

# Voodoo

## Game Design Document

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## Change Log

Date	Changed by	Change
10.04.2018	Tobias Schuster	Initial creation
18.04.2018	Tobias Schuster	Restructured document (asset list and vision document outsourced into separate documents)
23.04.2018	Tobias Schuster	Mechanics elaborated (Spirit energy)
30.04.2018	Tobias Schuster	Mechanics elaborated (Voodoo powers)

## Vision Statement

*“Voodoo is a 3D platformer for lovers of the occult with minimized stealth-elements.”*

*The player discovers his surroundings from the perspective of a small puppet, finds different items to ossesses his voodoo-powers and ossesses guards to ultimately flee from the underground bunker.*

*The low camera perspective and dark atmosphere in the beginning make the player feel vulnerable but the interesting mechanics and fun elements within the game lighten up the mood.”*

## Story & Setting

For a detailed story see **Voodoo\_StoryDocument.docx**.

### Brief Story Description

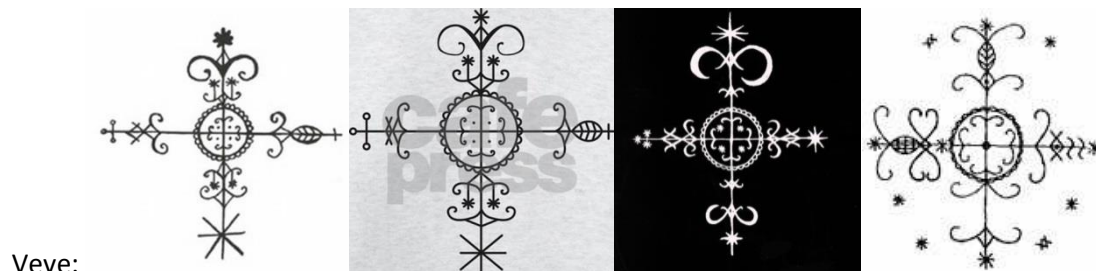
TBD

### Setting

- **Era:** 1950s
- **Duration:** One evening
- **Location:** Underground facility/Basement in New Orleans (Louisiana)
- **Conflict:** Freedom

### Background Information

TBD



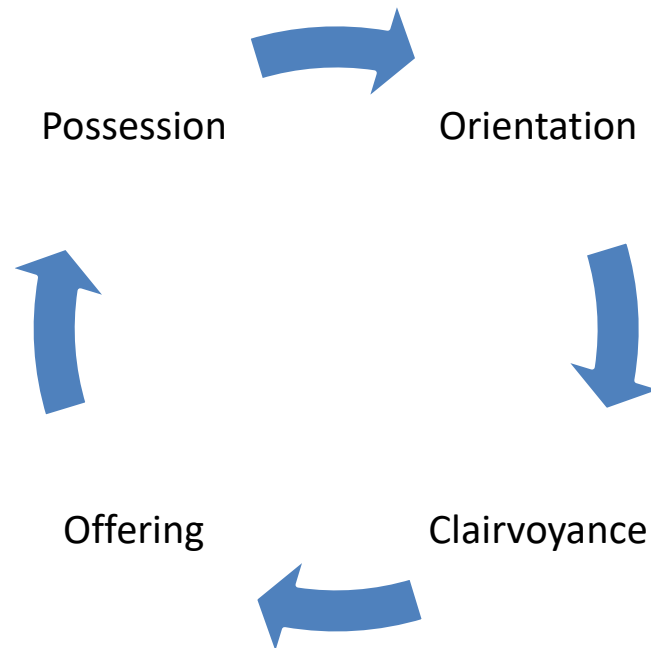
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Loa:

- Kalfu → Incineration
- Ghede Doubye → Clairvoyance
- Damballah → Possession

## Gameplay

### Core Game Loop



**Orientation** includes:

- Entering a new room
- Get a first impression of where your objectives are located

**Clairvoyance** can be used anytime but will most likely be used after entering each room.

**Offering** includes:

- Getting to the Fetish
- Getting to the control-object, using one of two alternatives
- Bring the control-object back to the fetish and offer it in exchange for possession powers

**Possession** includes:

- Doing a Quick-Time-Event for achieving control over the guard
- Opening the door to the next room, as the guard
- Exiting the room through the door, as the doll

**Incineration** (Nice-To-Have Feature) includes:

- Alternative to possession mechanic
- Setting a focus on the guard (mechanic parallel to possession)
- Transferring self-inflicted damage to the guard

