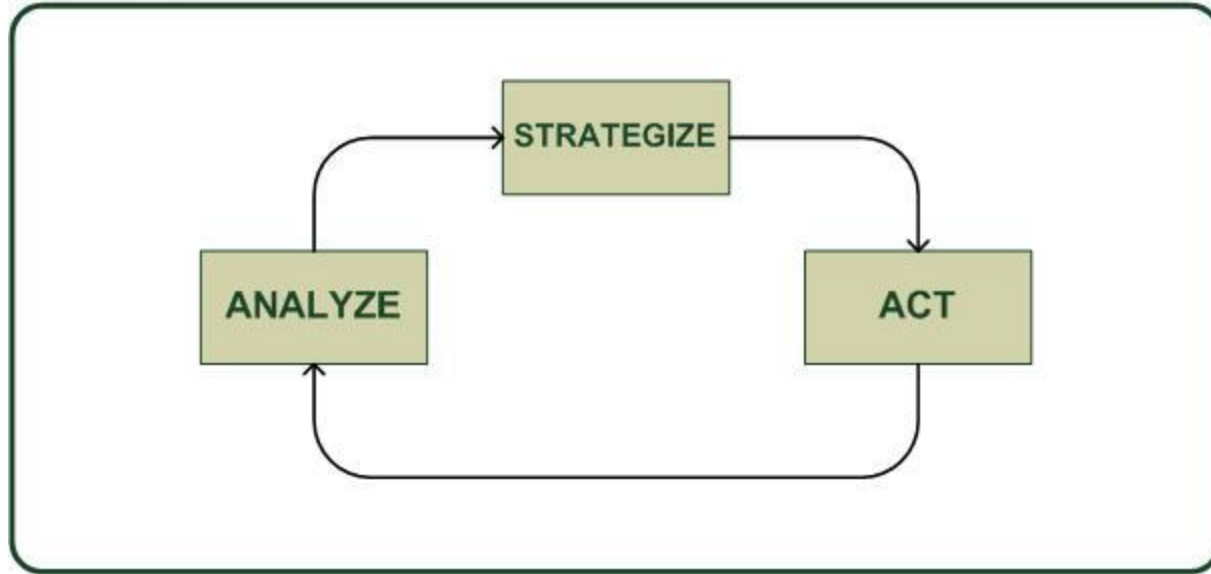
HACKING

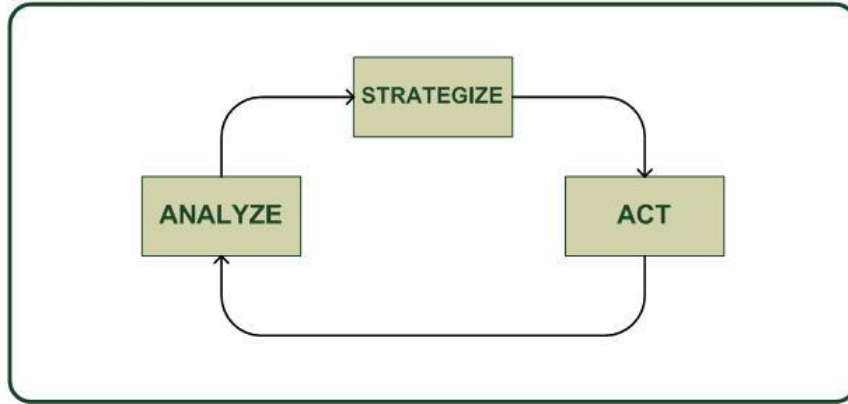


Act: Give your orders and let your programs do the job. Some tuning might be required from time to time to redirect your efforts or to stave off an unexpected enemy attack.

Look-out: One particularity of hacking is that you remain in the game the whole time. You can look around and can get caught by patrolling guards. If you see someone, you might have to hide for a little while.

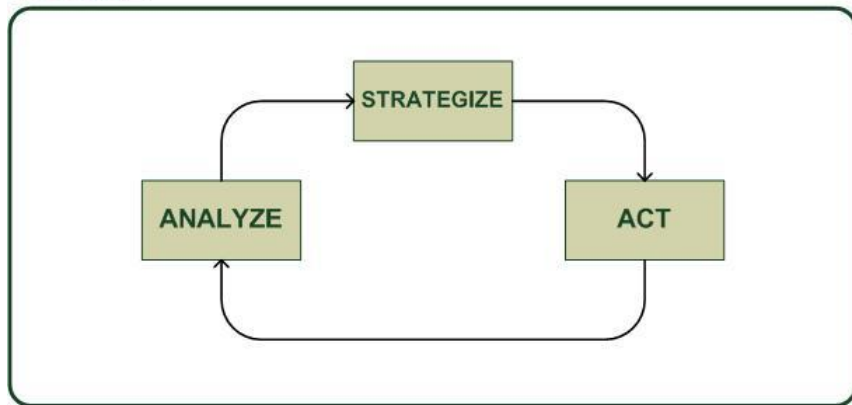
SOCIAL



SOCIAL

Analyse: Dealing socially with people means talking to them. But to do that effectively, you have to size them up first. You have to determine their personality by looking at their demeanour and how they respond to your queries.

Strategize: Now that you know which type of personality you're dealing with, you have to tailor your approach to it. Some people will react better when some pressure is applied, while others require more subtlety.

SOCIAL

Act: Choose among the options available to you. And see where it leads. And since you remain in control of the camera, you can also look around and attempt to find clues that may help get what you want out of each conversation [a feature that was cut later].

DETAILED SYSTEMS DIRECTIONS

Combat Philosophy

Combat must be:

- Straightforward (clear and easy to grasp)
- Intense & Visceral
- Strategic
- Useful for completing the game (it's possible to complete the game using only combat).

Combat in a nutshell:

- Once the enemy is alerted, it falls into ranged combat, focused on shooting and using cover.
- It is possible to get into close-range during a fight, but doing so is difficult and the user is most likely to die trying, unless he's equipped with a suite of combative enhancements.
- Combat will consist of about 80% ranged combat and 20% melee combat.
- Melee combat takes the form of contextual actions the user can perform once close to the enemy. There is no traditional melee combat in which the user is asked to swing objects such as clubs or wrenches.

Combat Philosophy (cont'd)

Scope of the enemies:

- Humans: Like enemies in Rainbow 6: Vegas. Only a few bullets are required to take them down.
- Augmented humans: harder to kill. They are more like the Locusts in Gears of War. Quite a few bullets are required to finish the job.
- Robots: very resistant. Depending on their size, huge amounts of firepower may be required to dispatch them.
- Enemies can be mixed-and-matched, meaning that you may encounter normal humans, augmented humans and robots all at the same time.
- Encounters can feature as many as 6 enemies at once, although most of them will feature about 3 at a time.

Tactical philosophy:

- Select the right weapon for the right situation.
- Use the environment, by using cover or by shooting at objects in the world that can help you.

