Design Document

**MULTIVERSE**

Created By \*\*\*

**Introduction**

This document is about the general design for Multiverse. The game is a “side scroller” – RPG made foremost for PC, programmed in C++.

**Story**

Multiverse takes place in different worlds and universes (hence the name: Multiverse). You start out as an outcast child with no background. The world lies in ruins after wars and natural disasters. The year is unknown. Scientists tore a hole in time space and now portals to other worlds and dimensions begin to open and people are randomly disappearing from their home world. This is what happened to you. As a child you are sent to Limbo, a place between worlds. From there you will travel to different universes, dimensions or worlds.

As a child you are like an unwritten book, open to the surreal worlds that surrounds you. The unexplainable things you experience are unquestionable for a child. Therefore you’re not angry, maybe frightened. The only thing that matters is finding your meaning and to survive.

The game will have a “main track” to go on but will also have many “side tracks” to give you a better understanding to the story and contribute to the atmosphere.

Multiverse is a story based game with a lot of focus on the design, atmosphere and its special game play. The game will have a lot of content like characters, places/worlds and story. The ambient atmosphere is one of the important things in this game were there will be multiple universes to find and explore, not like our own and sometimes with different laws of physics (like reversed gravity or no gravity at all).

We chosed to make the atmosphere ambient, surreal and beautiful. You start out as a child in your world (which is like the “real world”). This world lies in ruins because of war and other things you later find out about in the game. The child will be your character (choose boy or girl). But you will also play as other characters with another tale, different from yours throughout the game.

The game is like a modern fairytale; quests and goals, magic, evil monsters, heroes etc. but with a more “scientific” theme, it still has symbolic like a traditional fairytale.

 Introduction

 Background (optional)

 Description

 Key features

 Genre

 Platform(s)

 Concept art (optional)

**Tell-Tale system**

