



Version: 0.2

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## **Team Members**

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Music Composed by: Felicia De La Isla

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## **1. GENRE**

- Nightmare Forest is a Horror Puzzle Platformer

## **2. SYSTEM REQUIREMENTS**

- PC/Mac
- CPU: Intel Core 2 Duo E4500 @ 2.2GHz or AMD Athlon 64 X2 5600+ @ 2.8 GHz
- RAM: 4 GB RAM
- GPU: GeForce 240 GT or Radeon HD 6570 – 1024 MB (1 gig)
- DirectX: Version 9.0c
- HDD: 4 GB available space



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### 3. GAME MECHANICS

#### 3.1 GOAL

The Goal of the game is to save and return the forest to normal.

This is done by going through each level and defeating the final boss.

#### 3.2 GAME PLAY

##### Game Movement

The Game will be a 3d platformer game but will feature mostly 2d movements left and right. there will be some segments where the player will be able to move up or down.

##### Jump

what type of platformer has no jumping. one of the main mechanics of the game will be jumping, it will be used to get over obstacles, enemy fire, enemies, and to reach platforms.

jumping will be default binded to the space bar and double jump would be considered at least as a cheat a player can unlock

##### Hiding

there will be objects that will allow you to hide behind so you can stay out of sight from enemies. not to be confused with hiding behind most objects but an object in the background that you leave the play area until you activate the same button you pressed to enter hide to get out of hiding.

## **Run**

increase speed.. attracts attention raises scared meter

## **3.3 GAME MECHANICS**

### **Enemy AI**

will be mostly patrol areas on the map and will chase down player if seen. some enemies will be ranged and some will be melee. most enemies will be able to die/or run away. there will be a class of enemy that will be invulnerable.

### **Pick Ups**

there will be pick ups scattered across the game. these pickups will be used as keys to puzzles along the way. some pick ups will be Items given at the beginning to start off. there will be health pick ups(disabled in hard mode). Other Items may also include abilities, such as a stun ability (such abilities will have limited uses).

### **Movable Objects**

There will be movable objects in the world to block of enemies or get over obstacles or used to complete puzzles.

### **Puzzles**

There will be puzzles to be completed in a certain order for you to progress



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## Scare Meter

will rise in certain situations. if scare meter is too high it will impair movements.

## 4. GAME STORY

Our Story starts off with the main Character (Name: chosen by player/Race: elf) in his/her house. some crazy cultist have invaded the forest to perform a demon summoning ritual. while they perform their mischievous deeds, when suddenly, some people perform the ritual wrong. the demon was enraged and possessed the humans, starting fires, in which turned sentient, and causing devastation to the forest. upon hearing ominous voices outside its house you "the elf" hurried out to escape the forest. when she starts her journey out of the forest she spots its friend Lumi the squirrel trapped under a branch with no way of getting out. when encountering this ordeal you decided your destiny wasn't to run away from the forest but to save it from this hellish flame ridden forest from spreading onwards and chose to stay and deal with it the only way it knows how..... puzzles!

## 5. GAME CONTROLS & USER INTERFACE

Keyboard & Mouse Controls	Functionalities
W, A, S, D Keys	Player Movement Menu Navigation

Space Bar	Jump
Enter Key	Menu Confirmation
C Key	Collect/Pick Up Items
E Key	Use Item/Tool
Q Key	Place Item
F Key	(when available) Go Into/Come Out of Hiding
Esc Key	Open and Close Menu

#### **User Interface:**

- The user interface will include a display of the player's health bar.
- The player will have a dynamic scare meter that changes with gameplay.
- The items collected will also be displayed on the user interface.
- The charge or use of items that the player is able to use will also be displayed.
- There will also be a timer displaying the amount of time played for current level playthrough.

## **6. MONETIZATION**

- Game will be sold either on steam or independent website for 5-10 dollars.



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## 7. REPLAYABILITY

- the game will include hidden easter eggs and achievements that will unlock certain cheats in the game so the user can have fun playing the game with modifications enabled.
- planning to add leaderboard so users can keep track of how long it took them to beat levels/game. this allows users to potentially speed running the game to try to beat their scores. have several achievements for playing the game again.
- will have difficulty setting to make the game more difficult or easier. (less/more enemy encounters. more lenient or more punishing detecting system.

## 8. SEQUEL

- no such plans have been made yet. for the most part this is meant to be a complete story.

## 9. INSPIRATIONS & EXAMPLES

- **Limbo**



- **Inside**







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## 10. ASSET LIST

- Music :Main theme Music. Boss Music
- Sound: Jump sound, screaming sound, sound when damage is taken, sound when damage is dealt, Idle Sound, Sound for picking up an item, Crouch sound, Lighting Sound, Other ambient noises().
- Art:Character Design.(Elf)On, Basic Enemy design, Boss design. ending scene artwork. Art work in the beginning to show the cultist ritual being performed. Reaction of main character.
- Music Composed by:  
Felicia De La Isla
- Art Created by:  
Jessica Ortiz