Stealth Philosophy

Stealth must:

- Have clear rules.
- Have clear feedback.
- Be useful for completing the game (the game can be completed using only stealth).
- Open the door to the full use of physical-oriented augmentations.
- Provide a kind of “cat & mouse” experience with the NPCs.
- Failing a stealth challenge can be recovered through combat or loop back into stealth.

Stealth in nutshell:

- Using a stealthy approach allows the user to benefit from 2 possibilities:
 - Pass an obstacle unseen (thus safely).
 - Get close to an enemy so a contextual action can be used.
- The user is not able to distract NPCs using thrown objects. Stealth is meant to be a puzzle, so the player must adapt to what happens. He's not the one in charge.

Stealth Philosophy (cont'd)

Scope:

- Stealth can be used to circumvent any detection device, including NPCs (augmented or not).

Tactical Philosophy:

- Stay behind cover.
- Exploit multi-paths.
- Exploit augmentations (such as cloaking).
- Use relevant UI information (given by the stealth enhancer upgrade).
- Hide (after a failure).
- Hide bodies.
- Remove obstacles (i.e. disable enemies, hack, etc.).

Hacking Philosophy

Hacking must:

- Involve tension.
- Make the player fearful of getting caught.
- Be active, by requiring the user to actually do something.
- Evolve and become more difficult over time.
- Be central to the game's progression at some key moments in the game.



Hacking in a Nutshell:

- It must be useful to the player.
- There must be one universal game mechanic used for all hacking instances.
- The player is allowed to keep an eye on his surrounding, by moving the camera sideways. The hacking proper takes place on a screen in front of the character.
- Hacking is time-based. The task must be completed before the timer reaches zero or there will be consequences.

Hacking Philosophy (cont'd)

Hacking in a Nutshell (cont'd):

- The user is allowed to become a more powerful hacker by using increasingly sophisticated software.
- The experience should be tense, though rewarding.

Scope:

- Any relevant electronic device should be hack-able, such as computers, locks, robots, cameras, turrets, ATMs & phones (to retrieve stored messages).
- Hacking allows the user to:
 - Get money.
 - Get information.
 - Change the behavior of an electronic device (shut it down, change its alliance).
 - Create items (such as a fake pass card to open a restricted door).
 - Complete an objective (such as implanting a virus).

Social Philosophy

Social must:

- Feature meaningful interactions. We don't want dialog for the sake of dialog. The player will just skip through it.
- Provide active choices. The user must have decisions to make during social interactions.
- Convey key story elements.
- Have consequences depending on how you interact with other characters.
- Be goal-oriented. Each interaction must give something to the user and it must be clear what's at stake from the onset.

Social in a nutshell:

- There are 3 tiers of characters:
 - Tier 1 – Story characters. They give the user objectives.
 - Tier 2 – Interactive characters. By interacting successfully with them, the user can get **goodies**.
 - Tier 3 – Cosmetic characters. They exist to populate the world.

Social Philosophy (cont'd)

Social in a nutshell (cont'd):

- Every interactive conversation with a tier 2 character must yield a **goodie**.
- Even though there's no meaningful interaction to be had with 3rd tier character, you can still suffer some consequences when interacting with them. For example, gang members may jump you.
- Actions and choices made in previous conversation can impact the choices available or the disposition of the NPCs in the current conversation.

Scope:

- “**Goodies**” can be:
 - Information
 - Items
 - Money
 - Story elements
 - Help

Social Philosophy (cont'd)

Scope (cont'd):

- Conversations can end in one of three ways:
 - Positively: NPC gives up the goods.
 - Neutrally: NPC loses interest and does not wish to converse anymore.
 - Negatively: NPC is angry and puts an end to the conversation. He may even respond violently.

Tactical Philosophy:

- Observe the character to try and determine his main traits.
- Based on your observations, select the options that will bring the conversation to a positive resolution.





END OF CONCEPTION



PRE-PRODUCTION

THE BLUEPRINT PROCESS

	A	BD	BE	BF	BG	BH	BI	BJ	BK
1	DEUS E								
2	ACTS								
3	WORLD LOCATION	MONTREAL							
4	MAP ID + LEVEL TYPE	Pious Communications							
5	Storgline	Jensen heads to Montreal to track down "ELIZA" but ends up walking into a direct confrontation with the Illuminati's nascent AI and a spec ops team sent to prevent him from reaching it.							
6	Main Goal	Show the depth, power, and all-encompassing reach of the Illuminati, introduce the tool that players will use to defeat them during the end game choice, and advance the player's personal connection to the conspiracy.							
7	SEQUENCE ID	MTL-S150				MTL-S160			
8	Sequence Description	Get introduced to Eliza while avoiding spec ops traps that have been laid to prevent this.				Talk to Eliza face-to-face and learn who else was involved with the scientists' kidnappings.			
9	Goal(s) of the Sequence	1. Introduce and start building up ELIZA. 2. Establish Pious as an extremely powerful corporation in terms of its ability to control (and alter) the news and spread its messages all over the world. 3. Show that really powerful conspiracy players have control over this powerful corporation. 4. Enable players to discover lots of real world conspiracies that are unconnected with our story through additional storgline opportunities. 5. Re-introduce the spec ops.				1. Reveal the truth about Eliza (she's an AI designed to spread lies as truth). 2. Expose more of Jensen's connection to the overall conspiracy: a. Sarif and Megan were researching with Adam's DNA. b. The scientists were kidnapped because of it. 3. Reveal Isaias Sandoval's involvement in the kidnappings.			
10	MODE								
11	What do we want the player to feel?	Expect the unexpected.							
12	MICRO GOALS								
13	Actions	Locate Eliza inside the duplicitous, conspiracy-creating offices of Pious Communications.				Speak to Eliza.			
14	Sequence General Conditions	1. Player can choose to exit the dialog gameplay with Eliza at any time. Doing so will result in the 'Tall' condition; he cannot restart the gameplay. 2. There is no possibility for a neutral ending when confronting Eliza; a neutral is an automatic failure.				1. Eliza must not die -- the boss fight must be designed in such a way that, if she <i>can</i> die, her death results in your death too.			
15	In-Game Main Objectives	Infiltrate Pious to reach room 404.		Get to the restricted area and locate the source of the transmission (room 0101).		Retrieve the voice recording from Eliza's back-up drive.	Defend Eliza (and yourself) from the spec ops attack.	Get to the extraction point when ready and return to Detroit.	
16	In-Game Secondary Objectives								
17	CHOICES & CONSEQUENCES								
18	What are the choices?				Player can choose to exit the dialog gameplay with Eliza at any time but it's provoking a failure.				

DESIGNING THE CONVERSATION SYSTEM



(Early mock-up of the conversation boss fights.)

