**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) |
| 23.04.2018 | Tobias Schuster | Mechanics elaborated |

# 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

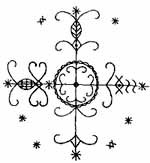
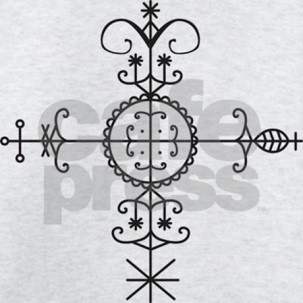
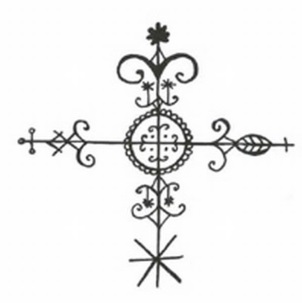
TBD

## Setting

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

## Background Information

TBD

Veve: 

# Gameplay

**GAMEPLAY-REFERENZEN**

Moss (Movement)

The Walking Dead (Possession/Zombie-Attacke)

Little Nightmares

**ARTSTYLE-REFERENZEN**

Necropolis

Zelda (Wind Waker / Breath of the Wild)

Team Fortress (2)

**KAMERA REFERENZEN**

Halloween (original)

Night of the living dead

**Flow & Lesbarkeit muss gewährleistet sein!**

Hellsichtigkeit: Loa Simbi

**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
* 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

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

#### Guard

|  |  |  |
| --- | --- | --- |
| Feature | Description | Priority |
| Movement |  | MH |
| Open Door |  | MH |
| Carry Doll |  | CH |
| Pushing |  | 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
* 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
* (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 voodoopowers or enables the player to use a voodoopower
* 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

Simbi Andezo (Clairvoyance):

* Loa of water and second sight
* Enables the player to use clairvoyance in return of an eye

Possession:

* Enables the player to possess a specific human
* Expects a part of that human in return (control-object)

Incineration (Nice-To-Have):

* 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 (Claivoyance)

### Voodoopowers

#### 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
  + Apart from that he cannot move
* The player does not control the voodoodoll while in clairvoyance

#### Offering

#### Possession



**Goal:**

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

**Description:**

* Ends automatically after the door has been opened
* The guard walks back to his default position after possession has ended

