

# Game Design Document



## Pitch

Two is a story-driven horror game set in a semi-futuristic world inspired by Dead Space or Alien. You play as an engineer on his way to fix a damaged station, you may discover strange things inside..

## Overview

- Genre: Aventure / Horror
- Target audience:
  - Age: 15-30
  - Gender: Male/Female
  - Influencers
- Platforms :
  - Pc
  - Xbox One/series X
  - Ps4/Ps5

## Theme and setting

Two is a horror game set in space in the near future. The player takes on the role of space engineer and he gets a mission on an abandoned space station. While the game seems realistic, it features supernatural elements.

Learn more about the [Gameplay](#), [Location](#), [Story](#), and [Charocters](#) of the game.

---

# GAMEPLAY

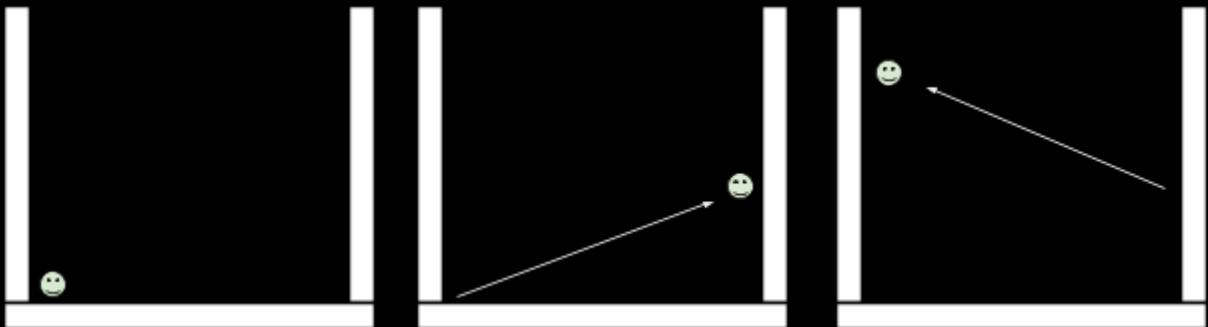
## Mechanics

- Movement



The player uses the keyboard keys to move. (ZQSD or WASD)  
He can't jump.

- Zero Gravity



The mechanics of zero gravity induce that the player does not touch any surface between two stops on walls.

The player propels himself from surface to surface, watching when he is stopped where to project himself.

The control is done only with the mouse.

- Actions

Push/press the E key to interact with buttons or any sort of electronic devices.



## Objectives

Player : First the objective of the player is to repair two electric generators, then he encounters the monster and his new goal is to flee the monster.

Monster : The monster chases the player because the player has the key to his ship. The goal of the monster is to escape the station.

---

## STORY

*You arrive on a space station suffering electrical and communication issues. You are guided through the station by Tess, an artificial intelligence. You manage to repair the electricity but you notice that every failure seems to be intentional. A little later you encounter a monster with 2 heads, he begins to chase you as you flee to the center of the station.*

*You succeed in blocking the monster behind you but during the escape you brake a piece of your helmet, causing oxygen to run low. As you go through the laboratories where you can witness the remains of the experiments, you suffer hallucinations. Fortunately Tess helps you.*

*You may discover that the station is named Children Care - 0042 , meaning the program of your employee for worker's childrens is fake and you realize your daughter is on the way to such a station and that she is not safe anymore.*

*But you cross the way of the monster one final time and he chases you all the way up to your spaceship. You enter your ship leaving the monster outside as he repeatedly hits the closed door. You turn on the ship and leave the station. Although you are still suffering from the oxygen loss, a few seconds later you hear a silent but distinctable breath behind your shoulder, the one of the monster...*

