

Game Design Document

LOST IN THE SHADOWS Play the part of a talented detective who was unjustly imprisoned and use your investigative abilities to expose a fraud and corruption within the prison walls.



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# Game Overview

* 1. **Game Concept**

Detective's Escape" is a captivating escape game where players assume the role of a wrongfully imprisoned detective. They must navigate the dangerous confines and reclaim their freedom. Through careful exploration, puzzle-solving, and strategic decision-making, players uncover hidden clues to orchestrate a daring escape.

* 1. **Genre**
* Narrative-driven Escape Adventure
* Mystery
  1. **Target Audience**

Primarily aimed at adult gamers who enjoy immersive storytelling, strategic puzzle-solving, and challenging escape scenarios.

* 1. **Game Flow Summary**
     1. **Core gameplay loop**

**Investigate**: Players explore the prison environment, searching for clues and evidence to uncover the truth behind their wrongful imprisonment. They investigate crime scenes, interact with characters, and gather information to progress the story.

**Escape Planning**: Players strategize their escape by analyzing the prison layout, identifying weaknesses, and planning their route. They must gather tools and resources, exploit opportunities, and devise a plan to overcome security measures and make a successful escape.

* 1. **Look and Feel**

Lost in the Shadows game is grimy, ominous atmosphere of a jail is reflected in the gritty. The game makes use of a gloomy color scheme with shadows, poorly lighted passageways, and sporadic flickering lights to heighten the sense of captivity and mystery.

* 1. **Game Pillars**
  2. **Immersive story:** The focus of the game is on providing players with an immersive and compelling story experience. Players can explore a rich and complex tale replete with intrigue and opportunities for personal redemption thanks to the story-driven gameplay. The player's actions, goals, and emotional investment in the protagonist's journey are all driven by the story.
  3. **Puzzle-Solving and Strategic Exploration:** The main gameplay features are puzzle-solving and strategic exploration. To advance in the game, players must carefully traverse the jail setting by observing their surroundings, looking for hints, and resolving riddles. The tasks and puzzles are made to be interesting, fulfilling, and logical to solve, rewarding players for their critical thinking and observational abilities.
  4. **Atmosphere and Immersive Presentation:** The game prioritizes creating a rich and atmospheric presentation to enhance the player's immersion. Through detailed and realistic visuals, ambient sound design, and a carefully crafted soundtrack, players are immersed in the oppressive and suspenseful world of the prison.

# Gameplay and Mechanics

* 1. **Gameplay**

Lost in the Shadows gameplays has a players assume the role of a detective who has been wrongly imprisoned, which offers an immersive gaming experience. They move around a well-planned jail setting, conducting research, solving puzzles, using stealth, and making important decisions. To learn the truth about their unjust imprisonment, players methodically comb crime scenes for clues and evidence, question NPCs, and question them. They run across difficult riddles along the road that put their ability to think critically and solve problems to the test. Players must use stealth, timing their moves, hiding places, and distractions to avoid being seen by guards on patrol. Players can learn more about characters, develop connections with them, and have an impact on the plot by having conversations with them. The game gives players the chance to plan and carry out a well-executed escape using information on the layout of the prison, tools, and resources discovered throughout the research. The experience is made more repayable and customizable as a result of the effects of choices made throughout the course of the game. With its intriguing blend of investigation, puzzle-solving, stealth, and choice-driven gameplay, "Lost in the shadows" takes players on an exhilarating adventure of discovering a conspiracy and regaining their freedom.

* 1. **Game Progression**

Lost in the shadows presents a compelling player's journey that unfolds throughout the game, combining the progression of the story, character development, and gameplay advancements.

The game begins with the introduction of the detective protagonist, showcasing their skills and establishing their reputation as a brilliant investigator. The player is then unjustly imprisoned, setting the stage for their quest for redemption and escape.

2.2.1. **Mission/challenge Structure**

Lost in the shadows employs a mission/challenge structure that offers a series of objectives and obstacles for the player to overcome throughout their journey in the prison. This structure adds a sense of progression, variety, and pacing to the gameplay experience.

**Mission Introduction:** Each mission begins with a clear objective or goal that the player needs to achieve. This objective is presented through narrative elements, dialogue, or a specific event, setting the stage for the upcoming challenges.

**Investigation Phase:** The player engages in investigative gameplay, exploring specific areas of the prison, searching for clues, and interacting with characters to gather information related to their objective. They may need to analyze crime scenes, eavesdrop on conversations, or conduct interviews to uncover vital leads.

**Mission Conclusion:** The mission concludes with a satisfying resolution, such as the acquisition of critical evidence, an important revelation, or a significant advancement in the story. This provides a sense of accomplishment and propels the player forward to the next mission.

* 1. **Puzzle Structure**
     1. **Objectives**

In Lost in the shadows player embarks on a challenging journey to uncover the truth and escape from the prison. Throughout the game, the player pursues various objectives that drive the narrative forward and shape their path towards redemption. Here are some key objectives within the game:

* Investigate the Crime.
* plan and Execute an Escape.
* Solve Puzzles and Overcome Challenges.
  + 1. **Play Flow**

The play flow in "Lost in the shadows" is designed to provide players with a captivating and immersive experience as they navigate the prison, uncover secrets, and orchestrate their escape. Here is a general outline of the play flow:

**Introduction and Orientation:**

The game introduces the player to the protagonist, a wrongfully imprisoned detective, and establishes their situation.

**Initial Investigation and Tutorial:**

The player begins their investigation within the prison, exploring their immediate surroundings and gathering initial clues.

They receive guidance and instructions on basic gameplay mechanics, controls, and interactions through a tutorial phase.

**Exploration and Clue Gathering:**

The player explores different areas of the prison, interacting with characters, searching for clues, and gathering evidence.

They engage in dialogue with NPCs, uncovering valuable information, and forming alliances to aid their investigation.

**Puzzle-Solving and Obstacle Overcoming:**

As the player progresses, they encounter various puzzles and challenges that

must be solved to advance further.

They utilize their problem-solving skills, observational abilities, and acquired

knowledge to overcome obstacles and unravel the conspiracy.

**Stealth and Avoidance:**

Guards and surveillance systems pose threats to the player's progress. They must utilize stealth mechanics to navigate through guarded areas, avoiding detection and staying unnoticed.

