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# GAME DESIGN DOCUMENT

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NOT FOR THE FAINT OF HEART

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# I. PROJECT OVERVIEW

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## A. About

The project is a 1st Person, Virtual Reality, Horror game which puts you in the shoes of Joe where you are kidnapped and held in an abandoned warehouse, with no one there but your kidnapper. In a dark abandoned warehouse, joe must hide in different areas to avoid getting seen by his enemy and finally escape.

### Elevator Pitch

“Scream in fright as Clowns from the pits of Hades, torment you as you try to escape a deathtrap from hell.”

### Genre

First- Person Horror Hiding Simulator

### Plot

The plot will revolve around the story of Joe as he is put through a terrifying experience, as he tries to escape a monster that is toying with his life. The player is put through this experience and will find themselves trying to escape a labyrinth of a building.

## B. Objectives

Game Objective: To strike fear, horror and put the audience into a rollercoaster of emotions.

Team Objective: To assess and gather data on how lighting and other variables in a vr environment affect the overall fear experience of a game.

## C. Goals

Team Goals: The goal of the team is to showcase our talents in programming, designing and many aspects that will be put forward through the project.

Protagonists Goal: The goal of the player is to survive and reach the exit of the building he is in.

Game Name	Not for the Faint of Heart
Platform	Gear VR
Age Range	Teen(17+)

Genre	First-Person Horror Ride Simulator
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## II. RULES AND MECHANICS

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### A. Gameplay Mechanics

#### Hiding

Hiding is a gameplay mechanic where the player has the ability to be unseen by the Enemy. Hiding spots are scattered throughout the level and A player can only hide when he is not seen the enemy.



There are many hiding spots in different forms. The usual shape of the hiding spot is a rectangular cube which has a door to get in and slits in the door to see the outside. These include Big Cabinets, Locker, and something of the like.

#### Flashlight

The flashlight will be used to see the surroundings, all the enemies can detect light and will see if the light is flashed. It will be available from the beginning of the level. As a desirable we will

change this and make the light become available after the a couple of levels to show the difficulty increase.



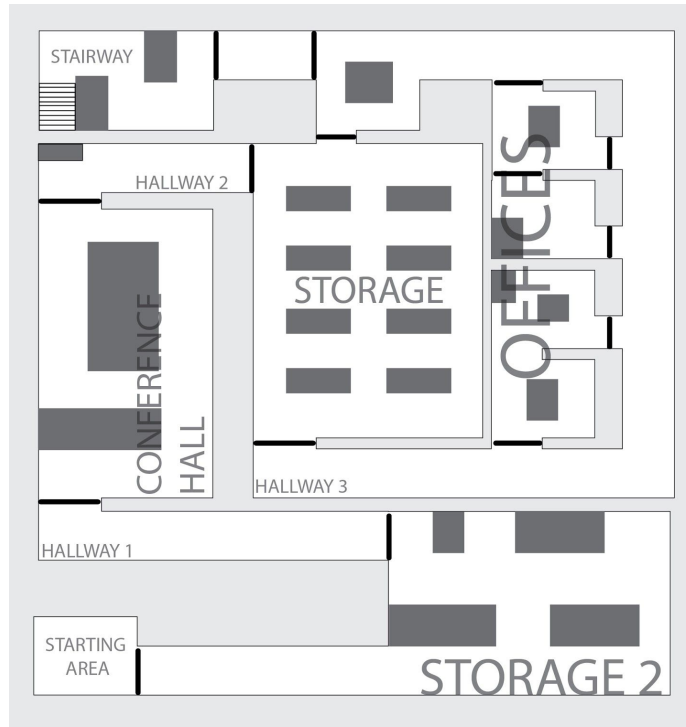
## B. Level



[://2.bp.blogspot.com/-W-xXPOgoJTA/Ta9pn3t1\\_LI/AAAAAACXxI/DENsDk76f\\_s/s1600/Heilst%25C3%25A4tte%2BGrabowsee%2Babandoned%2Bclinic%2BP1170925.jpg](http://2.bp.blogspot.com/-W-xXPOgoJTA/Ta9pn3t1_LI/AAAAAACXxI/DENsDk76f_s/s1600/Heilst%25C3%25A4tte%2BGrabowsee%2Babandoned%2Bclinic%2BP1170925.jpg)