## Detailed Gameplay Mechanics

### Characters

#### *Nox*

- Nox is a voodoo doll and the player character
- He is 40cm tall

Feature	Description	Priority
Movement	Basic Movement	MH
Jumping	Low jump (10cm)	MH
Pushing/Pulling	Push or pull small objects (drawers, chairs, etc.)	SH
Climbing	Pulling itself up on ledges	SH

#### *Guard*

- The guard can be controlled by the player through possession
- He is 170cm tall

Feature	Description	Priority
Movement	Basic Movement	MH
Open Door	Open doors by using the handle or pushing buttons	MH
Carry Doll	Grabbing the doll and put it on	CH
Pushing	Push larger objects out of the way	NTH

## Spirit-Energy (Resource)

### Goal/Purpose:

- The player will feel pressured by the energy that is constantly running out
- Possibility for rewarding high risks with additional energy

### Description:

- Spirit-Energy represents the “life” of the voodoo doll
- When it runs out the game is over
- Nox is steadily losing energy
- Being seen by a guard accelerates the rate of energy loss
- Nox can collect items to regain spirit energy / Nox regains spirit energy when interacting with the fetish / Nox regains spirit energy while using clairvoyance
- (Using Clairvoyance accelerates the rate of energy loss)

### Signs & Feedback:

- The level of energy will be represented by an energy-bar on the screen
- If the energy is about to run out the user will get visual feedback

### Edge Cases:

- TBD



## Fetishes

### *Totem-Fetish (Idol)*

- Unlocks voodoo powers or enables the player to use a voodoo power
- Always needs an item in return (control-object)
- At least one is placed per level

Three types, distinguished by the veve (symbol) of the respective loa spirit

Ghede Doubyé – Clairvoyance:

- Is said to gift people with clairvoyance
- Enables the player to use clairvoyance in return of an eye

Damballah – Possession:

- Creator of life; ruler of mind, intellect and cosmic equilibrium
- Enables the player to possess a specific human
- Expects a part of that human in return (Offering)

Kalfu – Incineration (Nice-To-Have):

- Controls evil forces and allows the crossing of bad luck, deliberate destruction, misfortune and injustice from the spirit world
- Enables the player to transfer damage to a specific human
- Expects a part of that human in return (control object)

### *Fetish-Mask*

- At least one is placed per level
- Can be used by the player to get an overview of the level and identify where objectives are located (Clairvoyance)

## Voodoo powers

### *Clairvoyance*

#### Goal/Purpose:

- The player needs to know where the objectives are located and how to get there

#### Description:

- Can be activated anytime
- The player takes the perspective of a voodoo mask on the wall
  - He can look around to observe the room
    - The field of view will be limited by a horizontal and a vertical angle that can be adjusted later.
    - Default angles will be 160° horizontally and 50° vertically
  - Apart from that he cannot move
- The player does not control the voodoo doll while in clairvoyance
- The objectives (fetishes and control objects) will be visually highlighted

#### Signs & Feedback:

- There will be a slight blur effect to visually indicate that the player is using clairvoyance
- There **could** be acoustic feedback like a faint mumbling

#### Edge Cases:

TBD

### *Offering*

#### Goal/Purpose:

- This is to allow the player to possess a guard in the first place (as voodoo is all about offering/sacrificing)
- The control object is the main objective in each level and the way to get there is the main challenge

#### Description:

- There will be two instances of the player interacting with the offering fetish:
  - The voodoo doll “asks” the fetish what it expects as offering, which the fetish declares
  - The voodoo doll offers the expected object to the fetish

#### Signs & Feedback:

- There will be an indicator when the voodoo doll is in interaction range of the fetish
- 

#### Edge Cases:

TBD

## Possession



### Goal:

- The general goal is to use the guard to open the door
- When achieving possession, it must convey the feeling of breaking through the mental barrier

### Description:

- Achieving possession will be represented by a quick time event (see figures)
  - The player has to press a button repeatedly to fill a bar (or to reduce the gap between the two indicators as shown in the figure)
  - After the bar is filled, possession is achieved
  - This will increase in difficulty with each level
- Ends automatically after the door has been opened
- The guard walks back to his default position after possession has ended

### Signs & Feedback:

- During the achieving-possession-phase the guard will give visual feedback by holding his head in agony
- After the possession has ended, the guard gives an acoustic feedback

### Edge Cases:

- TBD

### *Incineration (Nice-To-Have)*

#### **Goal/Purpose:**

- This is an alternative to the possession mechanic
- Instead of controlling the guard, the player needs to hurt or even kill the guard to clear the way

#### **Description:**

- Just as the possession mechanic, the player needs an offering first
- Then the player can focus the guard he wants to hurt
- After this, the player needs to find a way to inflict damage to himself which will then be transferred to the focused guard instead
  - This can be achieved by crushing or burning the doll, or hurting himself with needles
- The guard will flee his default position or become unconscious

#### **Signs & Feedback:**

- The focused guard will have a visual indicator
- If the guard is hurt, he will react accordingly

#### **Edge Cases:**

TBD

## Edge Cases (in einzelnen Mechaniken integrieren)

### Could-Haves

- Collectibles (to refill the spirit energy)
-

## Controls

The game will only support gamepad controls. Keyboard and mouse will not be included.