**Decision-Making and Dialogue:**

The player engages in meaningful conversations with characters, making choices that influence relationships, storylines, and potential outcomes.

Their decisions shape the narrative, alliances, and the protagonist's personal journey.

**Escape Planning and Execution:**

Armed with the gathered evidence and knowledge, the player strategizes and plans their escape from the prison.

**Multiple Endings and Replay ability:**

The game offers multiple branching paths and endings based on the player's choices and actions throughout the gameplay.

Players are encouraged to replay the game to explore different storylines, make different decisions, and experience alternate outcomes.

Throughout the play flow, the narrative unfolds, mysteries challenge the player's intellect, stealth mechanics add tension, and decision-making influences the story's progression. The play flow ensures a dynamic and engaging experience in "Lost in the shadows.”

* 1. **Mechanics**

"Lost in the shadows" operates under a set of explicit and implicit rules that govern the gameplay and interactions within the game world. These mechanics define the model of the universe and determine how various elements and systems interact with each other. Here are the key mechanics of the game:

**Exploration and Interaction:**

Players have the freedom to explore the prison environment, interact with objects, examine items, and investigate crime scenes. They can move between different areas, search for clues, and engage in conversations with characters.

**Mysteries:**

Mysteries are integral to the gameplay, presenting challenges that players must solve to progress. Players need to analyze the mystery, identify patterns, use logic, and manipulate objects to find solutions.

**Dialogue and Choices:**

Dialogue interactions allow players to engage with characters, choose conversation options, and influence relationships and outcomes. Choices made during conversations can impact the progression of the story, alliances, and character dispositions.

**Investigation and Clue Gathering:**

Players must search the prison environment for clues, evidence, and hidden objects. They examine crime scenes, study documents, interrogate suspects, and combine information to uncover the truth behind their imprisonment.

**Decision-Making and Consequences**:

The player's decisions and actions have consequences that affect the narrative and character relationships. Choices made throughout the game can open up new paths, impact alliances, and lead to different story outcomes.

**Character AI and Behaviors:**

Non-playable characters (NPCs) within the prison exhibit realistic behaviors and reactions. NPCs have their own routines, preferences, and knowledge, which influence interactions and the flow of information.

**Escaping:**

The prison has various obstacles, such as cameras, locks, alarms, and patrols. Players must navigate and outsmart these systems to progress and execute their escape plan successfully.

**Multiple Endings and Replay ability:**

The game offers multiple branching paths and endings based on player choices, providing a high level of replay ability. Different decisions and actions can lead to varied outcomes, shaping the player's unique experience.

* + 1. **Physics**
    - **Object Interactions:** Objects within the game world behave realistically when interacted with. They can be picked up, moved, examined, and utilized as part of puzzle-solving or exploration. Objects may have weight and can be thrown, stacked, or used in combination with other objects.
    - **Collision and Obstacles:** Players interact with the environment and encounter physical obstacles such as walls, doors, and furniture. They cannot pass through solid objects and must navigate around or find ways to overcome these barriers.
    - **Environmental Effects:** The game may incorporate environmental effects to enhance immersion. For example, lighting and shadows play a role in stealth mechanics, where players can use darkness to conceal themselves from guards. The environment may also include weather effects, atmospheric conditions, or other factors that contribute to the overall mood and atmosphere.
    - **Gravity and Falling:** Gravity operates within the game world, causing objects and characters to be affected by its pull. Players may need to consider gravity when interacting with objects, jumping across gaps, or navigating platforms.
    - **Character Movements:** The player character's movements adhere to realistic physics, taking into account acceleration, deceleration, and momentum. This affects the character's walking, running, and interacting with objects, adding a sense of weight and realism to their actions.
    - **Mechanical Systems:** Certain objects or mechanisms within the prison may have interactive components that follow physical rules. For example, levers, buttons, or switches may need to be pushed or pulled, doors may require physical force to open, and machinery may have moving parts that need to be operated.
    1. **Movement in the game**
    2. **Basic Movement:**

W, A, S, D keys or arrow keys: Move the character forward, left, backward, and right.

Mouse movement: Rotate the camera view.

**Interactions:** Left mouse button: Interact with objects or characters. This includes picking up items, examining clues, or initiating dialogue.

Right mouse button: Use the currently equipped item or perform context-specific actions, such as unlocking doors, manipulating objects, or interacting with the environment.

**Puzzle-Solving:**

Inventory: Press the I key to open the inventory screen, allowing players to view collected items and select the appropriate tool for a puzzle or interaction.

**Drag and Drop:** Within puzzles or when interacting with objects, players can click and drag items from the inventory or the environment to perform specific actions or combine them with other objects.

**Dialogue and Choices:**

Mouse cursor: Move the cursor to select dialogue options during conversations.

Left mouse button: Click on a dialogue option to choose a response or continue the conversation.

**Menu and Options:**

Esc key: Open the pause menu, providing access to game settings, options, and the ability to save progress

* + 1. **Objects**
       - **Object Interactions:**

Approach an object of interest and position the crosshair over it.

* + - * **Left mouse button:** Click to interact with the object. This can involve picking up items, examining clues, reading documents, or manipulating objects.
      * **Right mouse button:** Use the currently held item or perform context-specific actions on the selected object. For example, unlocking a door with a key, combining items, or activating a mechanism.
      * **Character Interactions**:

Engage in dialogue with characters by approaching them and initiating conversation.

Left mouse button: Click on dialogue options to choose a response or continue the conversation.

Dialogue choices can influence relationships, gather information, or impact the progression of the story.

* + - * **Environmental Interactions:**

Take cover behind objects by approaching them and pressing the Spacebar.

Observe the environment for contextual interactions, such as pushing or pulling objects, climbing obstacles, or finding hidden compartments.

Use the interact button (e.g., Mouse) when prompted to interact with specific environmental elements, such as opening doors, searching containers, or activating switches.

* + - * **Inventory Management:**

Press the inventory key (e.g., L key) to open the inventory screen.

Use the mouse to navigate the inventory and select items.

Left mouse button: Click and drag items to interact with them, combine them, or use them in the game world.

* + - * **Player Movement:**

Utilize standard movement controls (e.g., W, A, S, D or arrow keys) to navigate through the prison environment.

