Game Design Overview

Elevator Pitch

Your sister is lost; can you find her, or will something else find you first?

Design Overview

EoGD

Mechanics (game objects and actions that the player interacts with)	Gameplay (process of interacting with mechanics)	Player Experience (player's subjective experience of gameplay)
● Press A to move left ● Press D to move right ● Press E to interact ● Hold Space to hide ● Objects the player can use to hide ● Enemies ● Puzzle Items ● Labrinth doors ● Lore Items	● Moving to a specific object to hide behind it ● Solving puzzles to finish a level ● Progress through levels to escape ● Escape to win the game ● Find story information on the way through interactables	● Unsettling ● Vulnerable ● Challenging ● Haunted house vibes (The Creeps ™) ● Disturbing twist ● Horrified/sad at ending

Component Overview

Game Loop: What's happening every…

1 min	2-3 min	5-6 min	15 min
Move player character, interact with objects to navigate environment, hide from enemy,	Solve a puzzle, hide from the enemy, discover a lore item	Finish exploring an area, progress to the next area	Escape the Cabin/Woods

Production Timeline

October 13: **Tech demo** - "all main *technological* components" - **programming heavy** stretch
note: the below also includes appropriate audio signal logic e.g. one-shot calls etc.
- Character mechanics
- Camera Logic
- Object mechanics
  - label system w/ individual logic per label
  - puzzle logic beyond the scope of player, monster, and other object logic

October 27th: **Vertical Slice** - "one **feature complete** 'area'" - **art/audio/writing heavy** stretch
- Visuals
  - Animations
  - Static sprites
- Text
  - sister barks
  - interactable messages
  - menu text
- Audio
  - ambience
  - score
  - characters

November 20: **Beta - "***Complete*, **playable version**"
NOTE: The period from the vertical slice to the beta is the longest stretch between class milestones. Thus, this stretch will be subdivided into two sections: Horizontal Slice and Refinement

> Oct. 27 - Nov. 12: **Horizontal Slice** - "Do the vertical slice but for the rest of the game!"
> Apply the vertical slice treatment to the rest of the game, divided into equal chunks, where applicable. Additionally, incorporate any feedback from vertical slice to horizontal application
>
> November 12-20: **Refinement** - Team wide period of refinement
> With the nature refinement, bug hunting etc. being dependent on the state of the game at the time, the following will be more general than the vertical slice and tech demo sections
> - Visual refinement / cleanup
> - Audio refinement / cleanup
> - Programming
>   - bug squashing
>   - refactoring/cleaning up code
> - Writing review

December 1 and 7: **Trailer** and **Release -** "Make a trailer for your game… release your game!"
This period will be comprised of two concurrent blocks:

> Nov. 20 - Dec. 1: **Trailer** production - "It's like a movie trailer but for a game. Who knew?!"
> This is primarily a writing and visuals heavy task, with a generous sprinkling of audio work as well. Generally broken down as:
> - write the trailer
> - record gameplay footage
> - edit together footage w/ audio and visuals as per the script

Nov. 20 - Dec. 7: **Golden Release -** "We did it!"
This period focuses on incorporating feedback from the beta and working on overall polish.
Similar to the "refinement" section leading up to the Beta, specifics are context dependent.
- Visuals
    - one-off detailed stills
    - animation tuning
    - asset refinement/clean up
- Audio
    - variants
    - general refinement/clean up
- Programming
    - bug squashing
    - refactoring/cleaning up code
- Writing
    - typos
    - continuity

Art   ~   Programming   ~   Writing   ~   Audio   ~   Design

October						
Sun	**Mon**	**Tue**	**Wed**	**Thurs**	**Fri**	**Sat**
1) Basic player movement and prompt interaction logic	**2)** Monster movement scripting framework, searching logic	**3)** Object labeling system, logic per label type	**4)** Room transition logic, camera logic	**5)** Finalized list of lore objects, puzzle drafts	**6)** Flashlight mouse tracking, on/off toggling, "reveal" logic	7)
8) Sister movement framework, bark logic	9)	**10)** Rough tech demo	11)	**12)** Finalize puzzle/room layout	**13) Tech demo** - "all main _technological_ components"	14)
15) Rough sister sprites, sister barks, player, sister audio	16)	**17)** Rough player sprites, rough menu text, rough monster audio	**18)** Rough monster sprites, interact audio, interactable messages	19)	**20)** Rough cabin enviro / interactables ambience/score	21)
22) Puzzle(s) for vertical slice	23)	**24)** "Slice ready" visuals, audio, text, level layout	25)	**26)** Final vertical slice refinement	**27) Vertical slice** - "one complete area"	28)