---

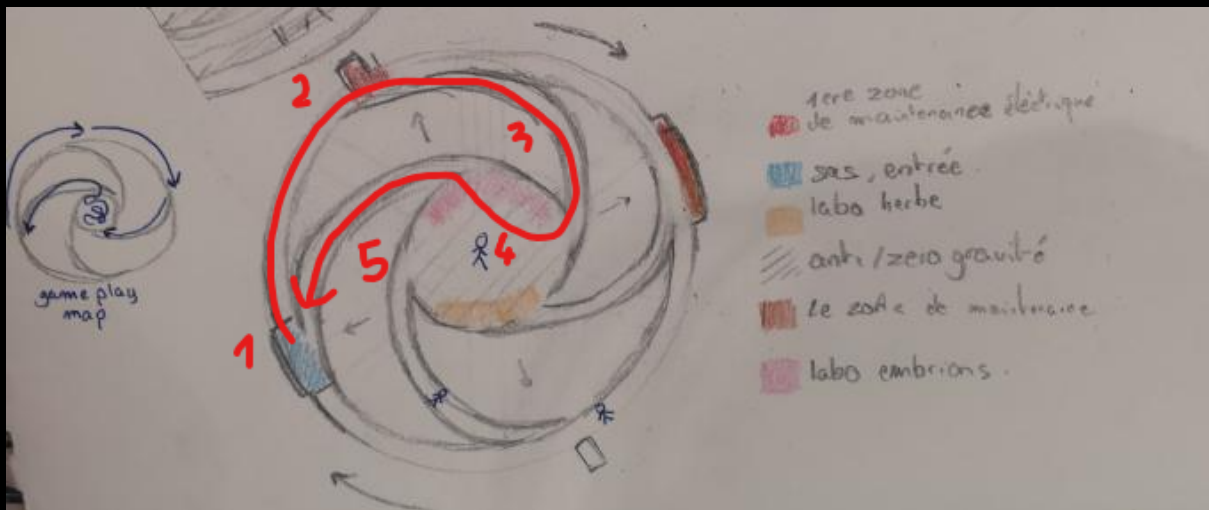
# LOCATION

The story takes place in the space station 'CC-042' (standing for Children Care number 42).

Many experiments about biological subjects growing in a zero gravity environment have taken place for several years.



*Station from outside*



*Gameplay map*

# CHARACTERS

## The protagonist

- Backstory

Il vivait sur Terre avec sa fille Emi (Emilie). Suite à une crise de pauvreté , conséquence d'une vague de licenciement massive, ils se retrouvent à la rue.

Sans autre choix, il accepte un travail que la plupart des gens refusent.

La nature du travail l'oblige à se séparer de sa fille.

Il est alors embauché en tant que Réparateur Spatial pour la tentaculaire société Future Vision.

Il accomplit plusieurs missions avec brio. Son objectif est de bien se faire voir afin de profiter du programme 'Children Care'.

En effet, l'entreprise propose à ses meilleurs employé.es de prendre en charge leurs enfants en leur assurant une éducation exemplaire.

En échange, les employés versent une partie de leur salaire à l'entreprise.

Alors que sa fille vient d'être acceptée dans le programme 'Children Care',

Il accepte une nouvelle mission. Cela faisait plusieurs années que tout le monde la refusait, notamment à cause de sa localisation lointaine.

C'est la mission dont il est question dans la cinématique d'intro.

- Personality

Droit, autoritaire, assidu, curieux, grincheux.

---

## Tess

- Personality

Tess has a chipset that simulates a friendly personality. She is pragmatic. Her goal is to guide the protagonist and to analyze the environment and make predictions about the future of the protagonist's mission.