Hold down the sprint key (e.g., Shift) to move faster at the cost of reduced stealth.

* + 1. **Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used -> Redundant, also Social / Multiplayer is a different heading altogether (quite major)**
       - **Interacting with Objects:**

Left mouse button: Click to interact with objects in the environment, such as picking up items, examining clues, reading documents, or manipulating objects.

Right mouse button: Use the currently held item or perform context-specific actions on the selected object, such as unlocking a door, activating a mechanism, or combining items.

* + - * **Dialogue and Communication**:

Engage in dialogue with characters by approaching them and initiating conversation.

Select dialogue options using the mouse to choose responses or advance the conversation.

Choices made during conversations can influence relationships, gather information, or impact the progression of the story.

* + - * **Utilizing Tools and Items:**

Access the inventory screen (e.g., L key) to manage collected items and tools.

Left mouse button: Click and drag items from the inventory to interact with them, combine them with other objects, or use them in the game world.

* + - * **Switches and Buttons**:

Interact with switches and buttons within the game world by approaching them and using the interact key (e.g., Mouse).

Pressing the appropriate key or clicking the interact button activates switches or triggers specific actions.

* + 1. **Combat**

The gameplay of "Lost in the shadows" does not heavily emphasize combat. Evasion, stealth, and non-lethal methods of conflict resolution are emphasized throughout the game. The player may come into conflict with guards or hostile inmates, necessitating the use of stealth mechanics and tactical judgement. By crouching, hiding, and seeking cover while utilizing their surroundings, players must avoid adversaries. Direct confrontation is given the least amount of priority in favor of non-lethal tactics like sneaky takedowns or momentary incapacitation. Due to the rarity of combat, players are encouraged to concentrate on stealth, avoiding conflict wherever feasible in order to preserve their escape strategy and limit the effects of confrontation.

* + 1. **Economy**
       - **Resource Acquisition:** Throughout the game, players can acquire resources such as tools, key items, or consumables that aid in their investigation, puzzle-solving, and escape planning. These resources may be obtained by finding them in the environment, receiving them as rewards for completing objectives, or through interactions with characters.
       - **Resource Management:** Players are responsible for managing their acquired resources effectively. This involves strategizing how and when to use them, considering their limited availability and potential impact on gameplay situations. Wise resource management can enhance the player's progress and increase their chances of success.
       - **Resource Utilization:** Players must carefully decide when and how to use their resources. Certain items may be consumable, providing temporary benefits or unlocking new abilities. Tools or key items might have specific uses in puzzle-solving or overcoming obstacles. Utilizing resources effectively can unlock new paths, provide shortcuts, or reveal hidden secrets.
       - **Resource Scarcity and Rewards:** The economy system may include elements of resource scarcity, ensuring that players must make meaningful choices and prioritize their resource usage. Rewards for completing objectives or overcoming challenges may include additional resources, providing motivation and reinforcement for strategic decision-making.
    2. **Screen Flow**
* **Main Menu Screen:** The main menu serves as the initial screen when launching the game. It provides options for starting a new game, loading a saved game, accessing settings, or exiting the game.
* **Game Start Screen**: Upon starting a new game, this screen sets the stage for the player's journey, introducing the protagonist and providing background information on their wrongful imprisonment.
* **Gameplay Screen:** The primary screen where players spend the majority of their time. It displays the prison environment, the player character, and relevant interactive elements. It serves as the central hub for exploration, puzzle-solving, interaction with objects and characters, and progressing the narrative.
* **Inventory Screen:** Accessible through a designated key or menu option, the inventory screen displays the collected items, tools, and resources that the player has acquired throughout their investigation. Players can manage their inventory, combine items, and utilize tools for puzzle-solving or interaction with the game world.
* **Dialogue Screen:** When engaging in conversations with characters, the dialogue screen presents dialogue options and character interactions. Players can choose responses and make decisions that influence relationships, gather information, and shape the story's progression.
* **Pause Menu:** Accessed by pressing the designated pause key, the pause menu provides options to adjust game settings, access game controls, save and load progress, or return to the main menu. It allows players to customize their gaming experience or take a break during gameplay.
  1. **Game Options** – What are the options and how do they affect game play and mechanics?
* **Audio Settings**: Players can customize audio options, including volume levels for music, sound effects, dialogue, and ambient sounds. These settings allow players to create their preferred audio balance or adjust individual elements to enhance immersion or accommodate personal preferences.
* **Music Volume**: This option controls the volume level of the game's music. Players can increase or decrease the music volume to create the desired balance between the game's soundtrack and other audio elements.
  1. **Replaying and Saving**
* **Save Game System:**

Players can save their progress at designated save points or at any point during the game, depending on the game's design.

* **Replay ability:**

"Lost in the shadows" may offer replay ability, allowing players to replay the game from the beginning or specific chapters to explore different storylines, make alternate choices, or discover hidden content.

* 1. **Cheats and Easter Eggs**

There are no cheats in the game.

3. **Story, Setting and Character**

"Lost In the Shadows" presents a gripping narrative that revolves around a skilled detective who finds themselves unjustly imprisoned. Framed for a crime they did not commit, the detective's reputation is tarnished, and their freedom is stolen. The game follows their relentless pursuit of truth and redemption within the confines of a high-security prison.

The story unfolds through a series of unexpected twists, turns, and alliances. Players are thrust into a world of mystery, corruption, and hidden agendas as they navigate the treacherous prison environment. Through meticulous investigation and exploration, players must gather evidence, solve puzzles, and uncover hidden secrets that expose the conspiracy behind their false imprisonment.

The game's storyline is carefully crafted to immerse players in an engrossing narrative, keeping them engaged and eager to uncover the truth behind their predicament. The moral dilemmas and branching narrative choices add depth and complexity to the story, allowing players to shape the detective's path to redemption and justice.

**Setting:**

"Lost In the Shadows" is set within the confines of a high-security prison. The prison environment serves as a tense and atmospheric backdrop for the game, heightening the sense of danger and urgency. The detailed and realistic visuals, along with the ambient sound design, contribute to the immersive experience.

Players will navigate through various areas of the prison, each with its own challenges and secrets. From dimly lit cellblocks to heavily guarded corridors, the game captures the gritty and oppressive atmosphere of a maximum-security facility. The attention to detail in the setting creates an authentic and believable world, allowing players to fully immerse themselves in the game's environment.