NPC SETUP

STEP 1

NPC's LAST NAME

HAAS

PLAYER'S NAME

ADAM

(CAPS ONLY)

CONVERSATION NUMBER
(ID)

002

STEP 2

SET THE NUMBER OF ROUNDS

4

ALLOW NEUTRAL ENDINGS?

YES

ALLOW FINAL COMMENTARY?

NO

STEP 3

ENTER PLAYER ATTACKS

CRUSH

ABSOLVE

PLEAD

BLACKMAIL

(LAST BOX IS FOR SPECIAL ATTACK.
LEAVE BLANK TO DISABLE)

STEP 4

ENTER NPC's CORRESPONDING
COUNTER-ATTACKS

LEGITIMIZE

RAGE

ESCALATE

STEP 5

ENTER STARTING NPC COUNTER
(Found in the intro)

RAGE

WHEN YOU'RE DONE

VALIDATE CHANGES

VALIDATE

STEP 6

MODIFY POWER STRUCTURE
(If required)

PLAYER

CRUSH

DEFEATS

NPC

ESCALATE

DEFEATS

PLAYER

ABSOLVE

DEFEATS

DEFEATS

RAGE

DEFEATS

PLEAD

DEFEATS

LEGITIMIZE

NPC

PLAYER

NPC

STEP 7

ENTER BACKGROUND INFORMATION
(This will appear alongside the conversation pane, to provide context.)

(OPTIONAL)

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Click here to start

RUNNING

Player choices

CRUSH Don't put this on anyone else. We both know the real reason you're stuck here is that you feel guilty about what you did. And until you face up to that, this is where you're gonna stay.

ABSOLVE (backing off) You're right. It's not my risk to take. So I'm not going to force you to do anything, and I won't hold it against you. What happened two years ago... I know it's killing you. We should talk about it sometime.

PLEAD (earnest) Yes, your job is at risk. Yes, you've taken the blame for what happened in the past. But look, I need your help. And it's important. You've got my word, whatever happens, I'll take care of you.

RESET

CONVERSATION PANE

HAAS (still typing) Yeah, yeah, hang on just a sec. (recognizes Adam with a quiet startle) Shit. Jensen... ? (looks at Adam expectantly)

ADAM (guarded) Haas. (hint of contempt) Surprised to see you here.

HAAS (haughty) Yeah, well, I guess you're better at looking out for yourself than I am.

ADAM I don't have time for your self-pity. I need to get into the Morgue.

HAAS (irked, incredulous) That's it?! (shakes head firmly) Forget it. I don't know what's going on with that body down there, but my orders come from the Brass. No-one gets in. (pause, then getting angry) First thing you say to me, after almost two years, is you want something?

ADAM (insulting) Should I have given you an order? You've always been good at following those.

HAAS (under breath) God. Damn... (loudly) Where do you get off being so self-righteous? You think I like this? Look at me! From SWAT team commander to a crummy desk sergeant in a two-bit precinct! I don't need this from you; I get enough of it at home. So either come up with something better than your usual attitude, or you can just forget it! Because you came to me.

ADAM You think I knew you'd be here? I'd have been just as happy without ever seeing you again, believe me. But I need to get into the Morgue, so just open the door, and stop getting in the way when innocent people are in danger.

HAAS (confrontational) You don't get to bully me, Jensen. You're not my boss anymore!

HAAS (over-emphasizing) My boss wants me to keep people like you away from the Morgue. And that's what I'm gonna do. You see, if I let you in, my job is gone, it's over! And it's about the only thing that I have left, so I think I'll hold on to it, and even you can't blame me for that.

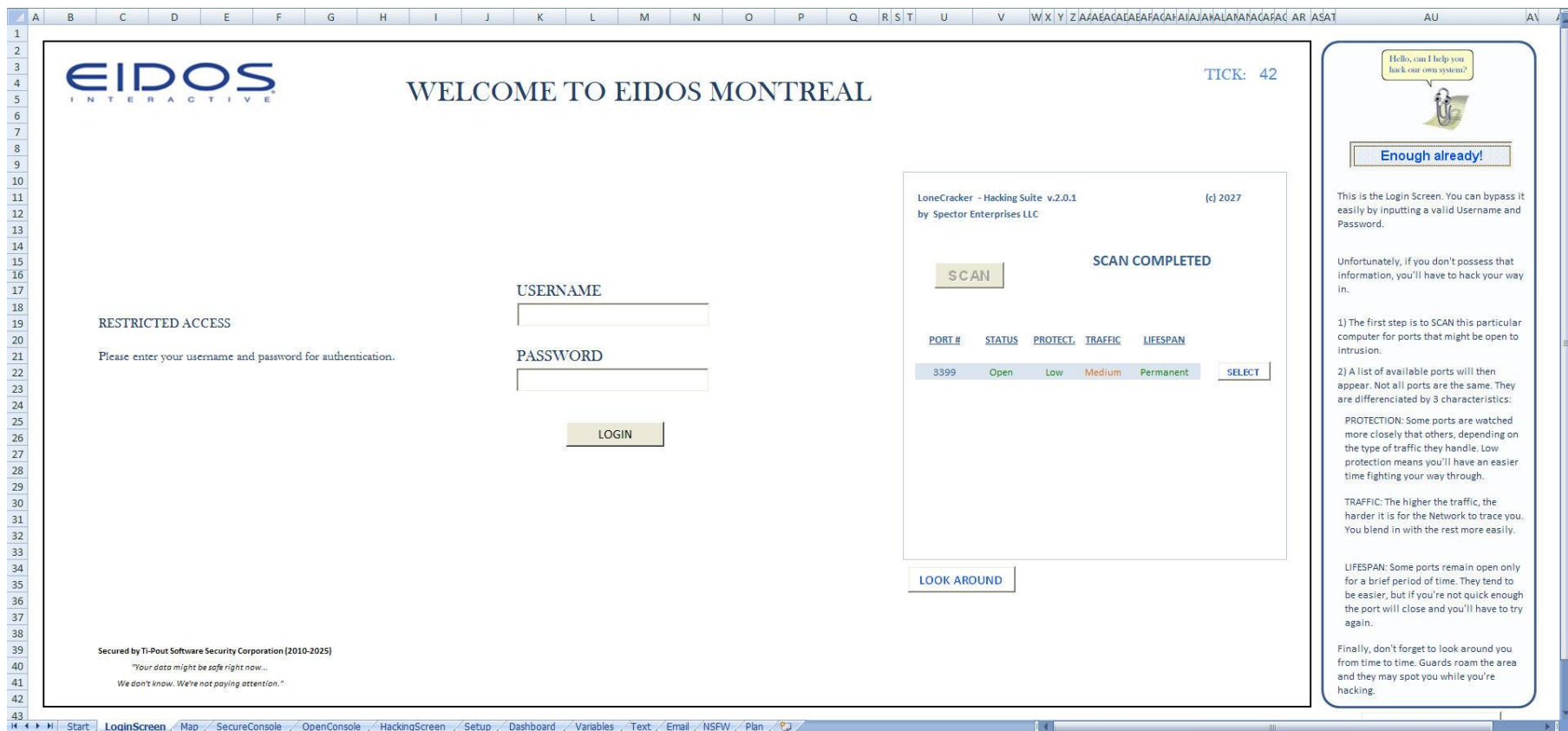
Setup Interface Log DialogLines Written Lines Intro FlowChecker RecordingScript