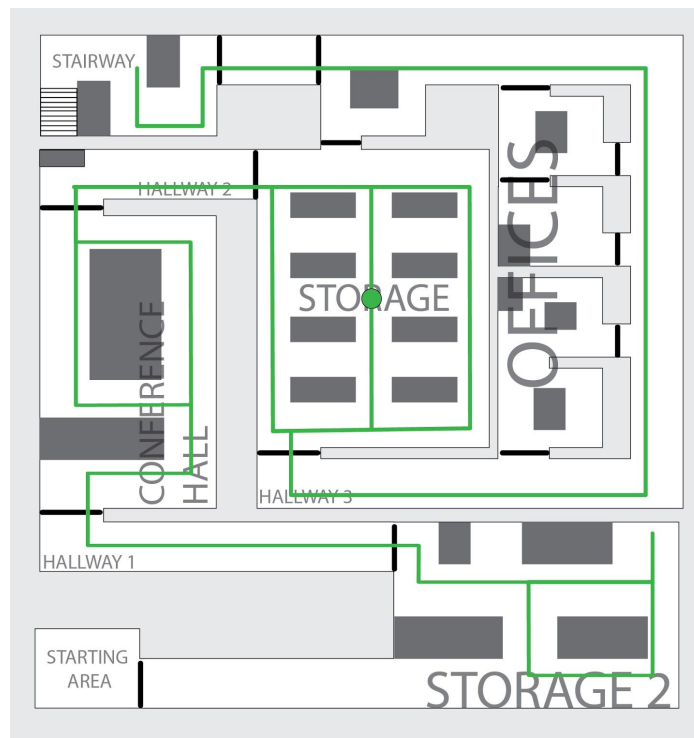
The level will be based in an abandoned warehouse where there will be multiple hiding spots that the player will use to assist him in his escape. The enemy will follow a specific path along the level by moving from point to point in the level. The level's theme will be something like the picture above but with no light coming in from the windows, giving the warehouse a darker look. The whole warehouse will be pitch black with no light. The player will only be able to see the areas of the level where the flashlight is pointed.

The blueprint of the level will be this:

