

Game Design Document

Title Page:

- Title of your game:
 - The Empty Boat
- Name of your group:
 - Dangling Pointers
- Name of each member of your group:
 - Alex Sabetti, Colin Parkin



Overview Page:

Genre: Interactive story game, Psychological horror	Platform: PC	Team size: 2
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- Name of game: The Empty Boat
- Theme: fear of being forgotten or left behind
- Key points:
 - Intended to make the player slowly feel more unsure and anxious of their reality as characters disappear without the narrator, the world, or the characters acknowledging it.
 - The player makes choices each day that affect how close they are to each character, the closer they are, the longer that character lasts.
 - There is no happy ending. There is no proper conclusion. These characters exist for the purpose of being forgotten.
 - The main characters of the game are:

- Adam
 - Billiam
 - Carl
 - The player plays as Parker.
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- Brief description of the game:
 - The game takes place during a boat trip with a group of friends who haven't seen each other in years.
 - The player's "goal" is to reconnect with their old friends.
 - The player goes through days choosing what to say and who to hang out with, influencing which characters stick around the longest.

Category	Task	Date	Assigned to	Status
Gameplay	Set up the logic and code		Alex & Colin	Done
Art / Design	Design visuals		Colin	Done
Story	Write story		Alex & Colin	Done