November/December						
29) During meeting: Establish order of operations for H.slice completion	30)	**31)** H. slice: ~20%	1)	2)	3)	**4)** H. slice: ~40%
5)	6)	**7)** H. slice: ~60%	8)	9)	10)	**11)** H. slice: ~80%
12)	13)	**14) Horizontal slice** - "all of the complete areas"	15) REFI	16) NEM	17) ENT	**18)** ~!✨
19) ALSO REFINEMENT~!	**20) Beta -** "playable version"	21)	22)	**23)** Trailer script, Trailer storyboard	**24)** Any necessary railer graphics	**25)** Gameplay footage recorded
26) Scratch edit of trailer	27)	**28)** Revised trailer	29)	30)	**1) Trailer**	2)
3) REFI	4) NEM	5) ENT	7) **Release WE DID IT**	8)	9)	10)

Development Tasks

Audio Tasks					
Score	**Ambiance**	**Player**	**Monster**	**Objects**	**UX**

● Cabin
  ○ 3 areas different songs
● Monster theme
● Sister theme
● Intro theme
● Finale theme
● Chase sequence theme
	● Forest
	  ○ Crickets or woosh wind
	● Cabin
	  ○ Floorboards
	  ○ Doors
	    ■ Open
	    ■ Close
		● Footfalls
		  ○ Walking (standard) v Running (faster) v Hide Mode (no noise) in the following contexts:
		  ○ Forest
		    ■ Dirt
		  ○ Cabin
		    ■ Wood floors
		    ■ Rug/Carpet
		● Actions
		  ○ Climbing/ascending stairs
		  ○ Pushing something
		  ○ Pulling something
		    ■ Moveable
		    ■ Immovable
			● Distant growls
			● Footfalls
			● Proximity alert
			  ○ Player heartbeat that grows louder/ faster as monster approaches
			● Spotted Player
			● Chase sounds
			  ○ Running
			  ○ Angry growls
				● Puzzle objects
				  ○ Doors
				    ■ Open
				    ■ Close
				    ■ Locked
				    ■ Unlocked
				  ○ While being moved (box) around in their environment
				    ■ Wood against wood
				    ■ Wood against carpet
				● Flashlight clicking on / off
					● Pause menu opened
					● Menu navigation
					  ○ Move up selection
					  ○ Move down selection
					  ○ Advance menu/select
					  ○ Go back/deselect
					  ○ Increase slider
					  ○ Decrease slider
					● Text noise
					  ○ Basic
					  ○ Distorted for monster dialogue

Design Tasks

Level Design	Characters	Puzzles	Information	Typography

● Checkpoints/savepoints
● Layout
● Challenges (game feel)
  ○ Forest
  ○ Cabin
  ○ Chase
● Rewards (game feel)
  ○ Forest
  ○ Cabin
  ○ Chase
	● Player
	  ○ How are they controlled?
	  ○ Where can they move?
	  ○ How do they move?
	    ■ do they walk, run, climb, push and pull things, hide
	● Sister
	  ○ How does she walk, run, lead to puzzle / story beat
	  ○ Where can she move?
	● Monster
	  ○ How does it navigate the environment?
	  ○ Where does it exist in the environment?
	    ■ Foreground / background
		● Types
		  ○ push / pull box
		  ○ Door labyrinths (like Lost Woods or Half Dead)
		  ○ hiding
		● Placement within level(s)
		● Difficulty progression
			● Explicit info
			  ○ Story conveyed through text
			  ○ Tutorial - Prompt popups
			● Implicit info
			  ○ Story conveyed through environment (interactables)
			● Barks
			● Collaborate with writer to define lore objects (max 5 through whole game)
				● Typeface - Stylized Font, text color, text size choices

