

Black Water -- Touch of Darkness

A real time 3-D action adventure with a hard edge, "Black Water" is a mixture of American Hero and undersea scientific thriller.

The Story

Driven by revenge and betrayal, The Agent must complete one final mission -- an arctic research base has been attacked and the Delta Force response team hasn't been heard from in over 24 hours. His mission to contact and assist the Delta Force in destroying the base gets personal when they inform him his brother was commanding the D-Force team. As the plot unfolds, The Agent discovers the real reason he's been sent and must confront The Tritons - an intelligent underwater race. When he learns what The Tritons have in mind for the human race he realizes he may be mankind's last hope.

The Worlds of Black Water

Black Water takes place in a diverse world of real time 3-D locations, including:

Ice Station TX

A battered arctic weather station on the surface, this base was significantly upgraded to observe and study The Tritons after their discovery. It's a gritty labyrinth of passages, corridors, control rooms and labs.

The Harbor

A drydocked icebreaker in the harbor eventually provides access to the undersea research lab, hidden beneath the harbor.

Secret Underwater Research Center

This hi-tech, underwater research center must be destroyed for the mission to be successful.

White Star Liner

The 1940's era White Star ocean liner uses its passenger ship status for cover but it also has a secret lab capable of unleashing a device to destroy The Tritons. The lab is also equipped to investigate the effects of black water. This gives us a variety of 'innocent victims' and allows us some basic puzzle elements to discover the hidden 'secret' areas of the ship. This scenario also leaves open the discovery by the passengers that they were just 'fish bait', giving them incentive to help The Agent -- even if it is against The Secret Organization. When The Agent discovers it, it's capsized and slowly sinking.

Iceberg

Traveling through the iceberg will be the only way to completely explore the secrets of the capsized liner.

Undersea Graveyard

A 'Bermuda Triangle' of the Antarctic, this area may contain many diverse remnants of human diversity.

Triton Complex (undersea)

The Triton city is futuristic while maintaining an organic feeling. Maybe it even has a symbiotic relationship with the inhabitants?

The Agent -- Our Hero

He is The Agent -- mercenary for hire. Grizzled and battle worn, he's seen it all. The opening scene of the game (PRE-cut scene) shows the end of his 'final' mission. The only thing that could bring him out of retirement would be something personal -- an offer he couldn't refuse.

The Tritons -- Intelligence Under the Sea

The Tritons are a long lived, slow-breeding underwater race that evolved in the hot, nutrient rich waters near black smokers (underwater volcanic vents) on the ocean floor. Their original city (and largest) is in the Antarctic. They've only recently been discovered by humans and their intelligence has been severely underestimated by the

scientists sent to study them. The Tritons have only become aware of the humans and their influence on the world's oceans in the last few decades.

As the Tritons learned more about the human race they realized if they didn't act quickly they would soon be extinct. The taking of the Antarctic base is only the first step in the plan. Their ultimate goal is to accelerate global warming by melting the polar ice caps, raising the sea level to eliminate the reckless human race.

Capturing the Ice Station allows The Tritons to learn about the lab on the liner -- and the plans to destroy them. They're prepared when the White Star arrives, disabling the liner and stealing the bomb for their own use.

The Agent's Brother

Younger brother of The Agent was the leader of the Delta Force. When The Agent finds him he gets an example of the effects of black water. The Brother has started to mutate although he can sometimes fight it off. He is encountered periodically throughout the game. Ultimately (late in the game), he begs to be released from the scourge of the black water infecting him -- The Agent has no choice and is forced to honor his request.

The Secret Organization

Not much is known about this arm of the government. They're only called in during times of extreme breach of national security. They probably know the most about The Tritons but are unwilling to part with any information. Most of what we know about this organization may be discovered through their manipulation of The Agent throughout the game.

Chapter 1 – Rescue/Discovery

The Agent arrives to rescue his brother and help destroy the base. As he searches he begins to get clues hinting at the bigger picture. He won't find his brother in this area although he will get clues about his whereabouts. As The Agent searches for a way to destroy the base he realizes that he needs to gain access to the secret underwater lab to complete his mission.

