Design Document for:

Keo's Tall Tale

"The Tale of How Keo Got Home"

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Game Overview

In the game, you play as the younger friend in Laos. The boy has needs to be able to get home, but has gotten lost in the woods. You know there is a bear near by and you have to find items in order to distract the bear so that you can get passed him. You want to find food in order to get passed, 3 pieces of different food will allow you to get passed him unharmed. The game will be a puzzle type game and the main mechanic will be a Night/Day mechanic. Where certain things will be visible during the day, but hidden at night and vice-versa, and be a single player.

Feature Set

Core Game Play

In the game, we will be using a Night and Day mechanic. This will allow certain items to be seen in the Day that are not visible and night and Vice-versa. The Night and Day mechanic will be a Trigger activation that the player has to jump into in order to activate. Some puzzles will only be able to be solved by activating things during the Day, and changing to Night in order to complete the rest of the puzzle. The player must collect 3 items in order to get passed the bear, or they must find another way around the bear.

Characters

Keo (The Boy)

Keo will be the protagonist of the game. He will be controlled by the Player. This is the story of how he got home. Keo, is a younger individual in the story where his friend betrayed him and left him to be attacked by the a Bear. His friend has apologized but he is still hurt. Due to this he has decided to walk home alone. During his walk home, it begins to get late, Keo has an innate fear of the dark. During the game he will have the ability to change from Night and Day (We will explain more on this mechanic later), and the game will feed off of this. Things will change based on how Keo would perceive them during the day or during night.

Keo has the ability to Jump and Double Jump, he can push items, pick up items, he will have a health bar and has the ability to change the time of day within the game. Keo has to be careful to not get hit by objects in the game as there are some traps that can hurt him. Some objects will outright kill Keo as other objects will damage him. Keo must collect all 3 food items in order to get past the bear. The Bear is able to kill Keo in 2 hits. Ultimate goal is for him to get home.

The Bear

The Bear will be controlled by A.I. The Bear is different than the one rom the animation, while that bear was kind and taught Keo and his friend a valuable lesson, this Bear has a short temper and is very territorial. Due to Keo and his

friend playing in the forest, they have disturbed the Bear from his slumber. Now because the Bear is awake he is very hungry, which makes him very upset. From the beginning of the game, the bear will be on a set patrol path near the end and Keo's home. The patrol is caused by him looking around for food. The Bear just wants to be fed and really likes Honey, Fish, Berries, and Children trying to get home.

The Bears abilities include the Patrol area, Engage where he will follow the player. He be a little faster than Keo in order to pose more of a threat. Once the bear is within a certain distance from the player, he will be able to attack. He has 1 type of attack and that is a swipe, the swipe will deal 50% damage to Keo, so 2 hits will kill Keo. If the player is able to get a certain distance away from the bears patrol, this will cause the bear to go back to patrolling. Last ability is for the players benefit. If the player is able to drop all 3 food items in front of the bear, the bear will become distracted enough that the boy can get by him without the bear interacting with them.

Game Play Elements

The game starts of during the Day cycle. During the day cycle, things will seem a bit more happy to lucky. There will be simple mechanics that the player can take part of. Collecting some simple items such as berries for the bear. During the Night cycle, things will become a bit darker. The puzzles of the game will be a little more complicated during the night. The Day/Night cycle will be a trigger event that the player will manually trigger.

Collectibles of the game are food items that will be fed to the bear in order for the player to beat the game. There is Honey, Fish and Berries, that the player must solve puzzles in order to get to the food. The puzzles will get harder in order to test the player. If the player does not have all 3 food items, they will not be able to get past the bear.

When it comes to traps, we will have spindles with arms that the player must dodge, if the player gets hit, they will lose health or possibly die. The spindles will rotate at different speeds and different directions to be a bit challenging to the player. The next trap will be floating platforms, these platforms will alternate horizontally and vertically at different speeds so the player maybe have a bit of difficulty trying to getting through as they will have to be patient to see the next platform before jumping. The last major puzzle is a moving platform that the player will have to jump over objects or they will be killed and if they fall into the water they will die as well.

Multiplayer

This game will not support a multi-player setup.