## Characters

### Voodoodoll

Action	Control
Movement	Left Stick
Camera	Right Stick
Jump	[A]
Pushing	[B]
Interact with Fetish	[X]
Activate Clairvoyance	[Y]

## Voodoopowers

### Clairvoyance

Action	Control
Look around	Right Stick
End Clairvoyance	[B]
Switch Mask clockwise	[X]
Switch Mask counter-clockwise	[Y]

### Possession

Action	Control
Movement	Left Stick
Camera	Right Stick
Open Door	[A]
Push	[B]
End Possession	[Y]

## Interactions

## **HUDs/Menus**

### **Menus**

- Main Menu
- Settings

### **UI**

- Spirit-Energy Bar

## **Scaling and Proportions**

### **Camera**

### **Screens**

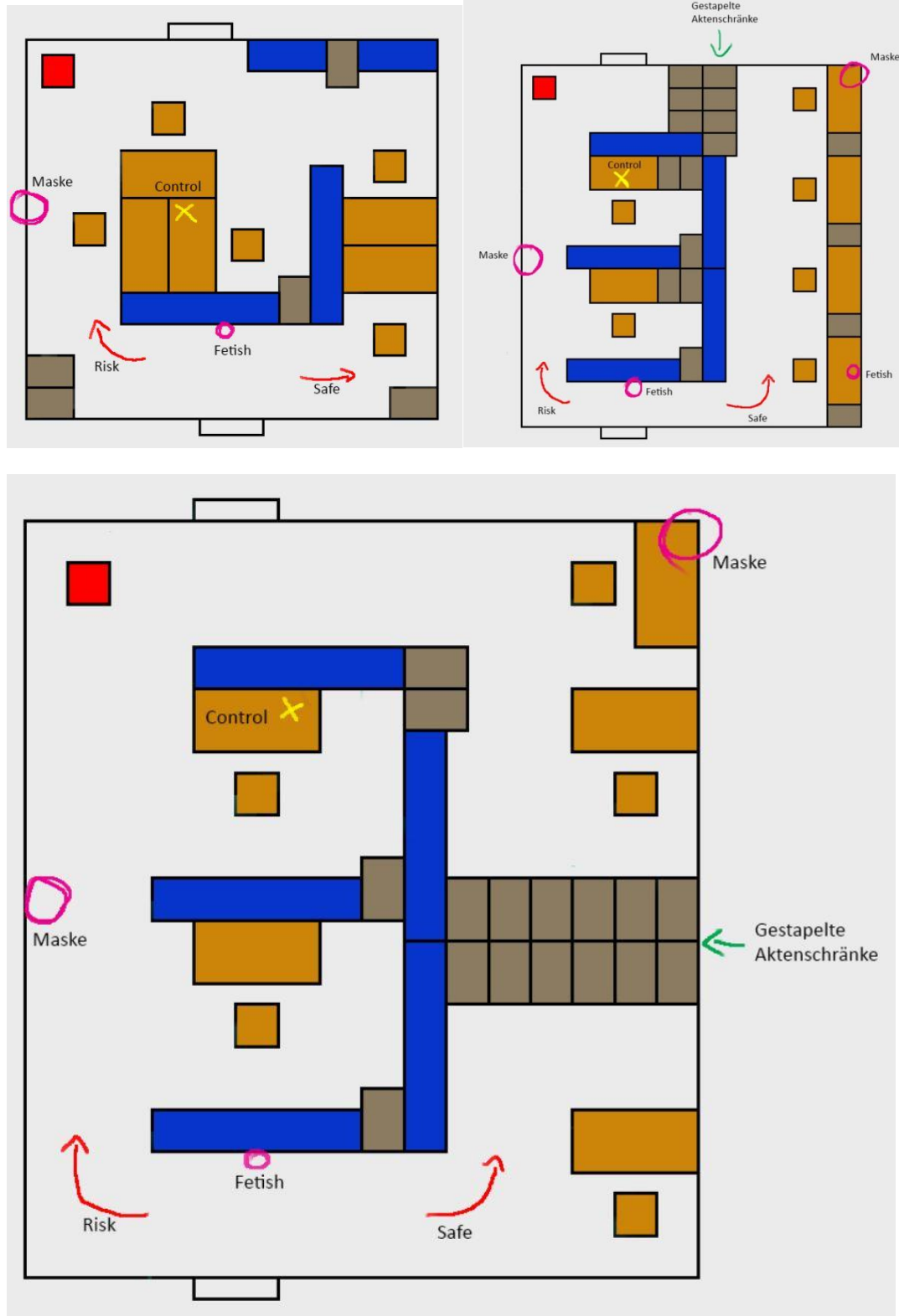
1. Voodoo doll perspective
2. Mask perspective
3. Possession perspective
4. Guard perspective

