Updated Art Game Design Document

Links to asset sets

Office set: https://vnbp.itch.io/low-poly-3d-office-set-vnb
Detective set:https://aleksandcazal.itch.io/detective-room
Storage set: https://brokenvector.itch.io/low-poly-storage-pack

Title Screen

- The title screen will be a black and white interrogation room.
- Within the room there will be a table with two chairs, one being slightly ajar.
- On the table will be a few different file folders as well as a lit cigarette, sitting in an ashtray.
- Positioned directly above the table will be a hanging lamp.

- On this screen the player will be given two options.
- They can start the game
- They can select the "options" button, where they can adjust audio levels as well as text speed.

The light beam from the lamp will somehow need to move, highlighting whatever option the player is hovering over.

What's Needed

- The game name/logo
- The hanging lamp w/moveable beam
- Chair (2)
- Table → on the table we will need a file folder, a cigarette, and an ashtray

Options Menu

- This screen will allow the players to adjust the volume as well as the text speed.

- The player will also have the option of adjusting these throughout the gameplay as well.

What's Needed

- Simple text box to pop up over the title screen
- slider/counter to adjust sound and speed

Opening Scene

- Screen will transition into a text box showing disclaimer text.
- After exiting the disclaimer, another text box will appear with clue1 text.
- After exiting the clue, players will be in an office, at a desk.
- Small text box giving instructions.

What's Needed

- Text box w/disclaimer
- Text box w/clue 1

Office (4)

All assets here can be found in the asset packs linked above.

- Walls
- Ceiling fan
- Window
- Door w/frame
- Shelves
- Clock
- Pens
- Pencil
- Stapler
- Computer
- Trash can
- Printer
- Books
- Sticky notes
- Painting
- Lamp
- Whiteboard

Lobby

- Walls
- Windows
- Door w/frame
- Chairs
- Trashcan
- Coat hanger
- Alcohol dispenser
- Clock
-

Backroom

- Walls
- Door w/frame
- Locker
- Boxes
- Shelf
-

Closet

- Walls
- Door w/frame
- Trash can
- Boxes
- Pallet
- Electric box
-

Cells

- Walls
- Doors w/frames
-

Interrogation Room

- Walls
- Door w/frame
- Window
- Table

- Chairs
- Lamp
-

Assets We Need to Make:

- Jail Cells
- Alcohol bottle
- Cement brick (corner is broken with a bit of blood splatter)
- Lanyard
- VHS tape
- Cigarette
- Ashtray