# ***Identity***
## Heather Arbiter

**Tone:** Identity, choices, morality, perspectives, control, mystery
**Designer's Focus:** Define an Identity
**Genre:** Science Fiction Action RPG

**Box Text:**
Identity is a science fiction action RPG in which you create a character that is unique, only to be placed side-by-side with a clone of yourself. The story is a mystery inside of a war zone, as coupled with the mystery of being two people, you must also deal with a murky past as neither of the clones knows what happened to them since being one person months ago.

You dream about the slaughter of your family at the hands of the vicious shadow-like Wraiths, an alien race who preys on humanity. You wake up in a destroyed government lab next to an exact double of yourself.

You define your past. You define yourself. You create a character that is unique, only to be placed side-by-side with a clone of yourself. The story is a mystery inside of a war zone, as coupled with the mystery of being two people, you must also deal with a murky past as neither of the clones knows what happened to them since being one person months ago.

This game has something for everyone. Men and women, young and old, FPS or RPG fans, this game will let you play the way you like.

**Game Play Description:**
Although there are two clones, the game is single player. It is specifically designed to create a sense of unreality by giving the player alternating control over both clones. In this way the player has two sets of hands, and even has the opportunity to experience the story from two different perspectives.

The clones (red and blue) work side-by-side in three modes of interaction: ground combat, space combat and interactive cinematics.

On the ground, the players are fight side-by-side with their clone and even flip to the perspective of the clone, toggling back and forth between red and blue. In this FPS-style combat, the player has guns (projectile and energy), a shield (which can block as well as bash in skulls), armor (which the player will need to replace and upgrade as they progress), can pick up objects to hurl at people, and protect their clone by pulling them t to safety.

The player experiences things as both clones side-by-side playing the role of gunner or pilot when in space but viewing everything through the same view port. On the player's ship, they will have the opportunities to interact with other characters and influence the story.

In cinematic sequences the player answers questions and responds to queries as both red and blue at different times, creating identities for both red and blue. Whenever the player isn't in control of a clone, AI will respond to prompts using information from the decisions that the player has made throughout the story. Because each scene can be experienced from either perspective and each decision can have an effect on the story, the game has an extremely high level of re-playability.

The basic goal, as in many games, is to stay alive and progress to the next level. Of course, the player not only has to keep themselves alive but their clone as well. Once at the end, the player will learn the truth of why they were cloned. And that truth will vary depending on the choices the player has made throughout the game. While no choice is a wrong choice, each choice does affect how the story will pan out in the end.

**Meta Analysis:**

Identity, like many action RPGs blurs various game genres. However, looking at some key titles that share features of Identity can give an estimate of its potential success. Halo 2, the best selling game of 2007, shares many features of Identity including the science fiction setting, FPS elements, even the dual perspectives. Mass Effect, which is probably the game closest to Identity in form with its combination of RPG and shooter elements, and even the ability of a player to provide extensive control over their character. Mass Effect is one of the top rated action RPG games across various sites and had sales in excess of two million copies.

In terms of game play, it should have points that interest fans of various genres. Players who enjoy playing a character they design, such as MMO players, will like the control they have over the character. It allows players to choose appearance, fans of role playing games will like the expanded control over the story the player has in the decision sequences and fans of shooters will enjoy the combat. And fans of flight simulation will appreciate the space action sequences. And RPG players will like the control they have over the story and their ability to play the role of the main character(s) rather than playing a part already written for them. FPS fans should be intrigued by the ability to toggle between and manage two characters at once.

## Competitive Analysis

**Halo 2 & 3 (Xbox, 2004 and Xbox 360, 2007)**

Halo 2, the immensely successful science fiction first person shooter features a grand story and tells it from two separate perspectives: the human Master Chief and the alien Arbiter. The story alternates back and forth between the two perspectives and allows the player to experience two sides of the story up until their worlds collide at the end of the game. In the next game, both characters play side by side but the player only has control of one.

