

## Scare Team 4 - Game Design Document

**Team.** Scare Team 4 includes:

- **Game Designer:** Cameron Proulx
- **Game Programmer:** Ivan Leung
- Being only a team of two, we have no artist. Our focus is primarily on the design and programming of the game but we hope to add some artistic elements to heighten the experience should time permit us.

**Game Concept.** In this game, the player attempts to navigate a dark, cluttered cemetery while attempting to avoid a hostile, unstoppable ghost that constantly pursues them. By finding the two hidden switches that unlock a large tomb within the cemetery, the player can progress forward to the second level: the depths of the tomb. