**Voodoo**

Gate 1

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

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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 (Voodoopowers) |
| 08.05.2018 | Tobias Schuster | Mechanics elaborated (Characters) |
| 09.05.2018 | Tobias Schuster | Mechanics elaborated (Characters)  HUDs/Menus elaborated |
| 11.05.2018 | Tobias Schuster | Signs & Feedback updated  Edge Cases updated  Level Design updated |
| 22.05.2018 | Tobias Schuster | Review and slight corrections |

# Vision Statement

“Voodoo is a 3D puzzle-adventure for lovers of the occult with minimized stealth-elements.  
The player discovers his surroundings from the perspective of a small doll, finds different items to strengthen his voodoo-powers and possesses 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***](Voodoo_StoryDocument.docx).

# Gameplay

## Core Game Loop

**Orientation** includes:

* Entering a new room
* Getting a first impression of where your objectives (fetish and control object) are located

**Clairvoyance** can be used anytime. It includes:

* Switching into a voodoo mask and getting an overview of the level

**Offering** includes:

* The way to the fetish
* The way to the control-object, consisting of several alternative routes
* Bringing the control object back to the fetish and activating the possession feature

**Possession** includes:

* Doing a quick-time-event for achieving control over a guard
* Opening the door to the next room, as the guard
* Pushing objects (like shelves) around to create new ways for the doll to move

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

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

## Detailed Gameplay Mechanics

### Characters

#### Doll 13

* The voodoo doll is the player character
* Is the thirteenth doll that got experimented on
* It is **40cm** tall

##### Standard Interactions

|  |  |  |
| --- | --- | --- |
| Feature | Description | Priority |
| Movement | Basic movement | MH |
| Jumping | Low jump | MH |
| Climbing | Pulling himself up on ledges | SH |
| Open drawers | Open drawers of desks or filing cabinets | SH |

**Movement**

* The PC is able to move in all directions
* Its movement speed is **15cm/s**

**Jumping**

* The PC is able to jump
* The max jump height is at **10cm**
* The max jump width is at **45cm**

**Climbing**

* The PC climbs edges after jumping on them
* If the PC jumps to an edge, it will automatically pull itself up
* Climbable Edges must have a max height of **40cm**

**Open Drawers**

* The PC can open drawers of desks or filing cabinets
* If the PC stands in front of a drawer (**5cm distance**) the drawer will open on button press

**Signs & Feedback**

* All interactions will be represented by animations
* Push-able or pull-able objects will be highlighted by a slight glow on the edge

#### Guard

* The Guard is **170cm** tall

##### Standard behaviour

* The guard is either still standing or patrolling
* He moves with a speed of **35cm/s** when patrolling
* The PC will be spotted, when it is in the guard’s field of view
  + The PC can only be spotted, if no object is hindering the view of the guard
    - The PC can hide behind objects and will not be seen by the guard
  + While the PC is spotted, the spirit energy will be reduced rapidly  
    (see ‘*Spirit-Energy*’)
  + *The guard will walk to the PC and pick it up (NTH)*
* The guards field of view is represented by a cone in front of him
  + The cone has an angle of **30°**
  + The length of the cone is **200cm**
* When standing still the guard looks into different directions
  + The directions are specific to each guard and will be highlighted in the level design drafts
  + The frequency in which a guard turns around is specific to each guard

##### Possession Interactions

The guard can be controlled by the player through ‘*Possession*’. While possessing a guard the player has the following interactions available:

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

**Movement**

* The guard can be moved in all directions
* His movement speed is **35cm/s**

**Open Door**

* The guard is able to open doors by using the handle

***Pushing (NTH)***

* *As the guard, the player is able to push large tables and shelves*
* *He has to stand in front of the object (****10cm distance****) to push it*

***Carry Doll (CH)***

* *As the guard, the player is able to grab the doll from different heights, these are:*
  + *Floor level (0cm – 20cm)*
  + *Desk level (70cm – 90cm)*
  + *Shelf level (140cm – 160cm)*
* *As the guard, the player is able to put the doll down on different heights, these are:*
  + *Floor level (0cm – 20cm)*
  + *Desk level (70cm – 90cm)*
  + *Shelf level (140cm – 160cm)*

##### Signs & Feedback

* When the guard turns around the lights will flicker as an indicator for the player
* When the player is in the guard’s field of view, the guard will give a short exclamation like ‘Huh?’/’What’s this?’ and the gamepad will vibrate slightly

