**Voodoo**

**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) |
|  |  |  |

# 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 strenghten his voodoo-powers and posesses 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**: 1930s/40s
* **Duration**: One evening
* **Location**: Underground facility/Basement in New Orleans (Louisiana)
* **Conflict**: Freedom

## Background Information

TBD

# Gameplay

**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**

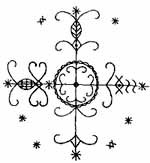
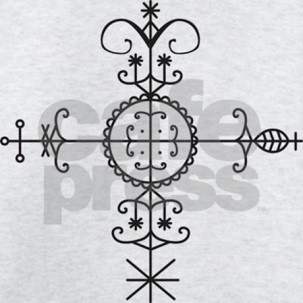
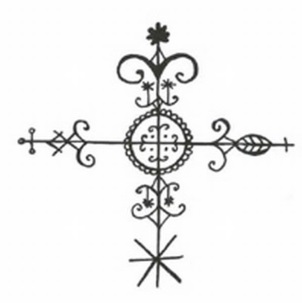
Necropolis

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

**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

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

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

## Detailed Gameplay Mechanics

### Characters

#### Nox

|  |  |  |
| --- | --- | --- |
| Feature | Description | Priority |
| Movement |  | MH |
| Jumping |  | MH |
| Pushing |  | SH |
| Climbing |  | SH |

#### Guard

|  |  |  |
| --- | --- | --- |
| Feature | Description | Priority |
| Movement |  | MH |
| Open Door |  | MH |
| Carry Doll |  | CH |

### 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
* Beeing 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

**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

### Voodoopowers

#### Clairvoyance

#### Offering

#### Possession



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

**Description**

**Signs & Feedback**

**Edge Cases**

#### Incineration

## Edge Cases (in einzelnen Mechaniken integrieren)

# Controls

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

## Characters

### As voodoodoll

|  |  |
| --- | --- |
| Action | Control |
| Movement | Left Stick |
| Camera | Right Stick |
| Jump | [A] |
| Pushing | [B] |

### As guard

|  |  |
| --- | --- |
| Action | Control |
| Movement | Left Stick |
| Camera | Right Stick |
| Open Door | [A] |
| Push | [B] |

## Voodoopowers

|  |  |
| --- | --- |
| Action | Control |
| Activate Clairvoyance | [Y] |
| Interact with Fetish | [X] |

## Interactions

# HUDs/Menus

## Menus

* Main Menu
* Settings

## UI

## Scaling and Proportions

## Camera

# Level Design

# Assets needed

See ***AssetListe.xlsx***.

# Glossary

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