**Voodoo**

**G**ame **D**esign **D**ocument

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Change Log

|  |  |  |
| --- | --- | --- |
| Date | Changed by | Change |
| 10.04.2018 | Tobias Schuster | Initial creation |
|  |  |  |
|  |  |  |

# Overview

## Project Description

### Game Facts

* Game Type: 3D Puzzle Platformer
* Game Mode: Singleplayer
* Genre: Supernatural Adventure
* Platform: PC
* Engine: Unity

### Team

* **Producer**: Sonja Köck
* **Programmer**: Artjom Schmittke
* **Design**: Tobias Schuster
* **Art**: Michelle Mohn  
   Jesse Haines  
   Marlou Nolting  
   Levin Lang

## Elevator Pitch

The mysterious Thule organisation of the Nazi regime experimented on Voodoo. During their experiments one voodoo doll came to life, unnoticed by the Nazis. Fascinated by a picture of the outside world, the doll tries to escape the clutch of its captivators.

## Core Gameplay Mechanics

## Influences

# Story

## Characters

## Storytelling

### Values Universe (Werteuniversum)

### Emotions through mechanic (Emotionen aus der Spielmechanik)

### Theme/Dominant Idea (Beherrschende Idee)

### Setting

### Konfliktebene

### Konflikt in der Game Mechanik

# Gameplay

**LEVELAUFBAU**

Level aus quadratischen „Chunks“ aufbauen

Objekte immer in festem Verhältnis zum Chunk

Definierte „Puzzle“-Elemente die verschieden angeordnet werden können

**FEATURE-LIST**

* Basic Movement: Laufen, Springen (nicht sehr hoch), klettern
* Übersicht über Level erhalten (Hellsichtigkeit), durch Loa Simbi
* Personal Item (Haare) + Nadeln finden (Jump/Kletterpassagen)
* Guard anvisieren und Kontrolle übernehmen (Telltale Mechanik)
* Fähigkeiten an Fetisch freischalten (Hellsicht, Possession, Klettern?, Schieben?)
* Als Guard: Türen öffnen
* Als Guard: schwere Objekte verschieben
* Als Guard: Puppe aufheben und bewegen (werfen, ablegen, etc.)
* Stealth: Guard versucht Puppe zu fangen, wenn er sie sieht.

**GAMEPLAY-REFERENZEN**

Moss (Movement)

The Walking Dead (Possession/Zombie-Attacke)

**ARTSTYLE-REFERENZEN**

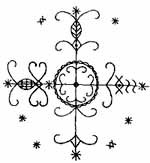
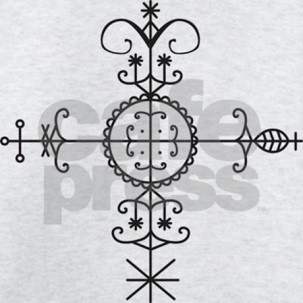
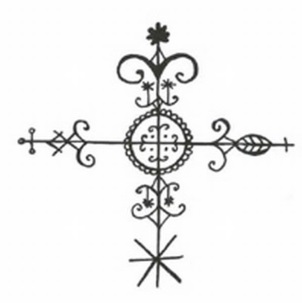
Necropolis

Zelda (Wind Waker / Breath of the Wild)

Team Fortress (2)

**Flow & Lesbarkeit muss gewährleistet sein!**

Hellsichtigkeit: Loa Simbi

Veve: 

**Must-Haves**

* Character Movement (Running, Jumping)
* Open doors with possessed guard
* Clairvoyance Voodoo-power
* Possession “mini-game”
* Hiding from Guard

**Should-Haves**

* Character Movement (climbing)
* Item sacrifice
* Guard trying to catch the doll (Game Over)

**Could-Haves**

* Pushing Objects
* Activating Switches with possessed Guard

**Nice-To-Haves**

* Guard carrying doll
* Hidden Skins/Outfits in the Level

## Core Game Loop

1. Enter Room
2. Sacrifice
   1. Look for personal item (Watch out for Guard)
   2. Get personal Item
   3. Bring item to fetish
3. Possession
   1. Activate possession
   2. Break mental barrier
4. Clear Way

## Detailed Gameplay Mechanics

### Possession Mechanic



#### Goal:

The mechanic must convey the feeling of breaking through a barrier.

#### Player skills:

Endurance & Timing

# System Design

## Scaling and Proportions

## Actions/Controls

## Interactions

## HUDs/Menus

## Signs & Feedback

## Camera

## Level Design

## Edge Cases

# Assets needed

## 2D

## 3D

## Sound

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## Animation

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