## Level Design

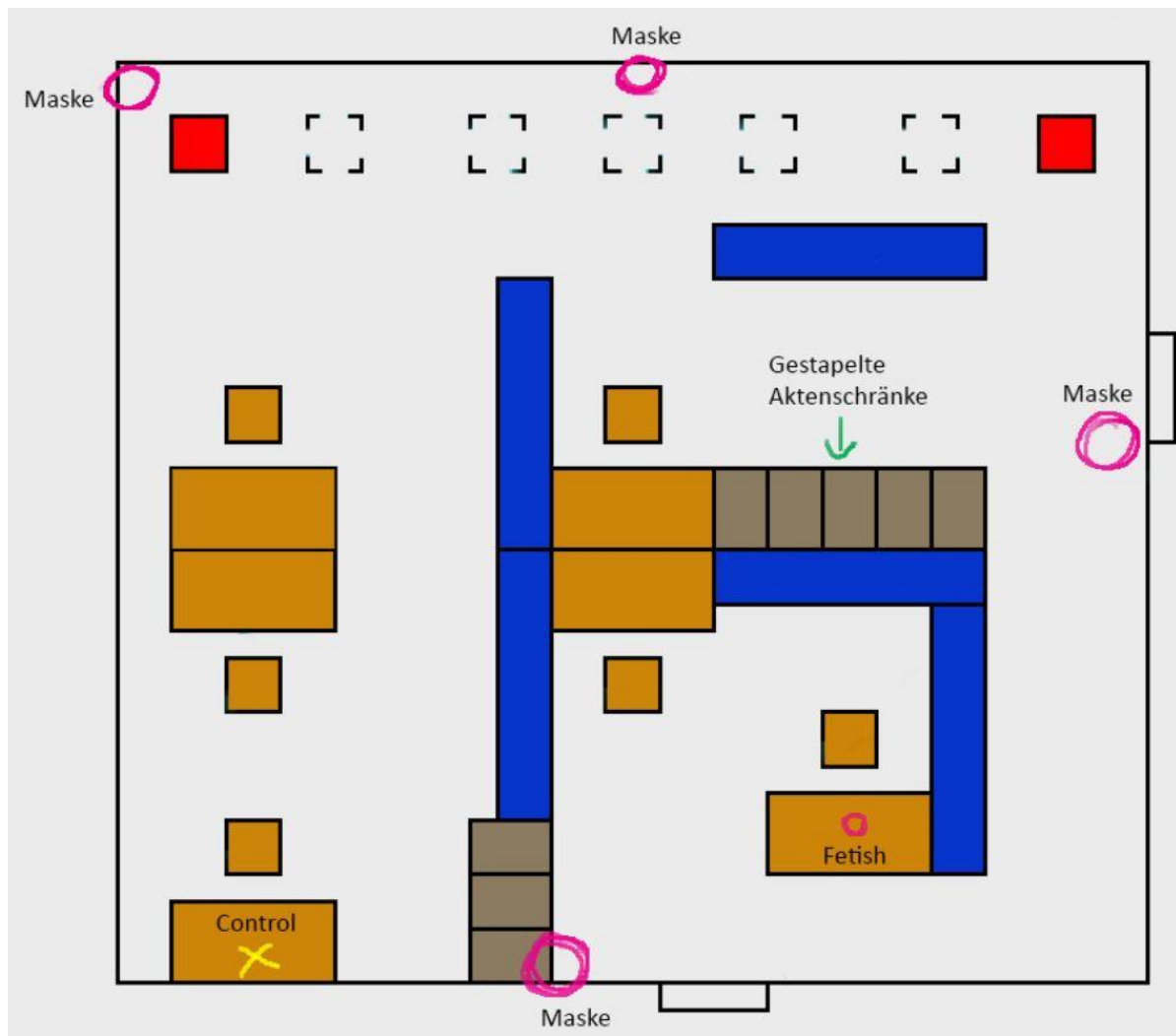
### Level 1 – Awakening / The Storage

TBD

### Level 2 – The Bureau







## Assets needed

See ***AssetListe.xlsx***.

**Glossary**

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**List of Figures**