##### Edge Cases

TBD

### Spirit-Energy

#### Goal/Purpose

* The player will feel pressured by the energy that is constantly running out
* Possibility for rewarding high risks with additional energy and punishing mistakes or bad decisions with the loss of energy

#### Description

* Spirit-Energy represents the “life” of the voodoo doll
* When it runs out the game is over
* The spirit energy is steadily decreasing
* Being seen by a guard accelerates the rate of energy loss
* Spirit energy is refilled when the PC is in range of the fetish

#### Signs & Feedback

* The level of energy will be represented by an energy-bar on the screen
* If the energy is about to run out there will be a screen effect, similar to first-person shooters when the player is hit
* If energy is refreshed there will be a small particle effect on the energy bar

#### Edge Cases

TBD

### Fetishes

#### Totem-Fetish

* Unlocks voodoo-powers or enables the player to use a voodoo-power
* Always needs an item to be activated (*OFFERING*)
* At least one is placed per level
* The player must be in range (**10cm**) to be able to interact with the fetish

There are three types, distinguished by the veve (symbol) and the colour of the respective loa spirit:

**Ghede Doubye** – Clairvoyance:

* **[BG-Info]** Is said to gift people with clairvoyance
* Enables the player to use clairvoyance in return of a button eye
* Represented by the colour **green** and **eyes**

**Damballah** – Possession:

* **[BG-Info]** Creator of life; ruler of mind, intellect and cosmic equilibrium
* **[BG-Info]** Makes hissing sounds when speaking and is hard to understand
* Enables the player to possess a specific human (guard)
* Expects a personal object or part of that human in return (*OFFERING*)
* Represented by the colour **white** and **snakes**

***Kalfu*** *– Incineration (NTH):*

* ***[BG-Info]*** *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 (guard*
* *Expects a personal object or part of that human in return (OFFERING)*
* *Represented by the colour* ***red*** *and the* ***moon***

#### Voodoo 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*)
* It is possible to switch between the masks of level, if more than one is present

### 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**
* There is at least one mask per level
* It is possible to switch between the masks in a certain level, if several are present
* The player takes the perspective of a voodoo mask on the wall
  + The field of view of the voodoo mask is **90°**
  + He can look around to observe the room
    - The angle in which the player can look around must be adjustable for each specific mask in a **vertical** and **horizontal** angle
* The player does not control the voodoo doll while using clairvoyance

##### Signs & Feedback

* The screen has a **foggy effect** on the borders
* While using clairvoyance the player hears a **faint mumbling**
* **Small arrows** on the side of the screen indicate if there is more than one mask in a room
* Objects like fetishes and control objects have **glowing outlines**
* The player sees slowly **fainting footsteps** behind the guard, indicating the path he is walking

##### Edge Cases

1. Problem: The player cannot get a good overview of the level with only one mask.  
   Solution: If necessary there will be more than one mask in a level, allowing the player to switch between perspectives and getting a better overall overview.

#### Offering

##### Goal/Purpose

* Before the PC can use possession or clairvoyance, he must bring the fetish an appropriate offering

##### Description

* The PC can interact with the fetish in two ways:
  + Without offering: the player is “told” what the fetish wants
    - This is indicated by a **sign**
    - With offering: the player gives the offering to the fetish and activates his voodoo powers
* An offering/control object is either a **personal item** (pocket watch) or **part of a human** (strand of hair)

##### Signs & Feedback

* The offering that the fetish expects will be depicted by a speaking bubble or a signpost
* When the player is in interaction range of the fetish, it will glow in its respective loa colour
* After giving the offering to the fetish, the player will hear a confirmation sound from it
  + Incineration fetishes respond with the sound of an igniting flame
  + Possession fetishes respond with the sound of drums
  + Clairvoyance fetishes respond with the sound of splashing water
* After offering to a possession fetish, the player will immediately switch to possession mode

##### Edge Cases

TBD

#### Possession



Figure 1 – possession QTE reference

##### Goal

* The general goal is to get control of the guard
* While achieving possession, it must convey the feeling of breaking through a barrier (the player is breaking through the “mental barrier” of the guard)

##### Description

* The player will see the guard and not the player character while achieving possession
* Achieving possession will be represented by a quick-time-event (see *Figure 1*)
  + 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 figures)
  + After the bar is filled, possession is achieved
  + This will increase in difficulty with each level
  + When the quick-time-event is finished very quickly (with a “perfect” score), the player is rewarded with a higher spirit energy maximum.
* Ends automatically after the door has been opened
* The guard walks back to his default position after possession has ended
* While the player controls the guard, the doll stands still and cannot be interacted with
  + *The player is able to pick the doll up and place him somewhere else (NTH)*
  + For all interactions while possessing the guard see ‘*Guard - Possession Interactions*’

