

User stories

General:

- As a player, I want to feel the constant presence of the three main characters of the game: The Town, The Plague, and time.
- As a player, I want to feel that this world is controlled by powerful forces and laws that don't really care for humans. I want to feel that my character is not the center of the world that has everyone's attention and interests revolve around him.
- As a player, I want everything that happens to me to feel realistic. I want to feel the discomfort that stems from the limits of human abilities—even if that reduces "usability".

Town/travel:

- As a player, I want to get to know The Town, learn every street and location by heart. I want this place to feel familiar.
- As a player, I want to be able to move faster in certain cases, but I don't want to always run or teleport.

Quests:

- As a player, I want to be engaged in an interesting storyline, and I also want to have several smaller questlines that are not filler, but add more depth to the main story.
- As a player, I DON'T want to see my quest log always filled with quests that generate even more quests as soon as they are finished so that I "don't feel bored". Which leads to:
 - As a player, I want to have some spare time every day and I want to spend it the way I like it.
- As a player, I want to see the consequences of the decisions I make while completing missions.
- As a player, I don't want to perceive my missions as isolated "quests", but rather as facets and aspects of the current state of The Town. I want them to support one another, the plot, and the atmosphere.

Events:

- As a player, I want to see various events happening in the streets; they would make my walks more interesting and the atmosphere thicker.
- As a player, I want to see that the world around me is living on its own, and that its life doesn't necessarily depend on me doing something. I want events to happen regardless of whether I'm there to see them and whether I wanted them to happen. It's my own fault if I miss something.

The living town:

- As a player, I want to see that street NPCs aren't just mute dolls stuffed with straw, but rather extras that are also a part of this play—just like my character is.
- As a player, I want to be surprised by the AI. I want NPCs to behave

unexpectedly without betraying obvious and awkward patterns.

- As a player, I want there to be a narrative in the game apart from the dialogue. I want any walk through The Town to be a story.
- As a player, I want to feel The Town's "texture" (exterior and interior) that would depend on what district I'm in and what's happening there.

Inventory and items:

- As a player, I want to feel the "physicality" of the items I have. I want to know their weight and price.
- As a player, I want to scavenge and gather things, but I don't want to become a hoarder who collects any piece of junk he sees in the street.
- As a player, I want to feel that I have a "home" that I can go back to.
- As a player, I want it to be tough to steal from inhabited houses and to loot abandoned ones.

Resources:

- As a player, I want every item in the game to have value and be useful in a certain situation.
- As a player, I want to be hard-pressed for resources. I want to have to compromise all the time (a revolver or a loaf of bread?).
- As a player, I want barter to be a part of the emotional narrative, not just a mechanic.
- As a player, I want looking for resources to feel risky rather than mundane. If I give up going after certain resources, I want to do so out of fear or a lack of time rather than laziness.

Night/day cycle:

- As a player, I want The Town and the gameplay to change completely depending on what time of day it is. For the night is dark and full of terrors.
- As a player, I want to see and feel the morning/day/evening/night cycles of the Town.

Character condition:

- As a player, I want to truly feel the condition my character is in. I want to perceive them as a person of flesh and blood.

The Plague:

- As a player, I want infection to be a real threat that would be no less (or even more) intimidating than physical enemies.
- As a player, I want The Plague to be not only an enemy and a plot device, but also a full-fledged character of the game. I want to feel its everlasting presence.
- As a player, I want to see that the fear of getting infected changes NPCs' behavior, making them do horrible things. That's the only way to show how truly terrifying The Plague is.

Reputation:

- As a player, I want to see a completely different reputation system that wouldn't follow current trends and clichés, but would rather pose real ethical and moral

dilemmas, making me feel responsible for my actions.

- As a player, I DON'T want to live in a binary world between "everyone loves you" and "everyone hates you". I want to discover shades of grey.

Fighting:

- As a player, I want fights to make me nervous and possibly frightened, not become a fun adrenaline frenzy.
- As a player, I want any fight to become an event in and of itself.

Stealth/breaking in:

- As a player, I want to be frightened when hiding from someone, not to feel superior.
- As a player, I want getting into someone's apartment (and that includes breaking in) to become a meaningful event, not a technicality.
- As a player, I want to be able to knock on any door I want.

GUI/HUD:

- As a player, I want the tools that convey the technical aspect of the game to be a part of its atmosphere too.
- As a player, I want my screen to be as clear as possible.