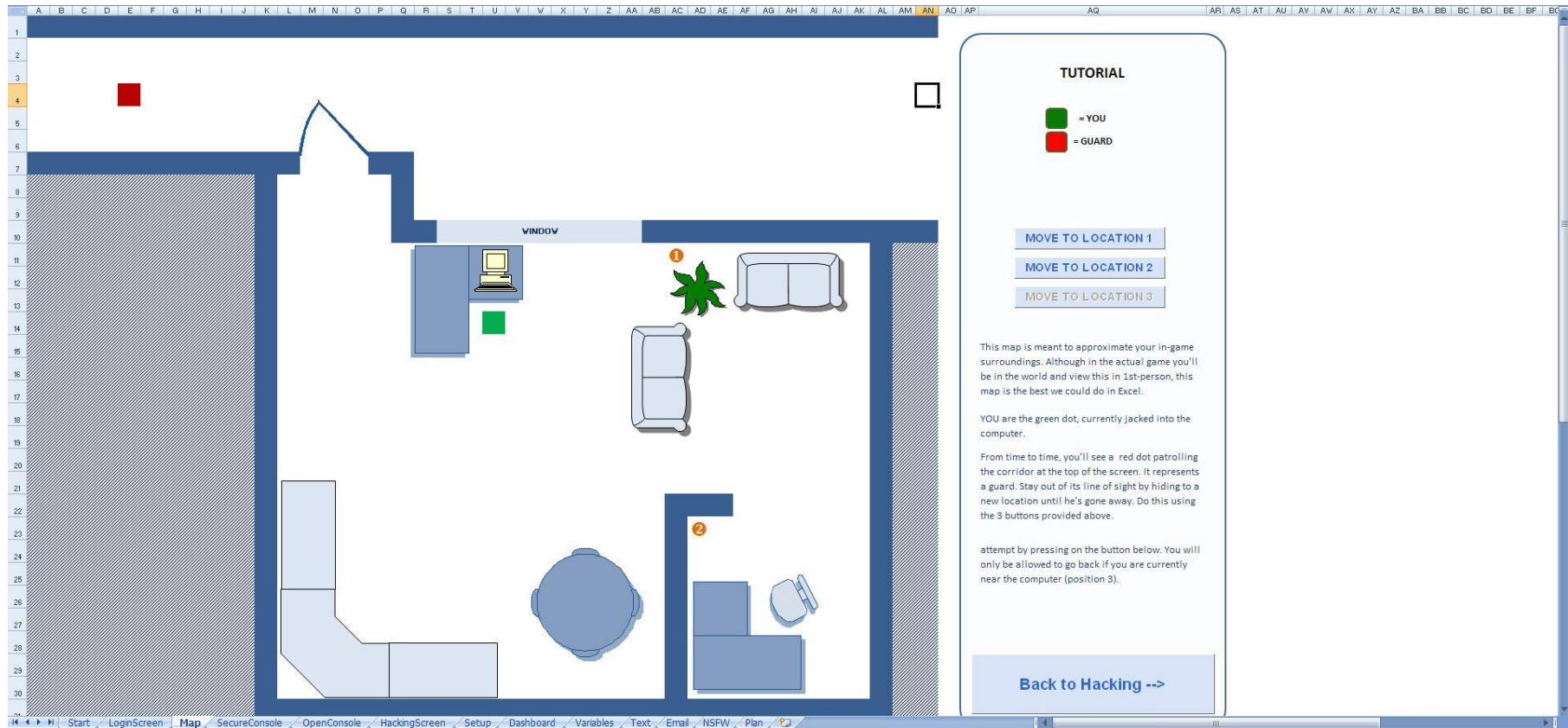
	A	B	C	D	E	F	G	H	I	J	K	L
1	LOG									VARIABLES		
2												
3												
4	ROUND #	NPC COUNTER	PLAYER ATTACK	DAMAGE		PERSUASION LEVEL						
5						0				vCoolDownMode		
6	1	RAGE	ABSOLVE	1		1				vNpcAngry		
7	2	ESCALATE	PLEAD	1		2				vRoundCounter	4	
8	3	LEGITIMIZE	CRUSH	1		3				vCurrentPersuasionLevel	4	
9	4	LEGITIMIZE	CRUSH	1		4				vPlayerLastAction	CRUSH	
10	5									vMsg	You Win!	
11	JUDGE									vConversationStatus	Ended	
12										vClock	1	
13										vWaitState		
14										vLineCount	19	
15										vNpcLastAction	LEGITIMIZE	
16										vSpecialAttackTriggered		
17										vPlayerLastDamage	1	
18										vRoundResult	NEUTRAL	
19										vCoolDownTimer		
20										vAttackName	CRUSH	
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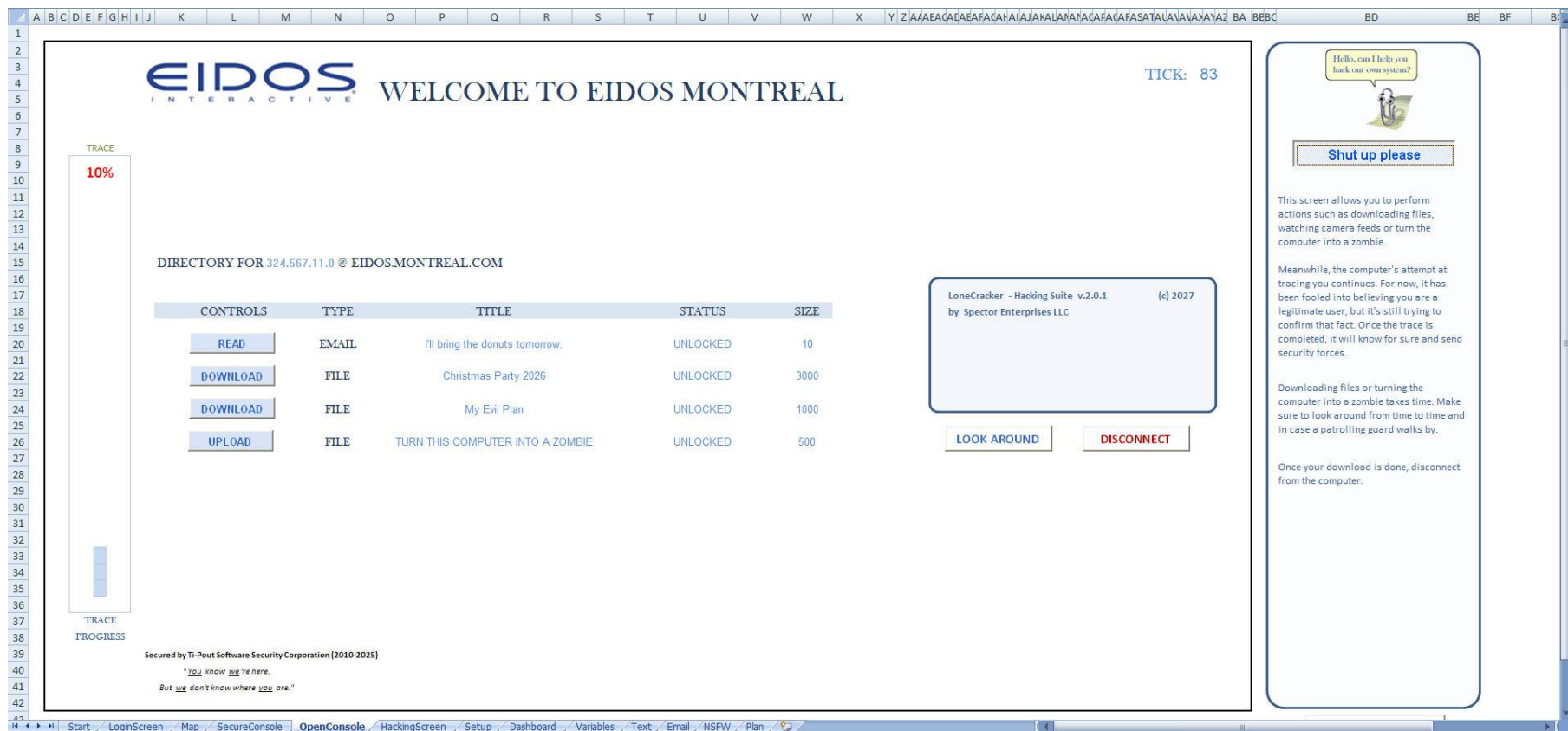
BACK TO INTERFACE