**Signs & Feedback:**

* After the possession has ended, the guard gives an acoustic feedback

**Edge Cases:**

* TBD

#### Incineration

## Edge Cases (in einzelnen Mechaniken integrieren)

# 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

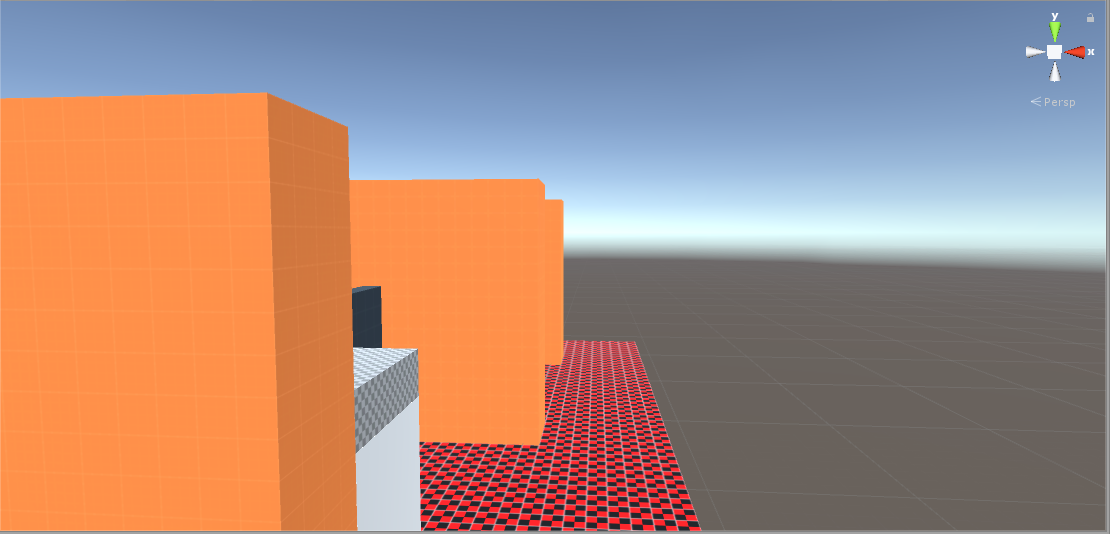
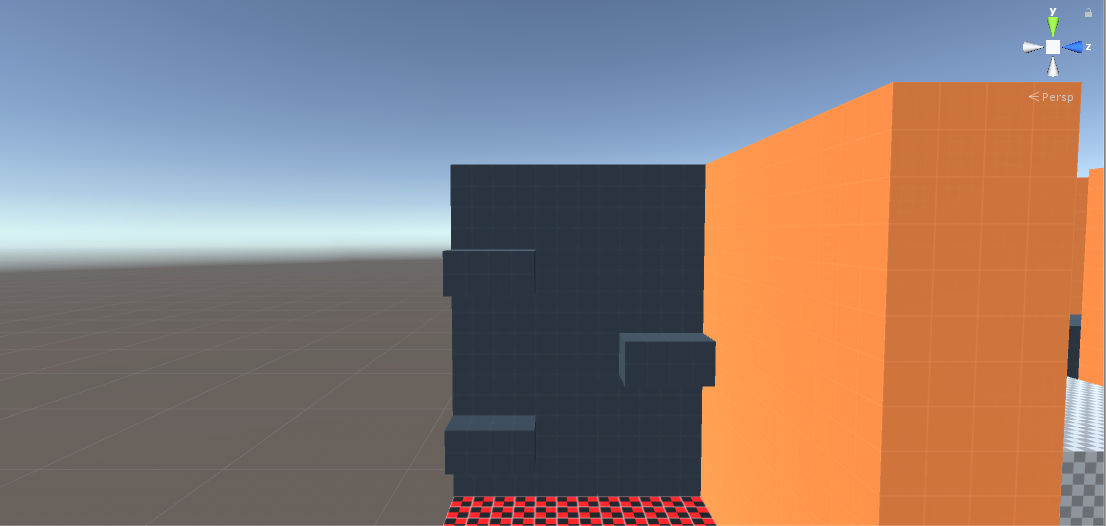
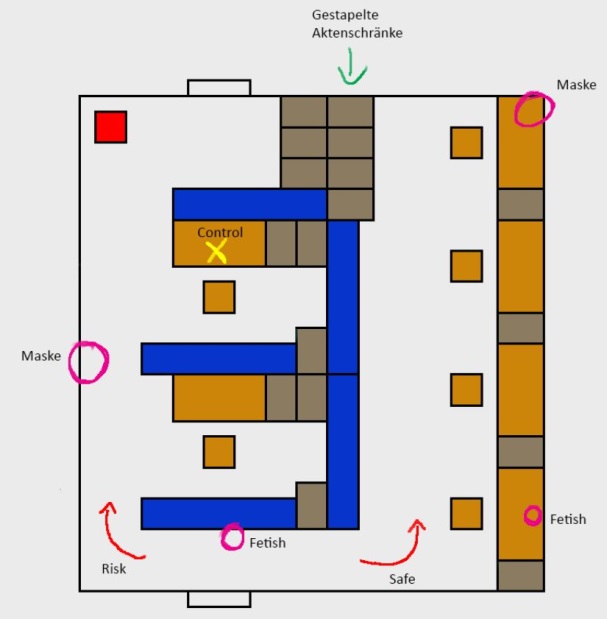
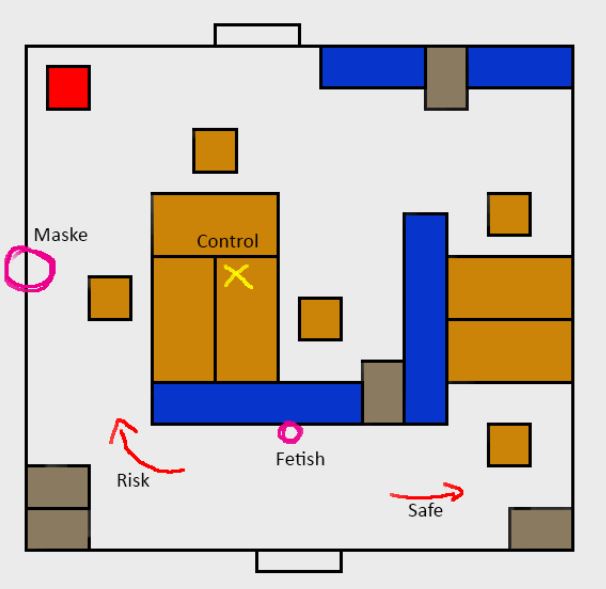
1. Voodoo doll perspective
2. Mask perspective
3. Possession perspective
4. Guard perspective