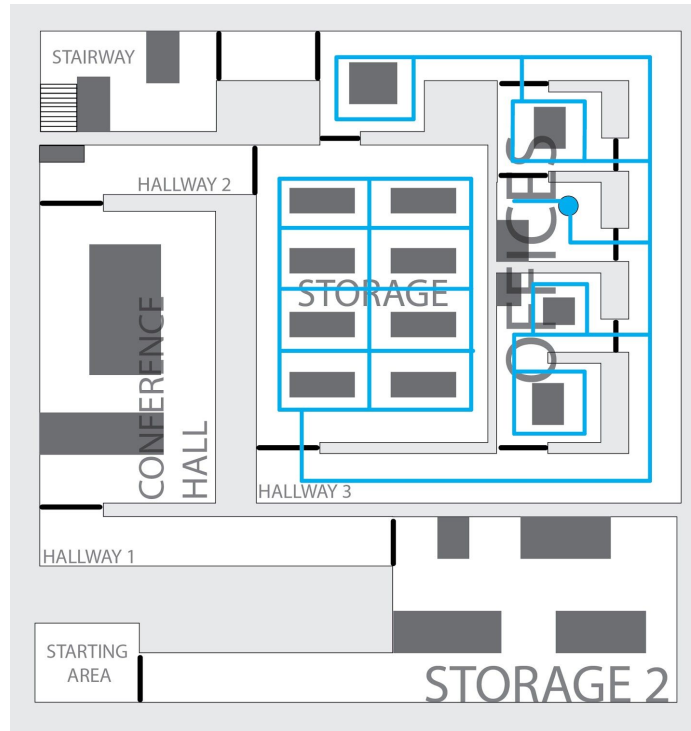


BLUEPRINT OF MAP 1

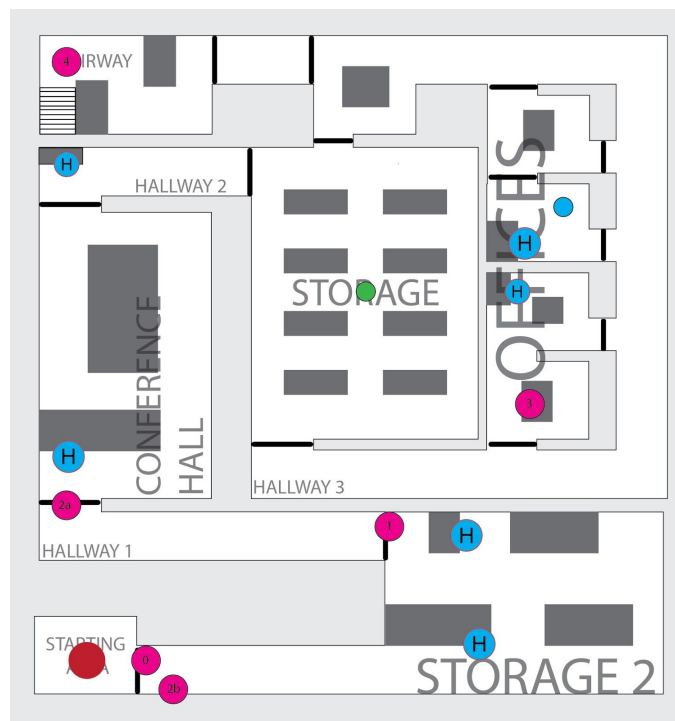
The Enemy has a set path and will use this paths on the scene:



AI PATH OF ENEMY "AR"

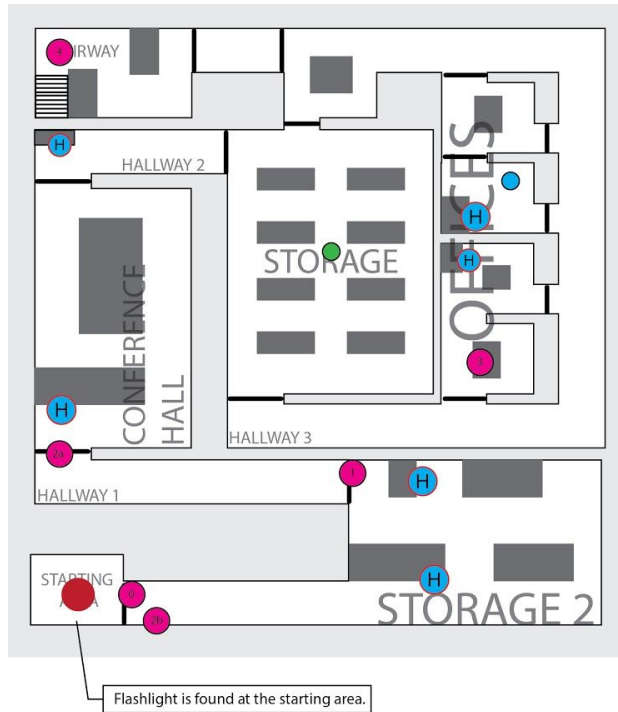


AI PATH OF ENEMY "John"