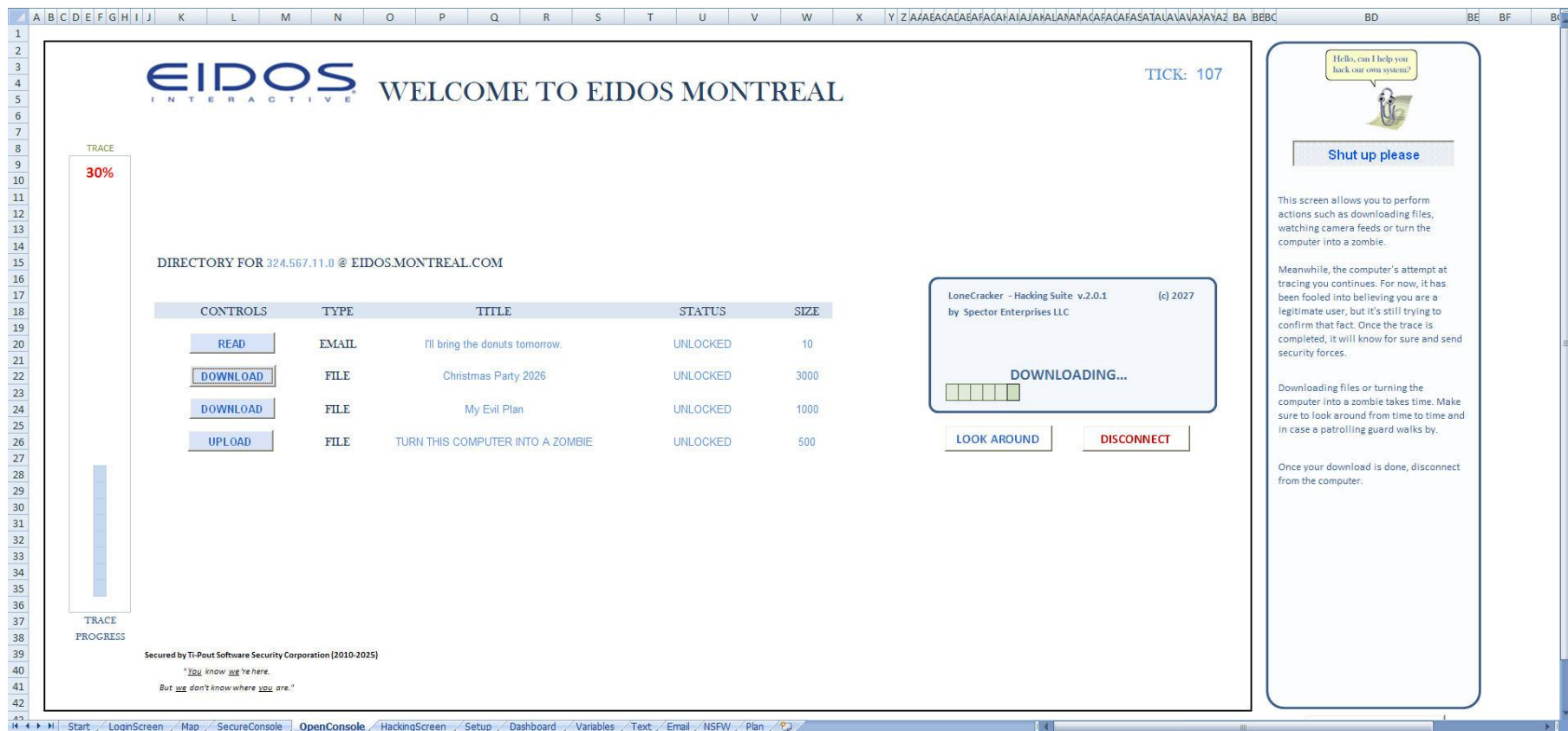
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1		Participants	Round 1	Round 2	Round 3	Round 4	Verdict	Attack 1	Attack 2	Attack 3	Attack 4	Counter 1				
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3		2	✗	✓	✗	✗	Win	Dodge	Discredit	Discredit	Dodge					
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6		5	⊙	✓	✗	✓	Win	Discredit	Admit	Dodge	Admit					
7		6	✗	✓	✗	✗	Lose	Dodge	Admit	Admit	Discredit					
8		7	✗	✗	✓	⊙	Lose	Dodge	Admit	Admit	Discredit					
9		8	✗	✓	✗	✗	Lose	Dodge	Discredit	Discredit	Dodge					
10		9	⊙	✓	✓	✗	Win	Discredit	Dodge	Admit	Dodge					
11		10	✓	✓	⊙	✓	Win	Admit	Discredit	Dodge	Dodge					
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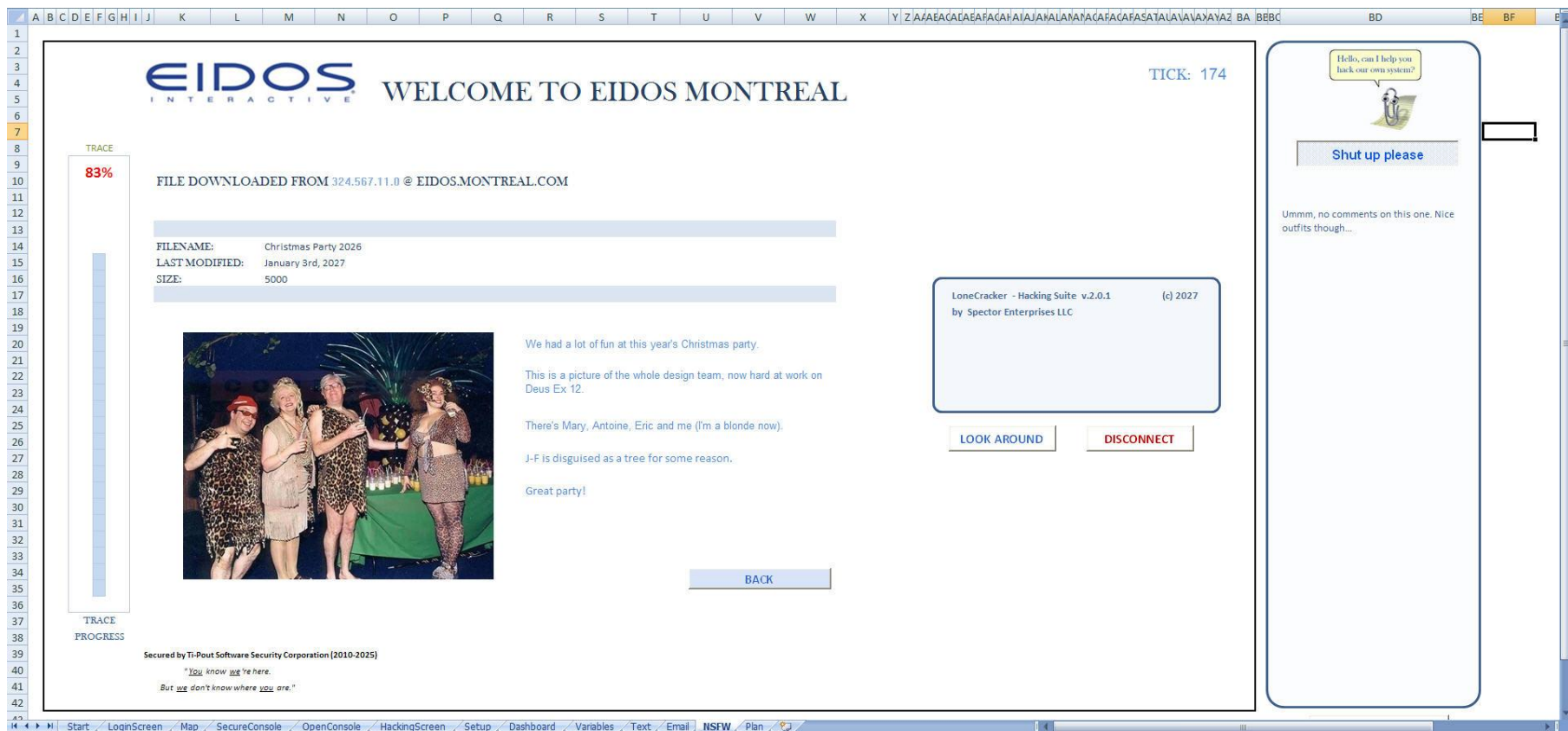
DESIGNING THE HACKING SYSTEM