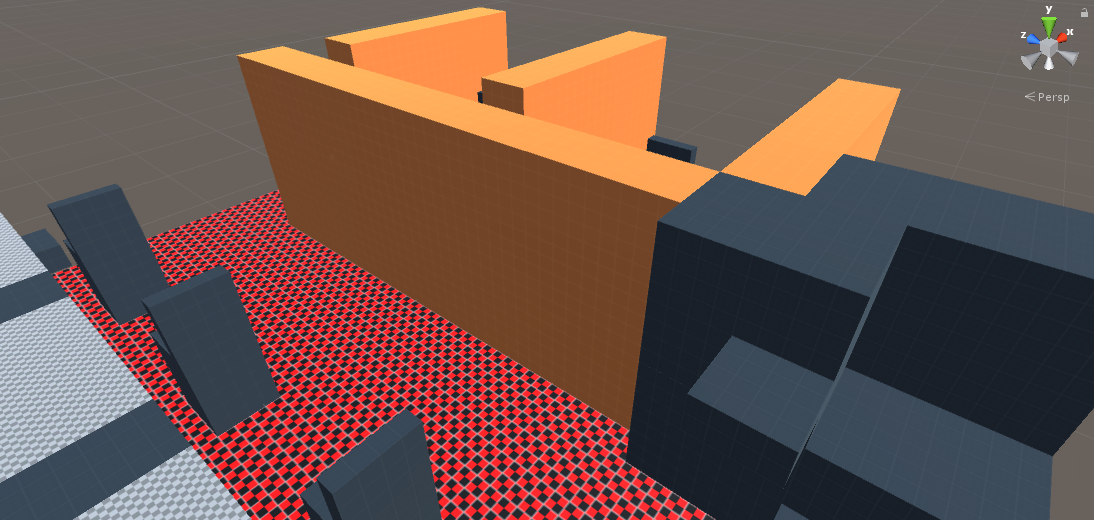
# Level Design

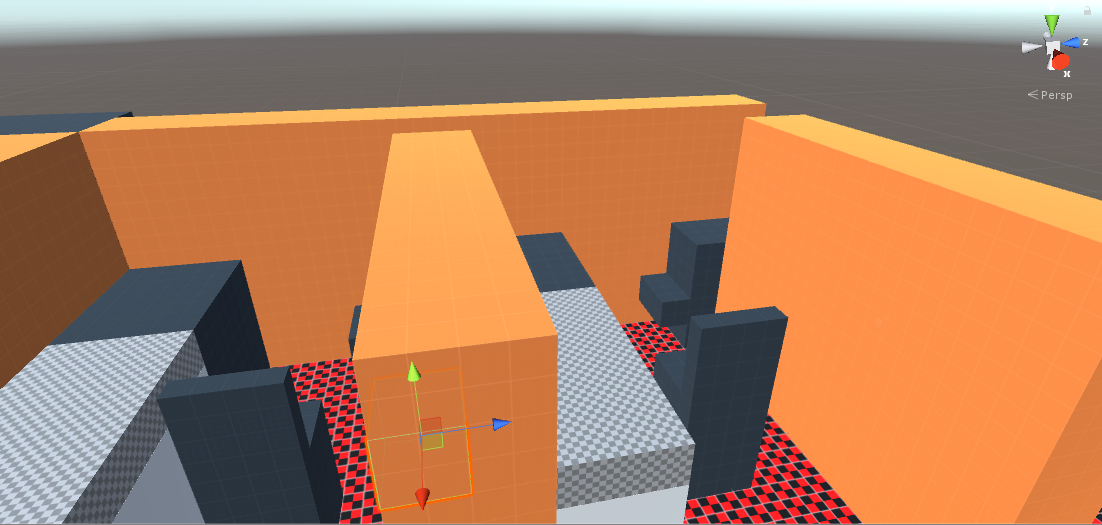
## Level 1 – Awakening / The Storage

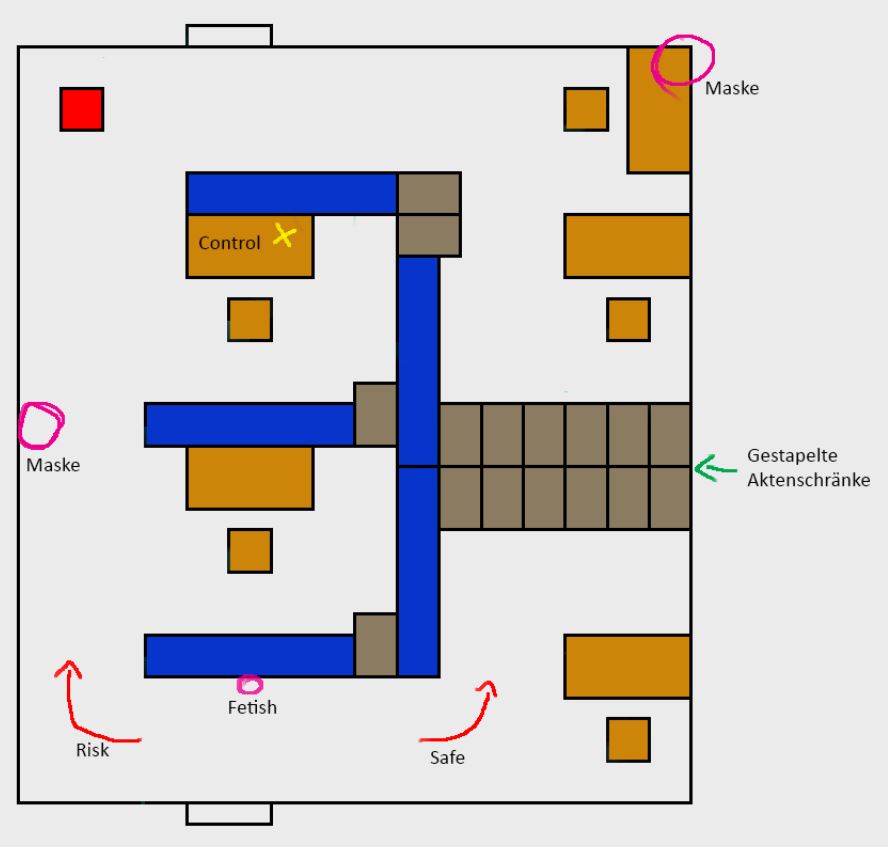
