Game Design Document

# Level 1 -

You have to learn to let go.

Iter is a 3d exploration puzzle game where the dog called Iter goes into the underworld to get bakc his best friend and bring him back to the world of the living. By controlling gravity, Iter is able to lead his companion through the shadows back before his companion’s spirit is severed from the world permanently.

In level one, we are introduced to the game mechanics. Iter is tasked with taking his companion outside the tomb into the hall of catacombs and traverses the cemetary. There are places where his companion cannot go. Iter has the power to manipulate gravity and use the objects to make a path for his companion to pass safely. The level ends when the team has reached the exit of the cemetery.

Movement - Player controls the dog. who when tethered can lead his best friend around?

Tether - as long as you are connected to your friend their soul will not vanish. If the tether breaks the child remains where they stand for a limited time until they vanish.

Gravity control - By opening valves the player is able to control the flow of gravity in six directions. Object in the world are affected by gravity.

Shadows - the tether is dissolved when the companion enters the light.

Dog can die and returns to checkpoint.

Player backstories

Greek Mythology - Orpheus loses beloved

# Gameplay

## Room 1 - the Tomb

In The room

Wake up

Teach the tether

Activate the lever

Only high enough for dog to go through it

Dog enters hall of catacombs

Dog has 30 seconds to find the lever to raise the wall so that they can tether and continue their journey

Tethering teaching is complete

## Room 2 - Catacombs

The exit is upside down on the ceiling

Activate the gravity

Flips the exit and stairs

Activate the gravity back

There is a spotlight in the middle of the hall

Dog traverse spotlight which breaks tether (foreshadowing)

Retether

Put a block

Activate the gravity back (fail in a safe environment)

Player knows two mechanics and now we will have a puzzple to make player use the skills.

Area partially covered dark and light

## Room 3 - Cathedral Semetary Courtyard

Enter in a covered area (floor is on the top)

Block to the right

On wall there is a slit of light to the right of the block that fills entire plane (ceiling) with light

Across the majestic courtyard is a door (the door looks easy to get to)

All the way to the left is a valve for gravity (up - flips ceiling and floor - y- )

Switch gravity to fall to floor

Tether breaks by a light beam covering the entire plane because you fell into a lightbeam.

Now the block is to your right and the light is coming from your left

Go to the other side of the block to cover the light and put your companion into shadow.

reTether

At opposite side of the wall is another valve that turns gravity into y+ (flip floor to ceiling)

Fall down and untether into a light beam

Cube is to your left and light is to your right

Get cube to put between companion and lightbeam

reTether

Walk to the door

# Mechanics

Tether

Camera follows the dog

If there is a wall and dog goes through but human does not camera follows the dog

Dog is restrained to a certain distance (eg 10 meters)

Two buttons - left click - using stuff

Right click - tethering

Movement with arrows

Walk 25% faster untethered

## Animations required

Brake

Move objects

# Storyboard

Floor plan

Waking up

Can’t make it through door

Gravity

Light - breaks tether - majestic

Ending happy at door

# Architecture

The first room is based on ½ of the height of the Sistine Chapel (40 meters) which is 20 meters high.

The second room is 40 meters high.

The third room is 20 meters high.