	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	AA	AB	AC	AD	AE	AF	AG	AH	AI	AJ	AK	AL	AM	AN	AO	AP																		
1	SYSTEM STATUS		MASTER CLOCK		DIFFICULTY RATING						GAME STATE		LAG		NEXT TRIGGER TIME																																													
2	PASSIVE		240		1						RUNNING		5		241																																													
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5	NETWORK BASE STATISTICS										PORT INFORMATION										AVAILABLE PORTS										MOTHER BRAIN										AI DEBUG																			
6	BASE SECURITY RATING 2 UPDATED 1										NUMBER OF PORTS 2										PORT # 1 2 3 4 5 6										STATE DEACTIVATED										STEPS #STEPS ESTEPS CSTEP S D RES.CONT.																			
7	BASE INTEGRITY 2000 UPDATED 1000										CURRENT PORT 1										ID 2 1										ATTACK TARGET										1 Under																			
8	BASE CYCLES TOTAL 120 UPDATED 80										PORT # 8240										STATUS Open Open										FULL ATTACK FAILED										2 Over																			
9	CORRUPTION PROGRAM RATING 1 UPDATED 1										PROTECTION Low										PROTECTION Low Low										FULL TRACE FAILED										3 DE1																			
10	DETECTION PROGRAM RATING 1 UPDATED 1										TRAFFIC Medium										TRAFFIC Medium Heavy										CALL TYPE										4 Random																			
11	TRACE PROGRAM RATING 1 UPDATED 1										BOOBYTRAP										LIFESPAN Permanent Permanent										TIME BEFORE NEXT ATTACK										5 Target																			
12	BASE SCAN TIME 2 UPDATED 2										INTRUSION DETECTION TIME ADVANCING										TOTAL LIFESPAN / RESET TIM																				6																			
13	FIREWALL STRENGTH 1 UPDATED 1										STATUS Open										REMAINING LIFESPAN																				7																			
14											TOTAL LIFESPAN										BOOBYTRAP																				8																			
15	MAP										REMAINING LIFESPAN										BOOBYTRAP TARGET																				9																			
16	PLAYER LOCATION 3										LIFESPAN RATING Permanent										PORT # 8240 2781																				10																			
17	PATROL STATE										CONNECT										BOOBYTRAP EFFECTS																				11																			
18	V-RANDOMNUMBER										TEST										BOOBYTRAP VALUE																				12																			
19	GUARD PATROL PATH 0										SCAN																														13																			
20	ROUTE IS REVERSED? FAUX										SELECT PORT 1																														14																			
21											CLOSE PORT																														15																			
22											HACK																														16																			
23											EVEN DISTRIBUTION																														17																			
24	LOGIN INFORMATION										PAUSE																														18																			
25	SUBMITTED USERNAME										RESET ALL																														19																			
26	SUBMITTED PASSWORD																																								20																			
27																																									21																			
28	SCANNING										ANALYSIS										NETWORK VARIABLES										PLAYER VARIABLES																													
29	SCAN TIME TARGET										ANALYSIS TIME TARGET 5 SUCCESS 5 FAUX										BANDWIDTH 0.6										ASSIGNED ZOMBIES 1 AVAILABLE 1																													
30	SCAN FLAG COMPLETED										ANALYSIS FLAG COMPLETED										RECEIVED DAMAGE 1040										UNUSED CYCLES 0																													
31	SCAN PROGRESSION 0										ANALYSIS PROGRESSION 0 TARGET 90										INTEGRITY % -4%										TOTAL CYCLES 200																													
32																					REMAINING CYCLES 0										CONFIGURATION ALL STOP																													
33	EXTRA INFO										LAST'S ROUND STATISTICS										CYCLES STRENGTH ADJUSTED										PROGRAMS STATE CYCLES STRENGTH																													
34	BOOBYTRAP EFFECT										PLAYER LAST ATTACK (%) 0.1%										DETECTION 0 0										ATTACK ACTIVE 200 200 0 0 0 1000 0% 0% 0																													
35	LINE COUNT 4										NETWORK LAST ATTACK (%)										FIREWALL 0 0										STEALTH INACTIVE 0 0 0 0 0 1000 0% 0% 0																													
36	SEND SECURITY COUNTDOWN 20 FLAG VRAI -220										TRACE PROGRESSION (%) 0.032										TRACE 80 80 0										DEFEND INACTIVE 0 0 0 0 0 1000 0% 0% 0																													
37	PREVIOUS PAGE 2										CONTROL PROGRESSION (%)										CORRUPTION 0 0										OPEN PORT INACTIVE 0 0 0 0 0 1000 0% 0% 0																													
38	TYPE TARGET VALUE																				CORRUPTION TARGET										CONTROL INACTIVE 0 0 0 0 0 1000 0% 0% 0																													
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40	TRIGGER FLAG																				TRACE DAMAGE 172 PROGRESS 34% 500										CORRUPTION TARGET										CONTROL INACTIVE 0 0 0 0 0 1000 0% 0% 0																			
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Start LoginScreen Map SecureConsole OpenConsole HackingScreen Setup Dashboard Variables Text Email NSFW Plan

