Project Leszy

# Game Design Document

**Game title:** TBD – Project Leszy for now.

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# Overview

### Concept

The game is set in a forest in Poland where the player is going out camping. The player has to explore the forest and find clues on how to get out of it as the player is lost in the forest. During the players stay in the forest he/she is stalked by a paranormal entity known to locals as Leszy. It is an entity from Slavic mythology said to be a guardian of the forest.

### Target Audience

The games target audience will be to teenagers and adults, generally people enjoying to play horror/survival games.

### Platform

The game will be for PC

# Gameplay mechanics

### Core gameplay

The game will be a horror/survival game where the player needs to wander the forest both during the day and night. During the day the player will need to find provisions and items to which the player will then use during night time to survive. The player will also need to manage hunger and thirst as well as sleep. The more days pass the more the forest will change in its layout making the player feel lost in the forest. Also the presence of the entity (Leszy) will be increasing gradually. To manage hunger and thirst the player needs to find food and water during the day and to manage sleep the player needs to find a spot to set up his/her tent before nightfall. The deeper the player is in the forest the higher chance there is that the player will wake up in the middle of the night. It will also be affected by sanity level which will in turn be affected by the amount of time the player spends without sleep, food or water. The entity (Leszy) will also try to influence the sanity level of the player. Bottom line the less the sanity level is the more strange things will occur around the player affecting the players cohesion of the surroundings. The player needs to find three key items that the entity (Leszy) has placed out somewhere in the forest in order to get out and win the game.

### Controls

The game will be a first person game that can be played with keyboard and mouse.

# Story and Characters

### Storyline

The player is going on a camping trip to a forest in Poland. Little does the player character know that this forest is the home to a local mythological legend called Leszy. The player character chooses to venture into a pathway that is closed for the general public in order to get that extra exploration vibe. Which the player character will eventually end up regretting the decision. There will be notes left around in that area of the forest from a previous person that went there and perished. The person in question was a anthropologist/historian/mythologist who went to the forest to research about Leszy and the local mythology. His name is **Wieczyslaw Siarka**.

# Art Style

The art style in general together with animation will be the same or as close as possible to a PS1 style era of graphics. That is a low resolution rendering spread on a 1080p monitor giving that old look. As well as vertex displacement shader on the models mimicking the way it looked on a PS1 game like Silent Hill etc..