**Characters:**

"Lost In the Shadows" features a diverse cast of characters, each with their own motivations, hidden agendas, and connections to the prison's corruption. The protagonist, the skilled detective, serves as the central character through whom the players experience the game. Their determination, resourcefulness, and detective skills drive the narrative forward.

Throughout the game, the detective interacts with inmates, prison staff, and other characters who inhabit the prison environment. These characters range from potential allies to formidable adversaries, and players must carefully navigate their relationships to gather information and uncover the truth. The interactions with these characters add depth and richness to the story, offering unexpected alliances and surprising revelations.

The game's character development is intricately woven into the narrative, allowing players to form connections and make decisions that impact the relationships and alliances they forge. The well-rounded and multi-dimensional characters make the story more engaging and immersive, providing players with a sense of intrigue and unpredictability.

**Conclusion:**

"Lost In the Shadows" is a captivating game concept that excels in its storytelling, setting, and character development. The compelling narrative, set within the confines of a high-security prison, immerses players in a world of mystery, corruption, and hidden agendas. The attention to detail in the prison environment enhances the game's atmospheric and tense atmosphere.

The diverse cast of characters, including the protagonist, inmates, and prison staff, adds depth and complexity to the story. Players must navigate their relationships and make moral choices that shape the detective's path to redemption and justice. The combination of immersive storytelling, challenging gameplay mechanics, and strategic decision-making promises an unforgettable experience for players.

"Lost In the Shadows" stands out as a unique and thrilling escape game that merges elements of detective investigations, stealth, problem-solving, and moral dilemmas. Its immersive narrative, rich setting, and well-developed characters create an engaging and atmospheric journey of survival, intrigue, and the pursuit of truth.

3.1. **Story and Narrative**

"Lost In the Shadows" takes place in a world where the protagonist, a skilled detective, is at the peak of their career. They have earned a reputation for solving complex cases and delivering justice. However, their world is turned upside down when they are framed for a heinous crime they did not commit. The evidence is overwhelming, and they find themselves behind the prison of a maximum-security prison. With their reputation tarnished and their freedom stolen, the detective becomes determined to uncover the truth, expose the conspiracy, and regain their freedom.

**Plot Elements:**

The game begins with the detective's arrival at the high-security prison, introduced to the harsh reality of their new life. The player must guide the detective through a series of challenges, investigations, and encounters to unravel the mystery behind their false imprisonment.

As the story progresses, the detective discovers that their setup goes far beyond a simple framing. They uncover a web of corruption within the prison, involving both inmates and prison staff. The detective forms unexpected alliances with certain prisoners who are also victims of the corrupt system. Together, they work to expose the truth, gather evidence, and confront those responsible.

The gameplay combines intense stealth sequences, puzzle-solving, and detective work. Players must carefully plan their actions, avoiding the watchful eyes of guards and utilizing their investigative skills to gather evidence, interrogate suspects, and analyze crime scenes. Each piece of information brings them closer to the heart of the conspiracy.

Throughout the game, the detective faces moral dilemmas and branching narrative choices that shape the outcome of their journey. These choices may affect the relationships with allies, influence character dynamics, and determine the detective's path to redemption and justice.

**Opening Scene:**

**Actors**: Skilled Detective (Protagonist), Prison Guards, Prison Warden

Setting: The entrance of the high-security prison, with towering walls, barbed wire fences, and heavily armed guards.

**Storyboard/Script:** The scene begins with the detective being escorted to their cell by prison guards. The cold, grim atmosphere is palpable as the detective realizes the gravity of their situation. The prison warden delivers a chilling warning, emphasizing the detective's powerlessness within the prison walls.

Unexpected Encounter:

**Actors:** Skilled Detective (Protagonist), Mysterious Inmate

Setting: The prison yard, filled with inmates engaging in various activities under the watchful eyes of guards.

**Storyboard/Script:** The detective notices a mysterious inmate watching them from a distance. The inmate discreetly approaches the detective, revealing knowledge of the conspiracy and expressing a willingness to help. They exchange coded phrases and arrange for a secret meeting, setting the stage for a crucial alliance.

**Confronting the Corrupt Official:**

**Actors**: Skilled Detective (Protagonist), Corrupt Prison Official

**Setting**: A dimly lit, secluded office within the prison, adorned with framed certificates and trophies.

**Storyboard/Script**: The detective gathers enough evidence to confront a corrupt prison official responsible for their false imprisonment. Tension fills the room as the detective skillfully exposes the official's role in the conspiracy, threatening to unveil their deeds. The official's desperation becomes evident, leading to a climactic exchange of words and a dramatic escape.

3.2. **Game World**

The game world of "Lost In the Shadows" revolves around a high-security prison, a gritty and oppressive environment that sets the stage for the immersive and tension-filled gameplay. The prison is designed to be realistic, with attention to detail in its architecture, layout, and atmosphere, creating an authentic and believable setting.

**Prison Layout and Areas:**

The prison is divided into various sections, each presenting its own challenges, secrets, and obstacles. These areas include:

**Cellblocks:** The heart of the prison, comprising multiple floors with rows of cramped cells. The cellblocks are heavily guarded, and the detective's cell serves as their starting point.

**Yard:** An open area where prisoners congregate for exercise, socializing, and other activities. The yard is a bustling place, teeming with inmates and under constant surveillance by guards.

**Cafeteria**: The central hub for meals, where prisoners gather to eat and interact. The bustling environment offers opportunities for the detective to gather information and eavesdrop on conversations.

**Atmosphere and Visuals:**

The prison environment is depicted with a dark and gritty aesthetic, with dimly lit corridors, concrete walls, and barred windows. The visuals emphasize the oppressive and claustrophobic nature of the prison, creating an atmosphere of tension and constant surveillance.

The lighting design incorporates flickering lights, casting eerie shadows, and enhancing the sense of danger and uncertainty. Detailed textures, realistic sound effects, and ambient audio further immerse players in the prison world, capturing the sounds of clanging bars, echoing footsteps, and distant voices.