##### Signs & Feedback

* During the achieving-possession-phase the guard will give visual feedback by holding his head in agony and acoustic feedback by groaning
* After the possession has ended, the guard gives an acoustic feedback by a confused statement (e.g. ‘Huh?’/’What happened?’)
* While the possession bar fills, the gamepad will vibrate increasingly

##### Edge Cases

1. ***Problem: The player is not able to finish the quick time event.  
   Solution: You can quit the quick time event by pressing ‘cancel’ (see controls).***

#### 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 transfer his damage to*
* *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/knifes*
* *The guard will flee his default position or become unconscious*
  + *If the guard runs out of the room, the door will be left open for the player*

##### *Signs & Feedback*

* *The focused guard will be visually highlighted with a slight glow on his outlines*
* *If the guard is hurt, he will react accordingly by screaming and running out of the door*

##### *Edge Cases*

*TBD*

## Could-Haves & Ideas

* Collectibles (to refill the spirit energy)
* (collectable) Skins
* Guards and Dr. Ziegler have their control item with them at times. The player needs to wait for the enemy to put it down in a specific location and pick it up when the enemy walks away or looks in another direction

# Controls

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

## Characters

|  |  |
| --- | --- |
| Action | Control |
| Voodoo Doll | |
| Movement | Left Stick |
| Camera | Right Stick |
| Jump | [A] |
| Open Drawer | [B] |
| Interact with Fetish | [X] |
| Activate Clairvoyance | [Y] |
| Guard | |
| Movement | Left Stick |
| Camera | Right Stick |
| Open Door | [A] |
| Push/Pull | [B] + Left Stick |

## Clairvoyance

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

## Quick Time Event

|  |  |
| --- | --- |
| Action | Control |
| Press | [A] |
| Cancel | [B] |

# HUDs/Menus

## Menus

* Main menu
* Settings
* Credits

## UI

* Spirit-energy bar

## Scaling and Proportions

Every asset and character will be measured in centimetres (cm). Everything has a height, a width and depth.

For the specific measurements of each asset see ‘*Assets Needed*’.

## Camera

The camera is in third-person perspective slightly from below.

## Screens/Perspectives

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

# Level Design

## Level 0 – Awakening

Level 0 is the tutorial level. The voodoo doll awakes and has to orient itself in the new environment. The player will learn the basic mechanics.

This is the only level in which the clairvoyance fetish will occur, since the player will offer an eye of the voodoo doll in return of the voodoo-power.

Used mechanics:

* **Orientation**
* **Clairvoyance**

## Level 1 – The Bureau

The bureau is the first level and full with desks, shelves and filing cabinets.

The room is divided into separate departments and offers different paths to get through it.  
The guard is stationary and will look around in a frequency of **5 seconds**.

Used mechanics:

