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| Frozen Frog |
| [KEEP QUIET] |
| **1ad790985f7dc81b7153134eba58dc2** |
| Version #1  All work Copyright © 2019 by Frozen Frogs.  All rights reserved. |
| **[YuYang Ma]** |
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| Jan 30th 2019 |

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[This is where you keep track of the detailed changes made to your document throughout the course of development.]

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

1. **Game Overview**

*(ensure you mention the goal of the game and how to win if applicable)*

*The whole game happened between 1966 to 1976. In order to escape the pursuit of soldiers, you hid into a dumped hospital which build in the war. Then you were be stunned by a mystery person, when you wake up, you discovered you were in the basement of the hospital. For the surviving, you started escape from the hospital.*

1. **Game Play Mechanics**

*(how does your game work?)*

**It’s a simple first person perspective horror VR game. Player need to try escape from the hospital, and get rid of the ghost. There are a few puzzles which players need to solve, like find the key or find the password to open the coded lock. Also player can get bonus scores by find some scraps of paper which explain the whole game world background clearly.**

1. **Camera**

*First person perspective*

**First person perspective**

1. **Controls**

*(Which keys does your game use? Does it use the mouse or a joystick?)*

**Use gamepad and VR controls(HTC vive)**

1. **Saving and Loading**

*(Does your game include saving and loading? When? How?)*

*We don’t have saving and loading part.*

**The players can save the game on any time, they just need open the menu, and click save button with left mouse button.**

1. **Interface Sketch**

*(What does the game interface look like? Provide a screen shot or sketch)*

1. **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

1. **Game World**

*(Describe Your Game Environment)*

**The game is set inside a country which just stopped the war. The government started rebuild dumped building which build in the war, and the data analysis, just only 20% of these building could rebuild, there are many bizarre things happened in others, and the most famous one is RENHE hospital which the player hide in.**

1. **Levels**

*There is only one level in our game.*

*But there will be a special level for players who can not stand horror, these two levels will be totally same, just the special level has the warning screen before player meet something fearful.*

1. **Game Progression**

**The longer time passes, the harder game played. The ghost speed and accounts will be increase with the time which player cost.**

1. **Characters**

*(Describe Your game avatar if applicable)*

1. **Non-player Characters**

(Describe Any Computer controlled Allies and how they work)

**kind-hearted ghost : We will use some sounds or words to act it, and it will give player some hint about the puzzles.**

1. **Enemies**

*(Describe computer-generated enemies and boss monsters)*

**Each enemy has its fixed patrol and hate range. When the player get the final key which used to open the hospital gate, all the enemies will combine in one huge ghost, and become the boss, and wait near the gate of the hospital.**

1. **Weapons**

*Amulet is the only weapon in our game, it is located with the final key, and player just can use it fight with the final boss.*

1. **Items**

*(Describe any in-game items that can help or hinder the user)*

**Keys for open then doors.**

**Dolls Invite hate values instead of players.**

**Tutorial and stories wrote on the scrap paper.**

**The player can hide in chest and cabinet to refresh the hatred of the ghosts.**

1. **Abilities**

**When the player push a button, the character can run fast, but it will cost the endurance.**

1. **Vehicles**

**We don’t have vehicles.**

1. **Script**
2. **Scoring**

**The score will be showed at end of the game. The scores calculate with the whole game playing time, and the healing which the player final left., also if you collect the craps of paper, you will get bonus scores.**

1. **Puzzles/Mini-games**

**Find the keys and open the coded locks.**

1. **Bonuses**

**Find the scrap paper.**

1. **Cheat Codes**

**We don’t have the cheat codes.**

1. **Sound Index**

*(Include an index of all your sound clips)*

*Actually the music and sound parts will be one of the most important part in our game. We will find some horror music which can Inspire people's inner fears.*

1. **Story Index\***

*(Outline your game story here)*

**In each Zhongyuan Festival(a kind of Chinese festival, it will be described in the craps of paper) the RENHE hospital’s ghost will reappear in reality. Hao Lin(player) enter the hospital in that day, and the ghosts encage him and used to finish the evil rite. Hao try to escape from the hospital, and the kind-hearted ghost will guide Hao. Hao also will find some craps of paper, it will describe some background about the whole game world and some information about this hospital. When Hao get the final key and amulet, the ghost will combine in one huge ghost, in the end, Hao wipe out the final boss, escape from the hospital and burn the h**

1. **Art / Multimedia Index**

*(Include an index of all your graphic and video assets here)*

1. **Future Features**

*(Include any future features that are planned to be implemented)invent*

*We will add another ending in the future, the craps of paper will not just be a bonus part, if you want play another ending which we add in the future, you need get all craps of paper.*