Identity maintains the science-fiction atmosphere and many combat levels are similar in visual appearance to the urban war zones present in the Halo series. But while you never experience the dual; perspectives of bother characters at the same time, Identity pushes that as the main feature. And while in Halo, you fight as super soldier cyborg, the Master Chief, in Identity you fight as two soldiers simultaneously. Lastly, in Halo, the main character, the Master Chief is a mysterious

figure you know little about. There is little identifying with the character. In Identity, the player *is* the main character and the focus is on identifying with that character.

Halo 2 and 3 were immensely successful selling over 8.3 million copies each.

**Star Wars: Republic Commandos** (Xbox, 2005)
Republic Commandos is a first person shooter where you are a single commander of a unit of several other commandos. In playing, you play as one character but you control several others. It gives the sense of being more the one person, and provides for an example of how you can command and control multiple characters from one perspective.

Unlike Republic Commandos, the player won't be giving orders to their clone but will be controlling and managing him. And unlike commandos, you will be able to control both characters, switching back and forth between either at will.

**Mass Effect** (Xbox 360, 2007)
In Mass Effect, the player has significant control over the main character who is an elite soldier in command of an elite squad. Mass Effect is similar in structure to Identity, allowing RPG-style cinematic scenes where the player directs the course of conversations and how the main character deals with different characters he meets. Additionally, it alternates between the RPG sequences and the combat scenes which are FPS similar to the intended style of Identity.

In terms of story-telling style, Identity is close to Mass Effect. As an action RPG, alternating between story-telling sequences and action sequences, Mass Effect is an excellent example of the style we intend to create with Identity. In particular, the RPG cinematic sequences don't ask the player to chose the exact response to queries but rather the tone of the response and the cinematic plays out a response to that tone. This doesn't make the player need to read lengthy questions and choices but still presents them with control over the story.

In terms of control and the combination of RPG and FPS elements, Mass Effect is a great example of the feel we are going for with Identity. Mass Effect has nothing related to the altered and parallel perspectives of the character's having clones and places less emphasis on the theme of Identity.

Mass Effect sold 2.7 million copies worldwide.

**Star Wars: Knights of the Old Republic** (Xbox, 2003)
KotOR is an example of how the player's choices throughout the game can impact the direction of the plot. In KotOR, whether or not the player falls to the dark side depends on various choices they make throughout the game. Additionally, the player even has the option of killing characters or sparing them much the way the player has the option of killing or sparing Enlee.

The choices the player makes in KotOR largely only affect whether or not the player is a light or dark Jedi. There are only two endings and the choices a person makes along the way are pretty easily seen as light or dark allowing the player to predetermine the game's outcome.

In Identity, the choices the player makes are less clear in how they will affect the outcome. This makes it more unpredictable and gives the possibly for more variations in the alternate endings.

KotOR was very successful, selling 1.95 million copies worldwide and has been praised as one of the best RPGs for the Xbox (http://www.vgchartz.com/games/game.php?id=6445&region=All)

**Lunar Knights** (Nintendo DS, 2006)
Lunar Knights is an action RPG about alien vampires and two young men who team up to fight them. It is relevant both because it features dual main characters and also because it features three different forms of interaction: space flight sequences, real-time fighting on the ground, and RPG cinematic.

The game, in part because of the platform, is limited in terms of graphics and depth of game play. The action sequences are hack and slash rather the shooter style mechanics and the flight sequences are handled external to the ship rather than from the cockpit perspective. Also, the RPG sequences are limited in terms of graphics and impact of the player's responses to the game. So while Lunar Knights has all three of the interactive mechanics that Identity does, it does each of them in a more limited fashion.

In terms of having two main characters that the player can play as, the primarily similarities are when the characters split up and both experience the same time span from different perspectives. Even when they are together, the player only controls and sees one of them, though they can swap out at anytime.