Note: These should be comparable with various writing/audio tasks. Anything that exists needs a reason, an appearance, and a sound

Visual Art Tasks Animated*					
Forest	**Cabin**	**Player**	**Monster**	**Sister**	**UX**

● Foreground
● Background
● Lore objects (TBD)
	● Foreground
	  ○ Furniture
	  ○ Flooring
	  ○ Stairs
	  ○ Ladders
	● Background
	  ○ Broken walls
	  ○ Wall art
	  ○ Windows
	● Objects
	  ○ Hideables
	  ○ Doors
	  ○ Lore Objects
	  ○ Flashlight
		● Idle
		● Walking*
		● Running*
		● Pushing*
		● Pulling*
		● Hiding*
		● Climbing*
		  (ladder)
		● Falling*
			● Idle
			● Searching*
			● Chasing/Running*
			● Spots Player
				● Idle
				● Walking*
				● Running*
				● Pointing*
					● Menus
					  ○ Pause
					  ○ Main
					  ○ Selected
					  ○ Sliders
					  ○ Icons (volume, brightness)
					● Prompts
					  ○ Text prompts
					  ○ Interactable visual prompt (like a highlight or sparkle*)

Programming Tasks

Characters	Interactions	Environment	UX

● Match sprites to character movements/actions
● Player
  ○ Controls for the following:
  ○ Basic movement (walking and running)
  ○ Hiding
  ○ Pushing / pulling
  ○ Climbing
● Sister
  ○ Basic movement (walking and running)
  ○ Following player
  ○ Guiding player (providing hints / cues)
● Monster
  ○ Basic movement (walking and running)
  ○ States
    ■ Searching
    ■ Chasing
    ■ Caught/Kill
	● Environment collision
	● Interactables collision
	● Puzzles
	  ○ Hiding
	  ○ Push / pull
	  ○ Door labyrinth
	  ○ Climbing
	● Flashlight
	  ○ Aiming
	  ○ Toggle on and off
	  ○ FOW anywhere not targeted
	● Prompts
	  ○ Triggers
	  ○ Player options (call out / hide)
		● Ambient noise frequency
		● Sound effect triggers
		● Animation triggers (eg. death screen)
		● Barks from sister
		  ○ Heuristic vs random selection
		  ○ Determining frequency
			● Menu Interactions
			  ○ Submenus
			● Settings
			  ○ Altering and saving
			● Storytelling Scenes
			  ○ Prologue / intro story
			  ○ Ending sequence
			● Swapping scenes
			  ○ Entering the cabin
			● Saving / continuing
			  ○ Checkpoints / save points
			  ○ Save files / slots? Single save?

Writing Tasks

Characters	Plot	Environment	Information	UX
● MC 　○ Character description 　○ Character arc 　○ Quirks ● Sister 　○ Character description 　○ Character arc 　○ Quirks ● Barks 　○ Sister dialogue 　○ Monster noises ● Other NPC 　○ Body descriptions	● StoryBoard 　○ Following a narrative and deciding of depth throughout game 　○ Lore objects 　○ Defining climax of story 　○ Creating a guideline for where the game/game feel should go ● Defining key sections for text box dialogue 　-　Level maps/descriptions	● Interactable Objects and text 　○ Teddy bear prompts 　○ Monster part 　○ Bodies / bones 　○ Decide on other found objects we might want to include	● Explicit info 　○ What amount of story is conveyed through text? 　○ Tutorial - Prompt popups ● Implicit info 　○ What amount of story is conveyed through the environment (interactables)? ● Collaborate with designer to explicitly define lore objects (max 5 through whole game) (we only have the teddy bear right now)	● How to play tutorial ● Menus 　○ Pause 　○ Main 　○ Death screen text 　○ Selected 　○ Sliders 　○ Icons (volume, brightness) ● Prompts 　○ Text prompts 　○ Interaction prompts 　○ Action prompts 　○ Written hints