



Version: 0.3

Last Updated: 12/04/17



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Team Members

John Allan Lee

Ruben Rodriguez

Karl Zachary Maier

Music Composed by: Felicia De La Isla

Art Created by: Jessica Ortiz

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.

Hiding

There will be objects that will allow you to hide behind so you can stay out of sight from enemies. Some objects will be moveable so you can set them in a certain location to hide behind. Or you can continue to push them so you go unnoticed.

Run

Faster than running however it would be easier for enemies to notice you.

3.3 GAME MECHANICS

Enemy AI

Ai will be patrolling areas on the map and if they detect the player they will chase you down. Enemies will consist of ranged or melee. Enemies can be killed but they can inflict damage and kill you. There will be certain enemies that you will not be able to take down and can only fun from or find ways to sneak around them.

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 to stun an enemy and get past them (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 that the player will have to complete to get past enemies at



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times. As mentioned before some enemies can not be killed and will have to be avoided. A puzzle might be used to obtain an item or ability that will help you either vanquish or get passed an enemy.

Scare Meter

Future renditions of the game will include a scare meter. The meter rise in certain situations. if scare meter is too high it will impair movements or have some visual effects on the screen like shaking or the screen getting darker.

4. GAME STORY

Our Story starts off with the main Character Luna right outside her house. Some cultist have invaded the forest to perform a demon summoning ritual. While the ritual was being performed there was something that went wrong . The demon that summoned 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 Luna 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
Space Bar	Jump
Left Mouse Click	Menu Confirmation
E Key	(when available) Go Into Hiding
Q Key	(when available) Come out of Hiding
R Key	Place Item
F Key	Use Flash Ability
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

- There are no plans to have a sequel. We are planning to start and end the story with one game.

9. INSPIRATIONS & EXAMPLES

- **Limbo**



- **Inside**





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10. ASSET LIST

- All Music and Sounds Composed by:
Felicia De La Isla
- Main Menu Art Created by:
John Allan Lee
- Zombie Enemy Design & Animations acquired from asset store. Artist name:
Pixltiger
- Elf Design & Animations acquired from asset store. Artist name :
BBSoftware & Snowball ENT
- Fire acquired from the Unity asset store:
made by: kandol55
- Sounds: Jump Up , Jump down, Enemy attacking, Enemy taking damage, Hero attacking, Hero taking damage, Walking in grass, Running in Grass,
- Music: Startup Menu, Forest background, Boss Battle
- Art:Character Design.(Elf), Basic Enemy design (Zombie) , Boss design. ending scene artwork. Startup/ Title Screen.

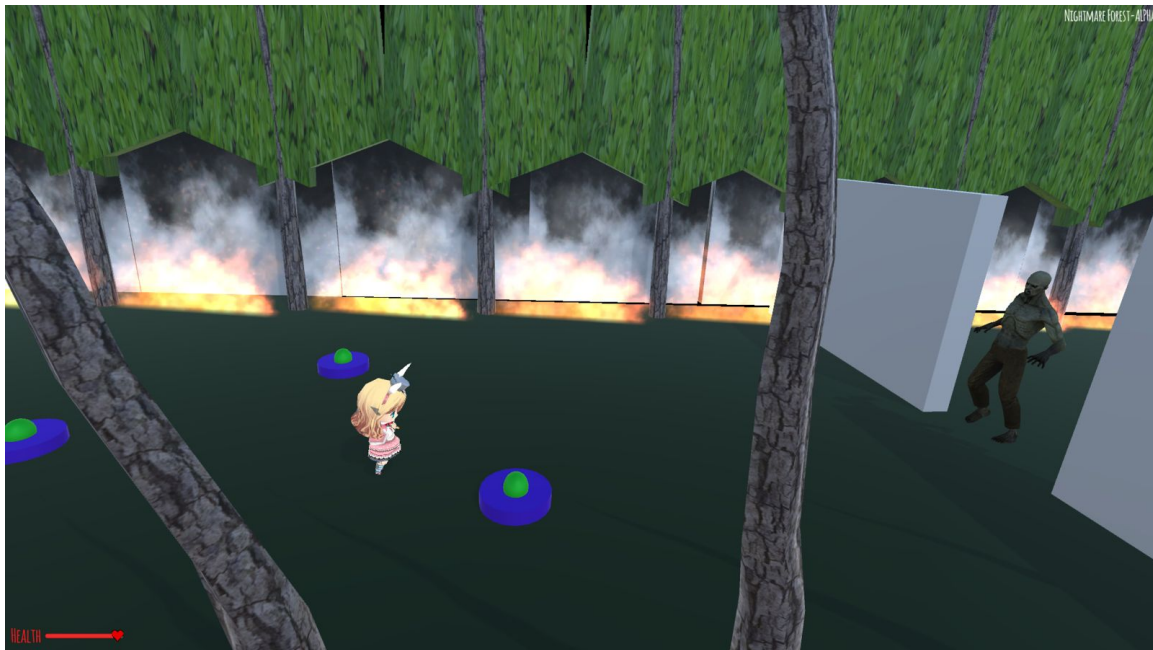
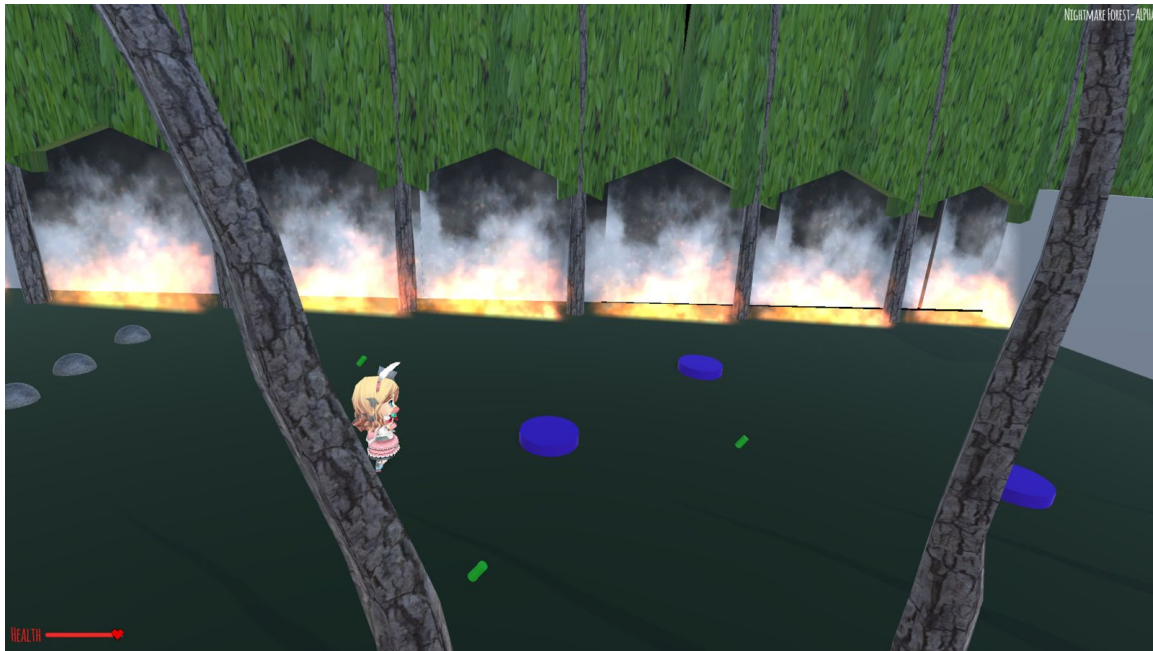




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