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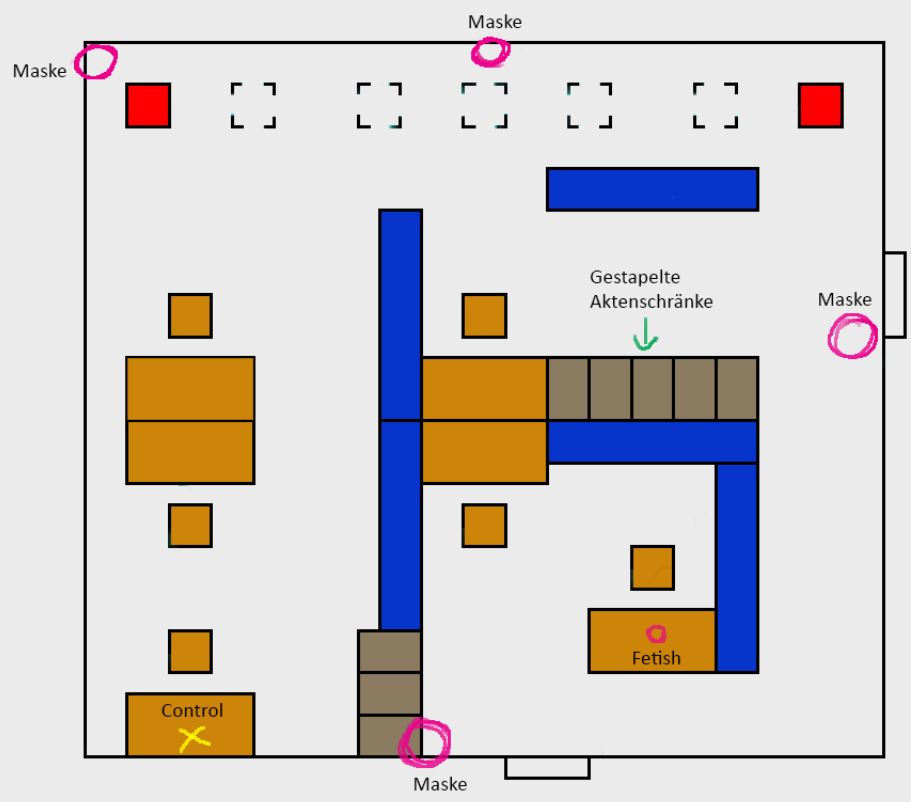
## Level 2 – The Bureau











# Assets needed

See ***AssetListe.xlsx***.

# Glossary

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