* Orientation
* Clairvoyance
* **Offering**
* **Possession**

### Layout

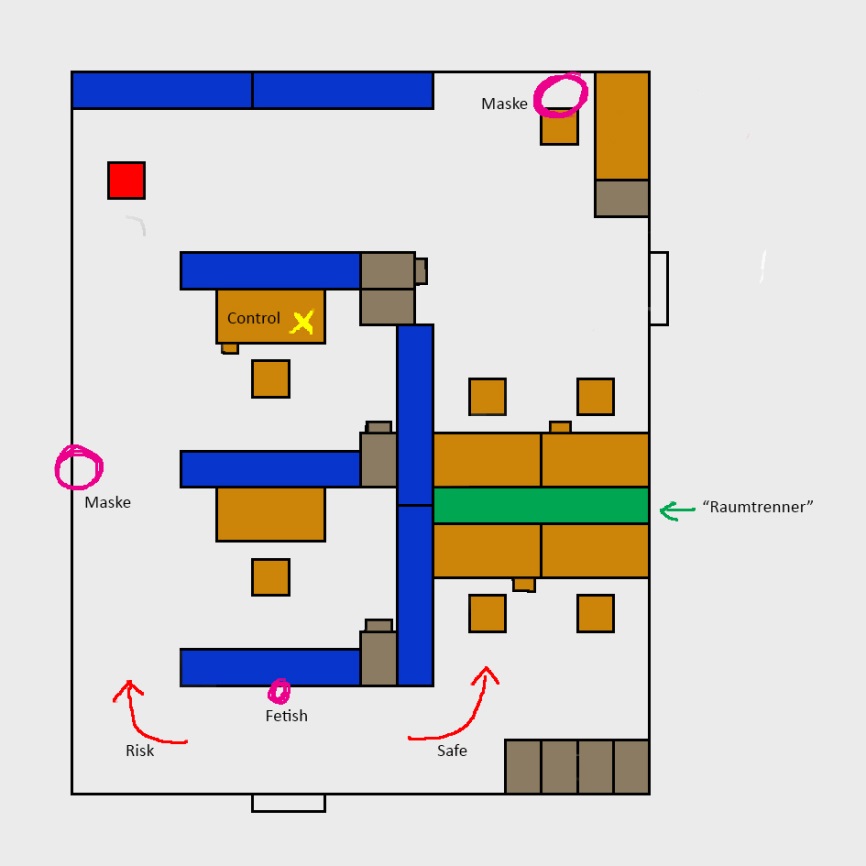


Figure 2 – Level 1 layout

### Player Paths

The yellow cross represents the position of the control object.  
The red dot represents the position of the fetish.

|  |  |  |
| --- | --- | --- |
| **Control object paths** | **Fetish and possession path** | **Exit path** |
|  |  |  |
| There are two diferrent paths:   * The first one, around the left, is very risky, due to the player being exposed to the guard. But it is a much shorter way and will safe the player valuable time * The second one, around the right, takes more time but has a low risk, because the player will not be seen by the guard. The player will have to do more climbing. | * The player can use a shortcut (pink) to get back to the fetish more quickly. Alternatively the player could take the risky path from before * When the player has possession over the guard he can walk straight to the door and open it (red). | * After the door has been opened, the player needs to take the path around the left again to get to the door. |

## Level 2 – The Laboratory

The laboratory is the second level. This room is used for experimenting and researching. Here the player will encounter the first patrolling guard.

Used mechanics:

* Orientation
* Clairvoyance
* Offering
* Possession

# Assets Needed

See [***AssetListe***](../../_Artbible/Assetliste.xlsx) for a complete list of assets with measurements and other specifications.

Below is a list of the must-have assets for each specific level:

## Level 1

* **Shelf** (*200cm* height, *200cm* width, *40cm* depth)
* **Desk**
  + *With* pull-able drawers (highlighted)
  + *With* door
* **Office Chair**
* **File Cabinet**
  + *With* pull-able drawers (highlighted)
  + *Without* pull-able drawers (not highlighted)
* **Room Divider** (min *115cm* height, *240cm* width, *40cm* depth)
  + If higher than 115cm, there must be some kind of opening or hole with a bottom height of 115cm where the player can jump/climb through
* **Fetish** (highlighted)
* **Desk Lamp**

## Level 2

# Glossary

## Index

|  |  |
| --- | --- |
| **BG-Info** | Background information |
| **CH** | Could-Have – describes a feature or component that could be added to the game. |
| **Control Object** | An item that is required for possessing a guard |
| **Fetish** | From [***https://en.wikipedia.org/wiki/Fetishism***](https://en.wikipedia.org/wiki/Fetishism):  “*A fetish […] is an object believed to have supernatural powers, or in particular, a human-made object that has power over others.*” |
| **Loa** | From [***https://en.wikipedia.org/wiki/Loa***](https://en.wikipedia.org/wiki/Loa):  “*Loa (also spelled lwa) are the spirits of Haitian Vodou and Louisiana Voodoo. They are also referred to as "mystères" and "the invisibles" and are intermediaries between Bondye […] and humanity.”* |
| **MH** | Must-Have – describes a feature or component which is necessary for the game to function. The lack of a must-have is game breaking. |
| **NTH** | Nice-To-Have – describes a feature or component which would improve the game quality- or fun-wise. |
| **PC** | Player Character |
| **SH** | Should-Have – describes a feature or component which is necessary for the game to be complete. The lack of a should-have is finance breaking. |
| **Veve** | From [***https://en.wikipedia.org/wiki/Veve***](https://en.wikipedia.org/wiki/Veve):  “*A veve (also spelled vèvè or vevè) is a religious symbol commonly used in different branches of voodoo throughout the African diaspora such as Haitian voodoo. [..] The veve acts as a "beacon" for the Loa, and will serve as a loa's representation during rituals.”* |

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