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UPGRADES

PROGRAM UPGRADES

PROGRAMS	RATING	
Attack	1	<input type="button" value="▲"/> <input type="button" value="▼"/>
Stealth	1	<input type="button" value="▲"/> <input type="button" value="▼"/>
Defend	1	<input type="button" value="▲"/> <input type="button" value="▼"/>
		<input type="button" value="▲"/> <input type="button" value="▼"/>
		<input type="button" value="▲"/> <input type="button" value="▼"/>
		<input type="button" value="▲"/> <input type="button" value="▼"/>

AUGMENTATION UPGRADES

UPGRADE	LEVEL	CYCLES
CPU Power	1 <input type="button" value="▲"/> <input type="button" value="▼"/>	100
Information	0 <input type="button" value="▲"/> <input type="button" value="▼"/>	

ZOMBIES

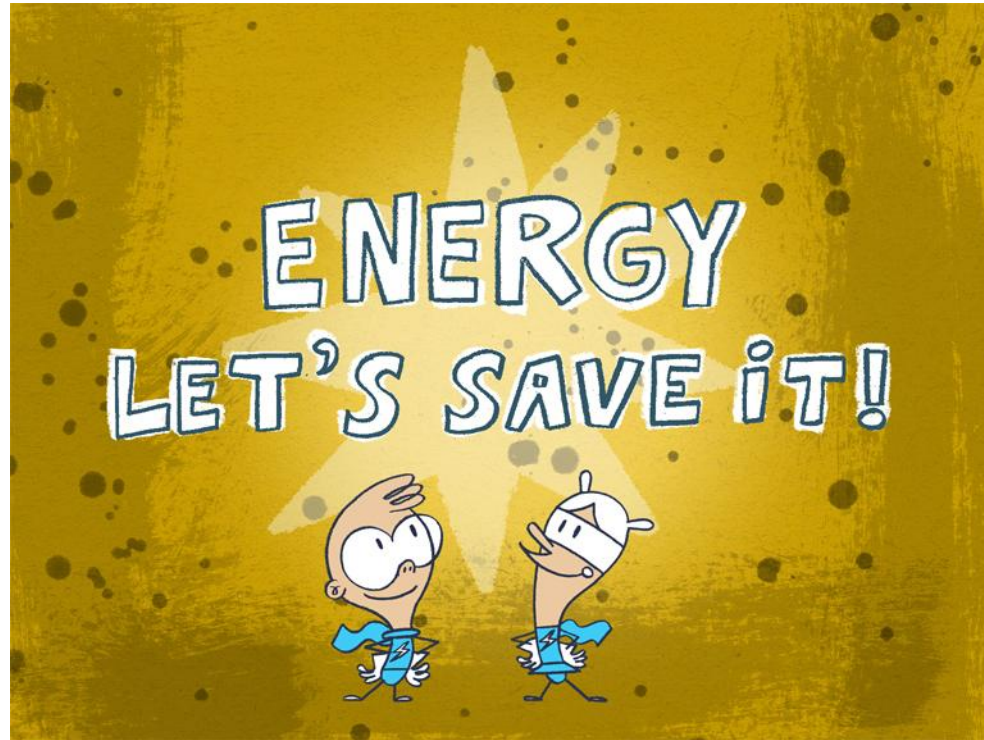
ZOMBIES	2 <input type="button" value="▲"/> <input type="button" value="▼"/>
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Start / LoginScreen / Map / SecureConsole / OpenConsole / HackingScreen / **Setup** / Dashboard / Variables / Text / Email / NSFW / Plan

AND THEN I TOOK AN ARROW TO THE KNEE...