Chapter 2 – Revenge

The Agent discovers his brother has been infected with black water and vows revenge. When his brother is lucid, he reveals information about the White Star Liner and The Tritons. When he's under the influence of black water he fights against The Agent. As The Agent explores the lab, he encounters the Delta Force team and must ultimately fight and kill his brother – the commander of the Delta Force.

Chapter 3 – The Riddle of the White Star Liner

The Agent has been receiving vague clues about the liner but must explore it to discover the lab and its deadly cargo. Everyone on the liner has been affected by black water and will attempt to stop The Agent as he searches for the lab and the bomb.

Chapter 4 – Discovery -- The Missing Bomb

The Agent discovers that The Tritons have taken the bomb and knows the only way to get it back or detonate it is to fight them on their own turf.

Chapter 5 – The Quest(s) to Triton City

The Agent must travel underwater to find Triton City. Along the way there will be many deadly surprises.

Chapter 6 -- Discovery/Escape

When he reaches The Tritons and discovers their plan he has to find a way to destroy them before they can wipe out mankind.

Black Water

Turns humans into mindless slaves of the rulers of the deep -- The Tritons.

DOESN'T stop The Tritons -- what is his final message?

Elements of Bozz Email including:
TECHNICAL SPEC

CHARACTER SPECS

The Agent
The Brother
The Secret Organization
The Tritons

LOCATION SPECS

Ice Station TX
 Above Ground
 Below Ground
Harbor (underwater)
Ice Station
 Secret Underwater Facility

Liner

The liner White Star uses its passenger ship status for cover but it also has a secret lab capable of creating a device to destroy The Tritons. The lab may also be equipped to investigate the effects of black water. This gives us a variety of ‘innocent victims’ and allows us some basic puzzle elements to discover the hidden ‘secret’ areas of the ship. This scenario also leaves open the discovery by the passengers that they were just ‘fish bait’, giving them incentive to help The Agent -- even if it is against The Secret Organization.

After capturing Ice Station TX, The Tritons learn about the lab on the liner and the humans’ plans to destroy them. They’re prepared when the White Star arrives -- they disable the liner and steal the bomb for their own use.

Iceberg
Undersea Graveyard
Triton Complex (undersea)

POSSIBLE ENDINGS (more to come as story/plot/character development continues)

Story/Plot Notes

The story is a chronicle of the events strung together like beads on a string. Story requires only curiosity to know what will happen next.

The plot is a chain of cause-and-effect relationships that constantly create a pattern of unified action and behavior. Plot requires the ability to remember what has already happened, to figure out the relationships between events and people, and to try to project the outcome. Our challenge is to reveal interesting elements of the plot to intrigue the player -- without giving away what may really be happening. In other words, leave them thinking.

The Setup

The initial action of a situation, presented to us as a problem that must be solved. The beginning defines the characters and the wants of the major character(s). What does The Agent want? What do The Tritons want? Wanting leads to motivation – why a character does what he does.

The Middle – Rising Action

The characters pursue their goals. The Agent will run into problems that will keep him from completing his intentions. These ‘reversals’ cause tension and conflict because they alter the path The Agent must take to reach his intended goal. After the reversal is recognition, where the emotional relationships between the characters change (irreversibly) as a result of the reversal event. “The personages of a tale shall confine themselves to possibility and let miracles alone.”

The End

The climax of the story, the falling action and the denouement. The ending is the logical outcome of all the events in the first two phases. Everything that has happened to this point inevitably leads to a final resolution in which all (or maybe most) is exposed and clarified. Most of what happened (if not everything) makes sense -- and if we've done our job, there will be unanswered questions that will encourage repeated play of "Black Water."

Key Scenes List

- The Agent and Brother playing together as kids, preparation for some event in the game.
- At dinner with both The Agent and Brother playing their undercover part.
- Show The Agent discovering a flaw in Brother that he has to use to defeat him in the end (something the Brother demands in moments of lucidity.)
- Close encounter with black water.