Design Documents

by

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# Domain Description

[EdgyName] is a 2D side-scrolling puzzle platformer with a light-hearted horror theme.

The idea for this game came from playing too many platformers in which the mouse rarely gets used, and when it does it’s always for the same purpose; shooting (e.g. Owlboy, Binding of Isaac, Rogue Legacy, to name a few).

The player controls the main character, a small child who, when killed, is replaced by another child, and a small light source (firefly, luminescent bird, [tbd]).

The puzzle mechanics rely on understanding enemy behavior and manipulating it, both with aggro and the light source.

The setting is an underground cave system, with remnants of a pseudo-civilization, that was consumed by some sort of virus that looks like thick crimson goo.

## Inpirations

1. **“Portal” and “Half-Life”**
   1. Silent tutorials. Teaching players the mechanics through level design.
2. **“The Binding of Isaac”**
   1. Retro look.
   2. Pseudo-horror theme.
   3. Inspired by religion.
3. **“Limbo”**
   1. The dark and ominous environment and constant feeling of uneasiness.
4. **“Doctor Who”**
   1. Weeping Angels is a concept from which one of the enemies was inspired.

## Competition

1. **In the Shadows**

"In the Shadows" is a 2D puzzle platformer game where you use lights to scare away shadow creatures that transform into everyday objects that you can use to advance in the game.

Both games have an 8-bit aesthetic, and rely heavily on light as a mechanic. However, “In the Shadows” falls into the same category as games that overlook more complex input systems.

1. **Night Lights**

“Night Lights” is a 2D puzzle platformer in which players interact with light sources and shadow objects to solve puzzles, explore night locations, collect crystals to activate various mechanisms/portals and use the lightbulbs in their heads.

In our game, players also interact with light sources and some of our puzzles involve certain objects(switches for example) behaving differently when they’re covered by shadows, so some similarities can be traced between the two games. Nevertheless, the interactions with objects and the setting are completely different.

1. **Archaica: The Path of Light**

Archaica: The Path of Light is a puzzle game with lasers and mirrors. In this game, we become the Chosen One, who must save the world from impending disaster. In Archaica, the player has complete control of the game screen, since no player avatar is used, making the game more god-like.

Both Archaica and Chlor[OS] make use of reflection, refraction, and allow the combination of lights of different colours to solve specific puzzles. In comparison, Chlor[OS] will captivate players with its memorable storyline and ingenious new ways to manipulate light.

Game Experience Goals and Play Scenarios

In this chapter, I will enumerate the game experience goals and provide play scenarios based on them.

## Game Experience Goals

* "The player will have to react instinctively to threats and obstacles"
* “The player can experiment as much as they want”
* “The player will feel compelled to

## Play Scenarios

“Will

# Gameplay Loop Conceptual Map

In this chapter, we will look at the core, secondary and tertiary gameplay loops for the game. Each gameplay loop’s goals are accomplished by repeatedly accomplishing the goals from the previous gameplay loop.

Img 2 - Core Gameplay Loop

## Core Gameplay Loop

The core gameplay loop takes into account the most basic goals and player actions, and is very straightforward.

At the most basic level, the player is going to Walk towards an object (e.g. mirror), Grab it, and Drag and/or Rotate it to progress in the level.

## Secondary Gameplay Loop

The secondary gameplay loop considers mid-level goals. These are the goals that are required to be accomplished to progress in the level.

## Tertiary Gameplay Loop

The tertiary gameplay loop includes the high-level goals. These include both what needs to be accomplished to progress in the game and the what keeps the player motivated to keep playing.

Img 3 - Secondary Gameplay Loop

Img 4 - Terciary Gameplay Loop