---

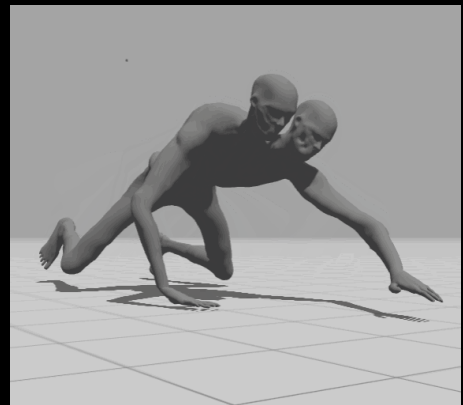
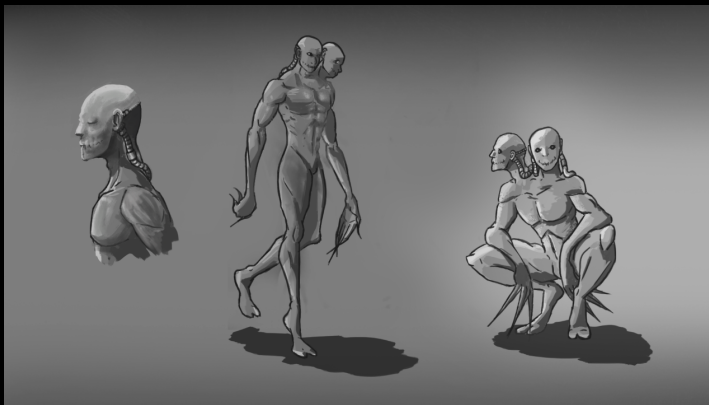
# The Monster

- Description physique

Bicéphale et ayant grandi dans un environnement sans force gravitationnelle, il est plus grand qu'un humain normal, il présente également des carences alimentaires d'où sa maigreur et son atrophie des muscles.

Sa couleur de peau est pâle, presque transparente on voit ses vaisseaux sanguins sans difficulté.

Ses deux têtes ne se sont pas développées correctement, il présente des malformations au niveau des oreilles mais les plus importantes se situent au niveau de ses bouches qui semblent comme fondues à certains endroits déformant sa voix.



- Backstory

xxx

- Personality

Il est restreint mentalement, en effet il n'a pas reçu d'éducation et évolue lentement mis à part le plan qu'il a mis des années à préparer il réagit mal aux imprévus.

---

# Walkthrough

## *Level 1: Docking Site - electrical 01*

- Synopsis

When we arrive at the space station, Tess the IA informs us on the purpose of the station and tells us to head to the first electrical problem.

- Objectives

Discover the inside of the station and head to the electrical problem

- Level walkthrough

You walk in the Hub, interact with a button to open a door. Then you head to the electrical problems through several automatic doors, some lights start to flicker. Once you arrive you fix the problems and discover it's only an unplugged electrical outlet. Your suspicion is beginning to rise.

---

## *Level 2: Electrical 02*

- Synopsis

Now you head to the second electrical problem. Tess the IA informs us on its location. Then the gravity fails and you begin your first experience of the 0G gameplay.

You hear strange voices in the background, maybe they are friendly ?

- Objectives

Discover the 0G gameplay, repair the last electrical issue.



- Level walkthrough

You make your way to the second electrical issue, you are passing by some old desks where scientists used to work and live. Then the gravity fails and you turn on your jetpack to go to the electrical chamber. Once you arrive you repair the failure and the gravity is back. When you leave the chamber you see the monster on your left talking to himself about your spaceship key. Then he notices you and you start to run.

---

### *Level 3: Fleeing the monster*

- Synopsis

You go through corridors to the laboratories to flee the monster while having an oxygen issue.

- Objectives

Flee the monster and find the labs.

- Level walkthrough

xxx

---

### *Level 4: The Center*

- Synopsis

As you go through the laboratories where you can witness the remains of the experiments, you suffer hallucination. Fortunately Tess helps you to go to your spaceship.

- Objectives

Mastering 0G gameplay and understanding the purpose of the station.

- Level walkthrough

xxx

---

## *Level 5: The end*

- Synopsis

The monster finds you, and you start your last run to your ship.

- Objectives

Flee the monster and leave the station.

- Level walkthrough

xxx

---

# ASSETS

## Font

- IN GAME

### GapSans Bold

A B C D E F G H I J K L M N O P  
Q R S T U V W X Y Z

a b c d e f g h i j k l m n o p q r s  
t u v w x y z

- 
- TITLE

*74 BOLD*

A B C D E F G H I J K L M N O P Q R  
S T U V W X Y Z

---

## Concept Art

[insérer concept art ici, si les ICA nous en envoi]

[MIRO Moodboard](#)

## 3D Assets

 Assets\_Sheet\_SSG

## Logo

[logo ici]