ABOUT THE ENERGY SYSTEM

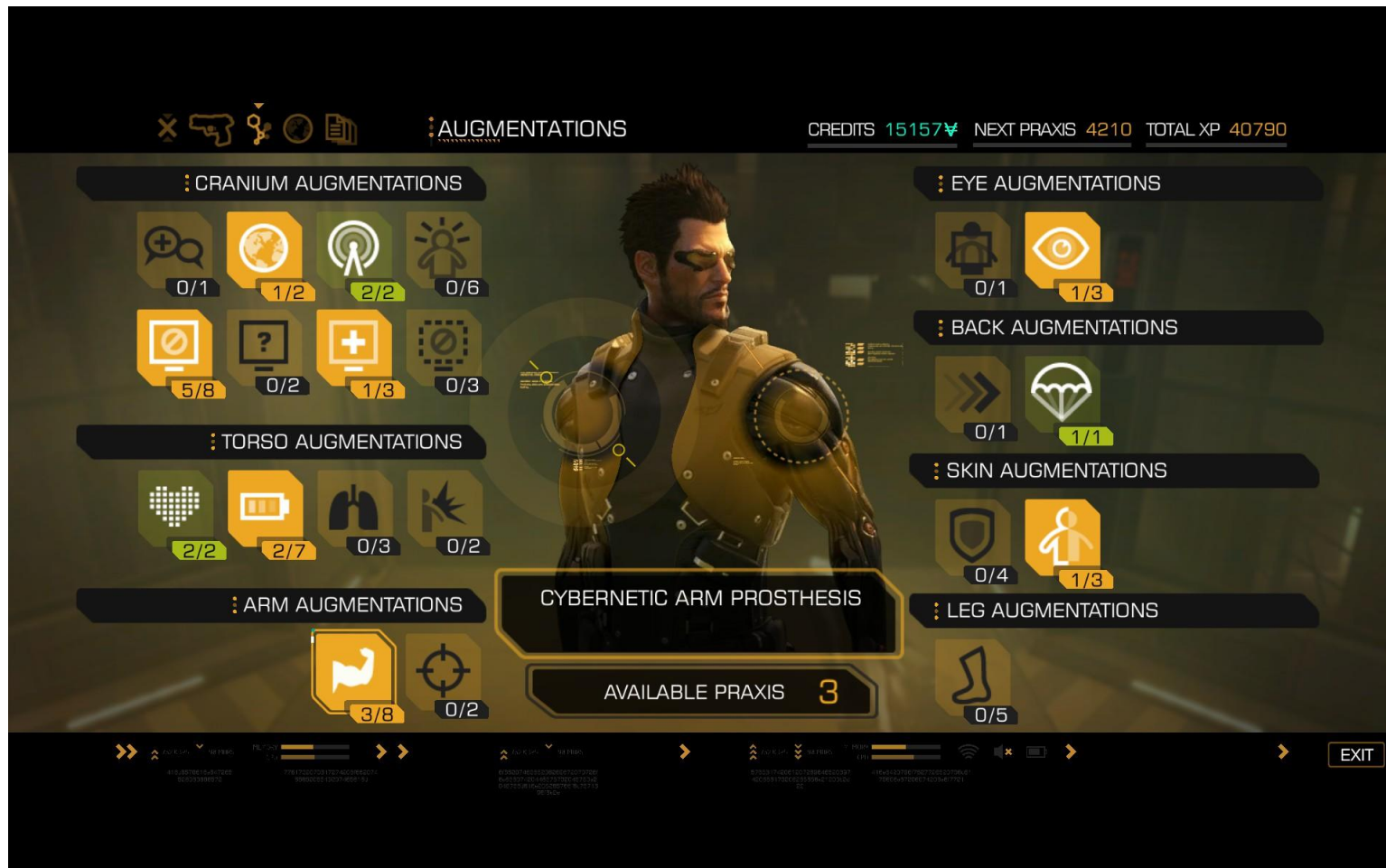


PRODUCTION

TROUBLE WITH BOSS FIGHTS



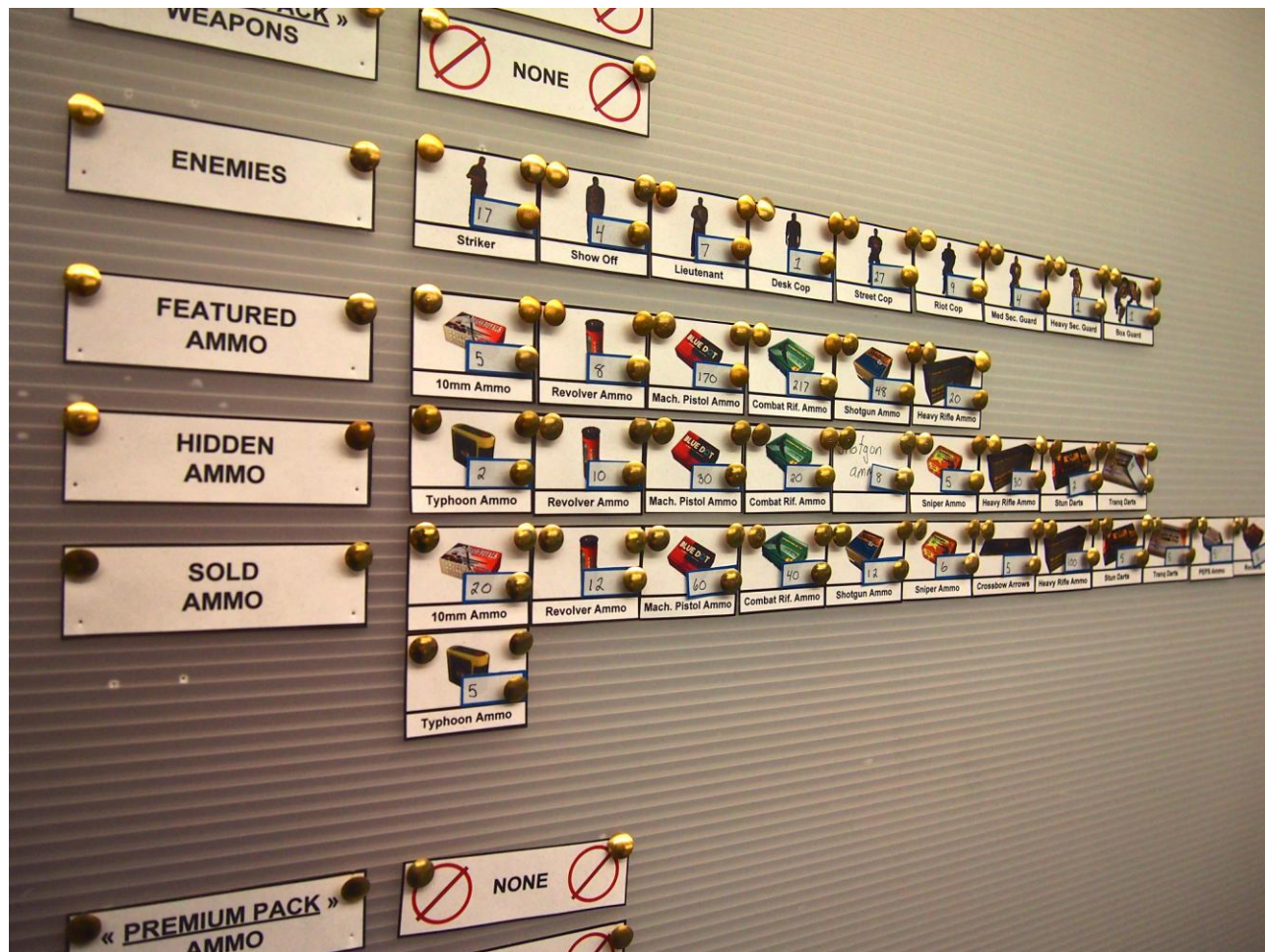
CHANGING THE UPGRADE SYSTEM



BALANCING / DEBUG

BALANCING THE GAME





CONCLUSION

THANK YOU!



François Lapikas