**Overall Ambience:**

The game world of "Lost In the Shadows" aims to provide an immersive and authentic experience of life within a high-security prison. The attention to detail in the prison layout, the atmospheric visuals, and the realistic sound design combine to create a world that feels oppressive, dangerous, and rife with hidden secrets. Navigating this world requires careful planning, stealth, and the use of detective skills, making the game a challenging and thrilling escape experience.

3.2.1. **General look and feel of world**

The general look and feel of the world in "Lost In the Shadows" can be described as gritty, oppressive, and filled with tension. The game aims to capture the atmosphere of a high-security prison, immersing players in a harsh and unforgiving environment. Here's a description of the general look and feel:

**Visuals:**

The visuals depict a prison with a somber and subdued color palette, emphasizing the cold and harsh reality of the setting. Shades of gray, muted tones, and occasional splashes of darker colors dominate the visual aesthetic. The environments are primarily composed of concrete walls, metal bars, and utilitarian fixtures, creating a sense of confinement and restraint.

The attention to detail in the visuals helps to convey the gritty nature of the world. Weathered surfaces, peeling paint, and signs of wear and tear on the prison's infrastructure serve as visual cues that emphasize the prison's long history and the unforgiving conditions within.

**Lighting:**

The lighting design plays a crucial role in establishing the atmosphere of the game world. Dim lighting is prevalent throughout the prison, with areas illuminated by flickering fluorescent lights, bare bulbs hanging from ceilings, or shafts of natural light seeping through small windows. The contrast between light and shadow adds to the sense of danger and uncertainty, creating a tense and foreboding ambiance.

**Sound Design:**

The sound design complements the visuals to enhance the immersive experience. The audio incorporates a range of atmospheric sounds, such as echoing footsteps, clanging metal, distant voices of inmates and guards, and the occasional sound of alarms. These ambient sounds create an enveloping sense of being within the prison environment, reinforcing the feeling of constant surveillance and confinement.

The sound effects are carefully crafted to heighten the tension and create suspenseful moments. Creaking doors, rattling keys, and echoing footsteps of approaching guards serve as auditory cues, keeping players on edge and intensifying the gameplay experience.

**Overall Atmosphere:**

The combination of the visual aesthetics, lighting, and sound design creates an immersive and atmospheric world that captures the oppressive nature of a high-security prison. The general look and feel evoke a sense of confinement, isolation, and constant surveillance. The gritty visuals, dim lighting, and ambient sounds contribute to the overall tension, making players feel the weight of their situation and the urgency to uncover the truth.

The intention is to immerse players in an environment that feels harsh, unforgiving, and filled with hidden secrets. The general look and feel of the world in "Lost In the Shadows" aim to evoke a range of emotions, from apprehension and unease to determination and resilience, as players navigate through the challenging and atmospheric prison setting.

3.2.2. **Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)**

**General Description:** The cellblocks form the heart of the prison, housing the majority of the inmate population. They consist of multiple floors with rows of cramped cells, narrow corridors, and heavy security measures.

Physical Characteristics: The cellblocks feature sturdy metal bars on the cell doors, concrete walls, and small windows. The corridors are dimly lit, and the air is often filled with the sounds of prisoners' voices echoing through the halls.

Connection to Other Areas: The cellblocks serve as the starting point for the detective's journey. They are connected to various other areas, such as the yard, cafeteria, and workshop, providing access to different parts of the prison.

**Cafeteria:**

General Description: The cafeteria is the central hub for meals within the prison. Inmates gather here to eat, socialize, and exchange information.

Physical Characteristics: The cafeteria is a large space with long tables, benches, and serving counters. It has a loud and bustling atmosphere, with guards stationed at various points to maintain order.

Connection to Other Areas: The cafeteria often acts as a common space that connects to multiple areas, including the cellblocks, yard, and workshop. It serves as a gathering place for inmates and provides opportunities for the detective to gather information discreetly.

**Physical Characteristics**: Solitary confinement cells are small, bare, and devoid of any comforts. The cells have solid doors, limited light sources, and minimal ventilation.

Connection to Other Areas: Solitary confinement is often a secluded area within the prison. It may connect to the cellblocks or have separate access points, requiring the detective to navigate through isolated and heavily guarded sections.

These areas are interconnected, allowing

3.3. **Characters. Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters**

**Detective (Protagonist):**

**Backstory**: The skilled detective is a renowned investigator with a history of solving complex cases. They have a reputation for upholding justice and have earned the trust and respect of many.

**Personality**: The detective is determined, resourceful, and intelligent. They possess a keen eye for detail, excellent deductive skills, and a strong sense of justice.

**Appearance**: The detective is typically dressed in a tailored suit, exuding professionalism and confidence. Their appearance reflects their status as a respected investigator.

**Animations**: The detective moves with purpose, displaying a confident stride and observant gestures. They exhibit a focused and analytical demeanor during investigations.

**Abilities**: The detective possesses exceptional investigative skills, including crime scene analysis, interrogation techniques, and the ability to uncover hidden clues.

**Relevance to the Story:** The detective is the central character through whom players experience the game. Their journey of uncovering the truth behind their false imprisonment drives the narrative forward.

**Relationship to Other Characters:** The detective's relationships with other characters evolve throughout the game. They may form alliances with inmates, develop trust with certain prison staff, or face off against powerful adversaries.

**Mysterious Inmate:**

**Backstory**: The mysterious inmate is an enigmatic figure within the prison, with a reputation for being resourceful and well-connected.

**Personality**: The inmate is cautious, street-smart, and always seems to be one step ahead. They are skilled at gathering information and have a network of contacts.

**Appearance**: The inmate may have a rugged appearance, with weathered features and prison tattoos. They blend into the prison population, making it easier to navigate undetected.

**Animations**: The inmate moves with stealth and agility, exhibiting a heightened awareness of their surroundings. They may have subtle hand signals or gestures to communicate covertly.

**Abilities**: The inmate possesses knowledge of the prison's inner workings, secret paths, and hidden information. They excel at gathering intelligence and forming alliances.

**Relevance to the Story**: The mysterious inmate becomes a crucial ally to the detective, sharing information, providing guidance, and assisting in their pursuit of the truth.

Relationship to Other Characters: The inmate may have connections with other prisoners, prison staff, or outside contacts. Their relationships may be complex and shrouded in secrecy.

4. **Levels**

4.1. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.