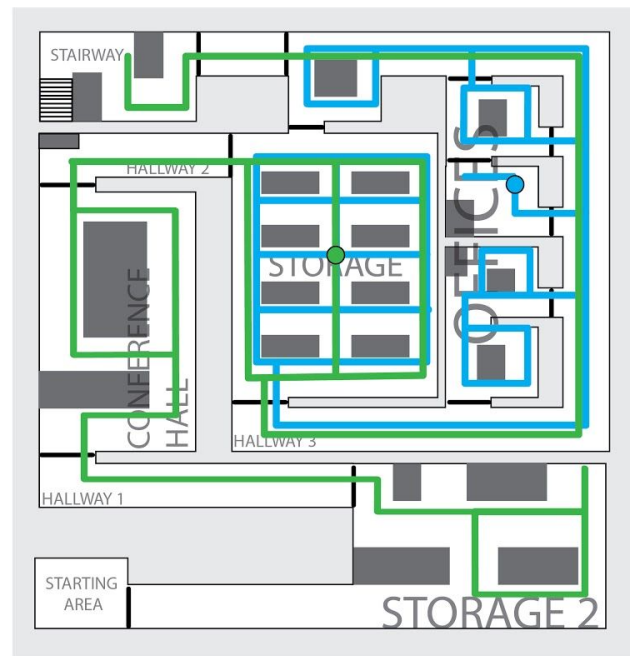
Events and Spawn Points





- (H) Special Hiding Place
- (0) Lights flicker as the door is opened
- (1) As the Door opens, an audio plays and says "I See You"
- (2) Closed Door(a) until an enemy opens it or Uses a key(b) found at the start of the level
- (3) If interacted the whole level's lights would flicker for 5 times then all the lights would shut off.
- (4) When the player enters the stairs he gets greeted by AR and chased downstairs by AR but AR stops on top of the stairs
- John's Spawn Point
- AR's Spawn Point
- John's Path
- AR's Path
- Doors

## BLUEPRINT WITH LEGEND



## C. Enemy



John is a fast moving character, he chases the player immediately if he sees you. He does not stop until he gets to you. John also is sensitive to light and will make his visual range higher if there is enough amount of it. John Spawns almost at the opposite of the player's spawn and roams around the map as the game is ongoing.



AR is a tall slow moving character which walks with a limp and a weapon at hand. It has the longer path than John to follow. AR Reacts to any visible light and will search the area that the light was shine upon. It will also chase the player if he is seen.

### III. PREMISE/STORY

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Joe is an 18 year old boy who was on his way to college. He is close to college but is suddenly knocked out. Joe wakes up in an abandoned warehouse, chained up to a pole. He manages to loosen up the chains and slip free. He now needs to find a way to escape the warehouse while avoiding being seen by his capturer.

### IV. AESTHETICS

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#### A. Visual Style

The visuals of the game will be centered on making it semi realistic and a bit low poly to make sure that the game will work fine on a phone. With that, the team is aiming for the style of a game like:





Affected(2016)

The whole scene will be like the given examples, Dark and ominous with an emphasis on lighting and light sources.

The Black and white would only occur during times that there are no lights, this is to show how the eyes have adjusted through the lights only bouncing off from far away light sources and your eyes adjusting.

**Level**





**(Wong, 2017)**

The whole level will look like an abandoned warehouse with different Rooms and areas that the player can walk into and interact with. There are many places in the level where the player can hide.

## Protagonist

The Player would not see his face and only hands and their feet would be seen. The player

# V. MUSIC AND AUDIO

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## A. Audio Style

The Audio style of the game would be more focused on having an ominous feel to it. The background music will reflect the 3 settings/intensity that the level is build for and a special theme would be playing for the main enemy of the game.

### 1st Floor

The music on this floor will reflect the unknown and would be nature sounds of the night.

<https://www.youtube.com/watch?v=eKmRkS1os7k>

An example of which would be found on the link above. Nature sounds found in the night would be the general theme.

### 2nd Floor

The tension is higher but not as much so blending between nature sounds and ominous piano sounds in the background:

<https://www.youtube.com/watch?v=uudOXQ07-4U>

### 3rd Floor and above

The Tension is very high and as the player enters the floor it would be empty or static playing in the background. After encountering the first enemy music would play with style of something like:

<https://www.youtube.com/watch?v=hogMpJC0tZY>

## References:

Affected Mobile. (2016). Affected the manor. Retrieved from:

<http://www.fallenplanetstudios.com/affected-mobile/>

Graham, P.(2016) Review: Dreadhalls on Oculus Rift. Retrieved from:

<https://www.vrfocus.com/2016/03/review-dreadhalls-on-oculus-rift/>

