Narrative Summary DOC

Created by	Ⓣ Team Supercharge
Created time	December 18, 2025 11:19 PM
	OVERALL GAME DOC
Last edited by	Ⓣ Team Supercharge
Last updated time	February 11, 2026 12:19 AM
AI summary	SUPERCHARGED is a linear, hub-based action platformer where players, as a game development student, become trapped in their unfinished project after a power surge. The narrative unfolds through gameplay mechanics, with players fixing systems to progress and improve the game world. The story emphasizes mechanics-first storytelling, visible cause and effect, and minimal exposition, reflecting real game development processes. Players navigate various levels representing stages of development, ultimately restoring connectivity to complete the game and escape back to reality.

SUPERCHARGED

Narrative Design – GDD

1. Narrative Overview

SUPERCHARGED is a linear, hub-based action platformer where the player experiences the process of finishing a game by being trapped inside it.

The narrative is delivered entirely through gameplay, environment evolution, and system feedback. There are no traditional cutscenes or dialogue-driven exposition. Story progression is communicated through player actions and visible changes in the world.

The core narrative loop is simple:

Fix broken systems → World improves → Progress becomes possible.

---

2. Narrative Premise

The player is a game development student working late on an unfinished project. A rushed build export triggers a power surge mid-process. The system reboots, but the build continues running in an unstable state. Because the player is physically interacting with the system at the moment of failure, he is pulled into the project itself.

The player wakes up inside the game's internal system.

The only way out is to finish the game properly.

---

3. Narrative Pillars

- **Mechanics-first storytelling**: The narrative is expressed through player actions, not explanation.
- **Visible cause and effect**: Fixing systems creates immediate, tangible changes.
- **Minimal exposition**: The game never over-explains its logic.
- **Grounded meta narrative**: The story reflects real game development processes.
- **Environmental continuity**: One core environment evolves across the entire game.

---

4. Player Role & Perspective

The player character is intentionally unnamed and silent.

Narratively, the player fulfills multiple roles:

- The creator of the game
- The tester trapped inside it
- The system stabilizer
- The final user

The story assumes the player understands their role through context rather than dialogue.

---

5. World Logic & Canon Rules

- The **store room exists in the real world**.
- The store room was used as **reference and blockout** for a level in the unfinished game.
- Inside the system, the game reconstructs this space using incomplete assets and placeholder logic.
- The player is not physically shrunk; the world is incorrectly scaled due to unfinished development.
- Changes made inside the system directly affect how the store room appears later.

These rules remain consistent throughout the game.

---

6. Narrative Structure & Level Progression

Act 1 – Store Room (Part 1 / Demo Level)

The game opens in a store room that feels familiar but incorrect. Objects are oversized, proportions feel wrong, and repetition is visible. This environment establishes discomfort and subtly communicates that the space is unfinished.

The player navigates the space and reaches a computer at the end of the level. Interaction with the system triggers a build export.

During the export, a sudden power surge occurs. The system reboots, but the build does not terminate. The player is pulled into the system as the world collapses into digital fragments.

Act 2 – System Hub

The player awakens inside the game's internal system hub.

This space represents the project's development pipeline. Modules appear as broken or locked system nodes. The hub acts as a connective space between levels and visually reflects project stability.

Progression is linear but structured around returning to this hub after each major system fix.

Act 3 – Development Pipeline Levels

Each level represents a specific stage of game development. Completing a level stabilizes that system and causes visible improvements elsewhere.

Blender – Form & Scale

This level represents raw geometry and foundational modeling. Visuals are flat-colored, untextured, and intentionally unpolished. Scale inconsistencies are a core challenge.

Completing this level corrects major scaling and proportion issues across the game, including noticeable improvements in the store room environment.

Photoshop – Composition & Readability

This level represents visual composition and clarity. The environment is constructed using layered 2.5D planes that shift and overlap.

Completing this level improves lighting, contrast, silhouette clarity, and UI stability throughout the game.

Substance Painter – Material & Surface

This level introduces material definition and surface feedback. Environments gain texture, weight, and visual response.

Completing this level finalizes the visual identity of the world, making environments feel grounded and complete.

Act 4 – Compiling System

This short, abstract level represents the build process under stress.

The environment is unstable and fragmented. Errors manifest as collapsing geometry and timed hazards. This level acts as a skill and systems check before the final stage.

Act 5 – Game Engine & Export

The player enters the game engine environment and reaches the export command.

The export fails due to lack of network connectivity.

This failure forces the player back into the real world.

Act 6 – Store Room (Part 2)

The player returns to the store room, now fully updated based on all previous fixes. The layout remains the same, but proportions, materials, lighting, and traversal feel correct and polished.

The player reaches the Wi-Fi router and restores the connection.

Act 7 – Final Export & Resolution

The player is returned to the system.

The export resumes successfully.

The build completes.

The game fades out and returns to the real-world desktop, showing a finished build titled **SUPERCHARGED**.

The player has escaped by finishing the game.

7. Narrative Delivery Methods

- Environmental evolution
- Hub UI changes
- Level theming and abstraction
- Player ability feedback
- Minimal on-screen system messages
- Optional comic-style panels for transitions

No traditional cutscenes are required.

---

8. Narrative Tone

- Grounded
- Reflective
- Minimalist
- Purpose-driven

The game avoids melodrama and instead focuses on clarity, transformation, and completion.

---

9. Narrative Statement

SUPERCHARGED is a game about finishing what you start, by confronting the systems you built and fixing them from the inside.

Story Doc