**Level 1: Arrival and Orientation**

**Synopsis**: The detective arrives at the high-security prison and undergoes the initial intake process. They must navigate the unfamiliar environment, familiarize themselves with the prison's layout, and start gathering information.

Introductory Material: A brief cutscene shows the detective being escorted into the prison, introduced to key staff members, and receiving basic information about the facility.

**Objectives**:

Explore the cellblock and locate the detective's assigned cell.

Talk to fellow inmates to gather information and build alliances.

Acquire the prison map and key from a fellow inmate to aid in future exploration.

**Details**: The level introduces players to the cellblock area, with narrow corridors and rows of cells. The critical path involves locating the detective's cell, interacting with NPCs to gather information, and finding a trustworthy inmate who provides the map and key. Along the way, players may encounter incidental encounters with guards or other inmates, providing opportunities for dialogue and optional side quests.

**Level 2:** Infiltrating the Security Control Room

**Synopsis**: The detective aims to gain access to the security control room to disable surveillance cameras, open locked doors, and manipulate security measures. This level requires stealth, puzzle-solving, and interaction with key characters.

Introductory Material: A dialogue with the mysterious inmate reveals the importance of the security control room and provides tips on how to infiltrate it.

Objectives:

Reach the security control room undetected.

Solve puzzles and bypass security systems to gain access to the control room.

Disable surveillance cameras, open locked doors, and manipulate security measures.

**Details**: The level takes players through various areas of the prison, such as the yard, workshop, and maintenance tunnels. Players must avoid patrolling guards, solve puzzles to bypass security systems, and navigate through hidden paths to reach the security control room. Encounters with guards may occur, requiring players to utilize stealth and timing to avoid detection. The level culminates in reaching the control room and using its resources to gain an advantage in future levels.

**Level 3:** Uncovering the Conspiracy in the Cafeteria

**Synopsis**: The detective discovers a meeting taking place in the cafeteria, where key conspirators discuss their plans. The objective is to eavesdrop on the conversation, gather evidence, and identify the main players involved in the conspiracy.

**Introductory Material**: The mysterious inmate provides the detective with information about the scheduled meeting in the cafeteria and advises on how to gather evidence without raising suspicion.

**Objectives**:

Reach the cafeteria without arousing suspicion.

Eavesdrop on the conspirators' conversation and gather evidence.

Identify the main players involved in the conspiracy.

**Details**: The level focuses on stealth and observation as the detective navigates through the prison to reach the cafeteria. Players must avoid guards, blend in with other inmates, and find strategic positions to eavesdrop on the conversation. The cafeteria is filled with prisoners, creating incidental encounters and opportunities for gathering information through conversations with NPCs. Players must carefully analyze the dialogue, identify key players, and gather evidence discreetly to advance the storyline.

These are just a few examples of the levels in "Lost in the shadows” Each level offers a unique set of challenges, objectives, and opportunities for the detective to progress in their quest for justice and freedom.

4.2. **Training Level**

**Training Level: Introduction to Prison Life**

**Synopsis**:

The training level serves as an introduction to the game mechanics, controls, and the prison environment. The objective is to familiarize players with the basic gameplay elements and provide essential information about prison life.

**Introductory Material:**

Upon starting the game, players are greeted with a cutscene showing the detective receiving a brief orientation from a prison staff member. The staff member explains the rules, routines, and expectations of life within the prison.

**Objectives:**

Explore the prison grounds and familiarize yourself with the layout.

Interact with key NPCs, such as prison staff and fellow inmates, to gather information and learn about daily routines.

Complete simple tasks, such as making your bed, collecting your meal, and participating in recreational activities.

**Details:**

The training level takes place in a controlled and less threatening section of the prison. It may include areas like the exercise yard, common areas, and the dormitory. The level is designed to be relatively safe, with minimal risk or hostile encounters.

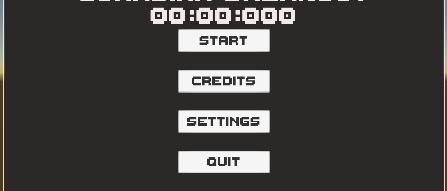
Players will learn basic movement controls, interaction mechanics, and how to navigate the environment. They'll be introduced to key characters who provide guidance and information about prison life. NPCs may offer side quests or tutorial-like objectives, such as helping an inmate find a lost item or engaging in a friendly game of cards.

Players will learn how to adhere to the prison's daily routines, such as lining up for meals, attending roll call, and participating in scheduled activities. These tasks help players understand the importance of following rules and establishing relationships with NPCs who can provide valuable assistance or information in later levels.

The training level serves as a foundation for the gameplay experience, setting the stage for the challenges, decision-making, and exploration that await the detective in subsequent levels.

5. **Interface**

5.1. **Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?**



**Visual System:**

**HUD (Heads-Up Display):**

The HUD in "Lost In the Shadows" provides players with essential information and tools to navigate the game world. It includes the following elements:

**Objective Tracker:** A section of the HUD displays the current objectives or tasks that the player needs to complete. It provides clear guidance and reminders to keep players focused on their main goals.

Health and Stamina Bars: The HUD features health and stamina bars to indicate the detective's physical condition. The health bar decreases when the detective sustains damage, while the stamina bar depletes when performing physically demanding actions, such as sprinting or climbing.

**Inventory**: The HUD displays a compact inventory interface, allowing players to manage and access their collected items, such as keys, tools, and evidence. The inventory may utilize a grid-based system, allowing players to organize and use items as needed.

Dialogue and Interaction Prompts: When engaging with NPCs or interactive objects, dialogue prompts or interaction icons appear on the HUD, indicating available actions or conversation options. This feature helps players navigate conversations and make choices.

**Menus:**

In addition to the HUD, "Lost In the Shadows" incorporates various menus to enhance the gameplay experience and provide additional functionality. These menus may include:

**Main Menu**: The main menu allows players to start a new game, load saved progress, access settings, and adjust audio, video, and control options.

**Pause Menu:** When players pause the game, a menu appears, allowing them to resume, save progress, load a different save file, or exit the game. The pause menu may also include options to adjust game settings or review collected clues or evidence.

