

Cohort 1 Product Brief: Auber

Deep Space Y is a space station on the outskirts of the galaxy, inhabited by humans and different species of aliens. You are Auber, the constable of the station, and your job is to enforce law and order. The space station has been recently infiltrated by a team of eight hostile operatives whose mission is to sabotage key systems of the station and render it inoperable. When a sabotage attempt is reported somewhere in the station, you are notified, and you need to get there as quickly as possible, arrest the perpetrator, and beam (teleport) them to the brig. Infiltrators have different special abilities that can make them difficult to arrest: one can become invisible for a short period of time, one can cause you to experience temporary hallucinations etc.

You are to build a single-player game, the aim of which is to arrest the infiltrators before they manage to destroy a critical number of key systems of the station. Specific features that are required include:

- There must be at least 4 types of rooms in the station (e.g. cargo bays, personnel quarters, infirmary)
- Rooms can have teleportation pads from which Auber (but not infiltrators) can teleport to any other teleportation pad in the station
- There must be at least 3 distinct special abilities within the group of infiltrators
- Auber can teleport to the infirmary to heal
- The game must be real-time (not turn-based)

The game is won when all eight infiltrators have been arrested. The game is lost when infiltrators have successfully destroyed more than 15 systems of the space station.

Constraints

You are building a game that should be playable and enjoyable by your ENG1 cohort. However, there are two stakeholders that you must also accommodate.

- **The customer:** one of your lecturers (Prof. Dimitris Kolovos - dimitris.kolovos@york.ac.uk) will play the role of a customer who is interested in eventually trying to market and sell your game. Ultimately the customer is the person you must convince of the validity of your assumptions and decisions. This stakeholder can be contacted as often as you need and at any time (but do not expect an instant reply!).
- **The University of York Communications Office:** who is interested in using your game for its own promotional activities, e.g., at Open Days, UCAS Days. Please note that you can only communicate with this stakeholder through the lecturers.