**Camera Model:**

The game utilizes a third-person perspective camera model, allowing players to view the detective and the surrounding environment from an over-the-shoulder or slightly elevated angle. This camera model provides a broader field of view, granting players a better understanding of their surroundings, aiding in exploration, and facilitating stealth and puzzle-solving mechanics.

The camera dynamically adjusts to ensure visibility of important elements and may incorporate cinematic angles during cutscenes or significant events, enhancing the storytelling and immersion within the game world.

Overall, the visual system in "Lost In the Shadows" aims to provide players with essential information, convenient access to menus, and a dynamic camera perspective that enhances the gameplay experience while immersing players in the atmospheric world of the game.

5.2. **Control System**

**Control System:**

The control system in "Lost In the Shadows" allows players to navigate the game world, interact with objects and characters, and utilize the detective's abilities. Here are the specific commands and mechanics associated with the game:

**Movement:**

**Character Movement**: Players control the detective's movement using a gamepad, keyboard, or other input devices. They can walk, run, crouch, and perform contextual actions such as climbing ladders, pushing objects, or interacting with the environment.

Camera Control: Players can adjust the camera view using the right analog stick, mouse, or other input methods, providing them with a better view of the surroundings.

Interaction:

**Object Interaction**: Players can interact with various objects within the game world by approaching them and pressing the designated interaction button. This allows them to pick up items, examine clues, manipulate objects, and perform specific actions required to progress in the game.

**Conversation and Dialogue:** When engaging with NPCs, players can initiate conversations by approaching characters and interacting with them. They can choose dialogue options by selecting from a list of responses, influencing the outcome of conversations and relationships with other characters.

**Detective Abilities:**

**Investigative Skills:** Players can activate the detective's investigative skills to analyze crime scenes, examine clues, and gather information. This may involve activating a special vision mode, highlighting relevant objects or details, and piecing together evidence to solve puzzles or uncover hidden secrets.

**Detective Tools:** Throughout the game, players can acquire and utilize various detective tools, such as a magnifying glass, lockpicks, or a forensic kit. These tools enable the detective to interact with specific objects or environments, gather additional information, or overcome obstacles.

**Stealth Mechanics**:

**Sneaking and Stealth Takedowns**: Players can employ stealth tactics to navigate through the prison undetected. This may involve crouching to move silently, sticking to shadows, and performing stealth takedowns on unsuspecting guards or enemies.

Cover System: Players can utilize a cover system to hide behind objects, walls, or obstacles, reducing the chances of being spotted by guards or cameras.

Puzzle-Solving:

**Environmental Puzzles:** The game features various environmental puzzles that players must solve to progress. These puzzles may involve manipulating objects, finding hidden passages, deciphering codes, or rearranging objects to unlock doors or access new areas.

**Menu Navigation:**

Players can navigate menus using the directional inputs, mouse, or other controls. They can access the main menu, inventory, case files, and other screens to manage game settings, review objectives, examine collected evidence, or save/load progress.

The control system is designed to be intuitive and responsive, allowing players to seamlessly control the detective, interact with the environment, utilize investigative skills, and solve puzzles as they unravel the story and pursue the truth behind their wrongful imprisonment.

5.3. **Audio, music, sound effects**

**Audio Design:**

The audio design aims to create an authentic and immersive prison environment, capturing the soundscape and ambience of a high-security facility. The attention to detail in the audio helps to bring the game world to life and heighten the player's sense of presence. Key aspects of the audio design include:

**Environmental Sounds:** The game features a range of environmental sounds, such as echoing footsteps in corridors, clanging of cell doors, distant conversations among inmates, and the hum of security systems. These sounds create a realistic backdrop, reinforcing the oppressive and confined nature of the prison.

**Spatial Audio:** Utilizing spatial audio technology, the game accurately positions sounds within the virtual space. This helps players locate the source of sounds, enhancing their situational awareness and immersion. For example, players may hear a guard's footsteps approaching from a specific direction or the distant sound of a conversation echoing through the prison yard.

**Music:**

The music in "Lost In the Shadows" plays a crucial role in setting the mood, evoking emotions, and enhancing the narrative experience. The game features an original soundtrack composed specifically for the game, tailored to the different moments and scenarios. Key aspects of the music include:

**Sound Effects:**

Sound effects in the game serve multiple purposes, from providing auditory feedback to signaling events and actions. They help to ground the player in the game world and provide important cues. Key aspects of the sound effects include:

**Footsteps and Movement**: Footstep sounds vary depending on the surface, whether it's concrete, metal grates, or wooden floors. These sounds provide feedback on the player's movement and help establish the sense of presence.

5.4. **Help System -> Tutorials**

**Help System and Tutorials:**

"Lost In the Shadows" incorporates a comprehensive help system and tutorials to assist players in understanding the game mechanics, controls, and objectives. The help system is designed to provide guidance and support throughout the gameplay experience. Here's how it functions:

6. Artificial Intelligence

6.1. Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making

Non-Player Characters (NPCs):

Behavior and Routines: NPCs within the prison exhibit realistic behaviors and routines, following schedules, engaging in activities, and interacting with their surroundings. They may have unique personalities, preferences, and relationships with other characters, bringing life and depth to the game world.

Conversations and Dialogue: NPCs engage in dynamic conversations with the player character, responding to dialogue choices and providing valuable information, hints, or side quests. The AI-driven dialogue system allows NPCs to adapt their responses based on the player's actions, choices, and reputation.

Awareness and Reactions: NPCs have varying levels of awareness, observing their surroundings, and reacting to events. They may become suspicious if the player behaves suspiciously or exhibit alertness if they notice unusual activities. Guards may patrol certain areas, respond to alarms, and investigate disturbances, adding challenge and strategic depth to stealth gameplay.

Enemy AI:

Guard Behavior: Guards within the prison possess AI that governs their patrol routes, vision cones, and alertness levels. They may follow predetermined paths or react to suspicious activities, such as finding an open door, hearing strange noises, or spotting the player in restricted areas. The AI determines their response, including pursuing the player, calling for backup, or triggering alarms.

Adaptive Difficulty: The AI system can dynamically adjust the difficulty based on the player's performance. If the player consistently outwits guards or finds the game too easy, the AI may respond by enhancing guard AI behavior, increasing alertness, or modifying patrol patterns to provide a greater challenge.

Puzzle Solving and Environmental AI:

Puzzle Interactions: AI-controlled elements within the game world can react to the player's actions, allowing for dynamic puzzle-solving experiences. For example, activating a mechanism may trigger a sequence of events, unlocking new paths or revealing hidden passages.

Environmental Reactions: The game world can feature AI-driven elements that respond to the player's presence or actions. These could include dynamic lighting changes, moving objects, or interactive environmental hazards that react to the player's proximity or interaction.

Adaptive Gameplay:

Learning and Adaptation: In certain scenarios, the AI system may learn from the player's behavior, adapting its responses or strategies accordingly. This can provide a sense of challenge and unpredictability as the AI learns from the player's tactics and adjusts its own approach over time.

6.2. Non-combat and Friendly Characters

Inmates:

Conversations and Assistance: Inmates within the prison can engage in conversations with the player character, providing information, hints, or side quests. They may share their knowledge of the prison's secrets, offer guidance on specific tasks, or provide useful items or tools to aid the player's progress.

Alliances and Relationships: Developing alliances with specific inmates can unlock additional opportunities, such as access to restricted areas, assistance in solving puzzles, or protection in dangerous situations. Building relationships with inmates may require earning their trust, completing favors, or making choices that align with their interests.

Informants:

Gathering Information: Informants within the prison may possess crucial information related to the detective's case. Players can engage in conversations or complete specific tasks to gain their trust and acquire valuable leads or evidence. The information provided by informants can guide the player's investigation and help uncover the truth behind the conspiracy.

Choices and Consequences: Interactions with informants may involve making choices that impact the informant's trust, loyalty, or willingness to cooperate. Players must navigate conversations and decisions strategically to maintain the informant's support and obtain critical information.

Prison Staff:

Interactions and Dialogue: Prison staff members, such as guards, administrators, or medical personnel, can engage in conversations with the player character. These interactions may provide insight into the prison's inner workings, potential vulnerabilities, or hidden opportunities.

Quests and Tasks: Prison staff members can assign tasks or quests that the player can complete to gain favor, unlock privileges, or gather information. These quests may involve assisting with administrative duties, delivering messages, or solving problems within the prison.

6.3. Support AI -- Player and Collision Detection, Pathfinding

Support AI systems in "Lost In the Shadows" help enhance the player's experience by facilitating smooth movement, enabling realistic interactions, and ensuring characters navigate the environment effectively. Here are the key components of support AI:

Player and Collision Detection:

Movement and Obstacle Avoidance: The AI system incorporates player and collision detection to ensure the player character smoothly navigates through the game world. It helps the character avoid obstacles, maneuver around objects or characters, and maintain a natural movement flow.

Interactions with Objects: The AI system assists the player character in interacting with objects within the environment, such as opening doors, picking up items, or activating mechanisms. It ensures that the character's actions align with the intended behavior, preventing unintended interactions or collisions.

Pathfinding:

Navigation and Path Selection: Pathfinding algorithms are used to guide non-player characters throughout the game world. NPCs intelligently navigate the environment, following predetermined paths or dynamically adapting their routes to avoid obstacles or reach specific destinations efficiently.

Dynamic Obstacle Avoidance: NPCs utilize real-time pathfinding and obstacle avoidance techniques to react to dynamic obstacles, such as moving guards or changing environmental conditions. This ensures that NPCs can adapt their paths on the fly, avoiding collisions and maintaining smooth movement.

The support AI systems in "Lost In the Shadows" work together to create a seamless and immersive gameplay experience. By providing realistic movement, interactions, and intelligent pathfinding, these systems contribute to the overall authenticity and fluidity of the game world, enhancing the player's engagement and immersion.

7. **Technical**

**7.1. Target Hardware**

PC: The game targets Windows, macOS, and Linux operating systems, catering to a range of hardware configurations.

Console: The game is optimized for major gaming consoles, such as PlayStation and Xbox, ensuring a smooth and immersive experience on these platforms.

Virtual Reality (VR): There may be plans to release a VR version of the game, providing players with a more immersive and interactive experience.

7.2. **Development hardware and software, including Game Engine**

During the development process, the following hardware and software are used:

Hardware: Development hardware includes high-performance computers, consoles, or VR devices, depending on the target platforms. These systems are equipped with capable processors, ample memory, and powerful graphics cards to facilitate efficient development and testing.

Software: The game is developed using industry-standard software tools and frameworks, which may include a combination of the following:

Game Engine: A robust and versatile game engine, such as Unity or Unreal Engine, is employed to build the game world, implement mechanics, and handle graphics rendering.

3D Modeling and Animation: Software like Autodesk Maya, 3ds Max, or Blender is utilized for creating and animating 3D models, characters, and environments.

Texturing and Rendering: Tools like Substance Painter or Adobe Photoshop are used to create high-quality textures and materials for assets, ensuring realistic and visually appealing visuals.

Programming: Programming languages such as C#, C++, or Python are utilized to implement game logic, AI systems, and overall functionality.

Sound Design: Audio software, such as Pro Tools or Reaper, is employed for creating and editing music, sound effects, and voiceovers.

Version Control and Collaboration: Version control systems like Git and collaboration platforms like Jira or Trello are used to manage source code, assets, and facilitate efficient team collaboration.

7.3. Network requirements

No requirement for internet

8. **Game Art** – Key assets, how they are being developed. Intended style.

"Lost In the Shadows" features a visually compelling art style that enhances the atmosphere and immersion of the game world. Here are some key aspects of the game's art:

Key Assets: The game's key assets include 3D character models for the detective, NPCs, and enemies, as well as detailed environmental elements like prison interiors, cellblocks, outdoor areas, and interactive objects.

Development Process: The art assets are developed using a combination of 3D modeling, texturing, and animation techniques. Artists create detailed character models, apply high-quality textures, and rig/animate them to achieve realistic movements and expressions. Environmental artists build intricate and immersive prison environments, ensuring attention to detail and capturing the gritty and oppressive atmosphere.

Intended Style: The art style of "Lost In the Shadows" may lean towards a realistic or semi-realistic approach. It aims to capture the dark and foreboding atmosphere of a high-security prison, utilizing detailed textures, lighting, and atmospheric effects to create a visually engaging experience. The art style may emphasize the contrast between the oppressive prison environment and the detective's quest for truth and redemption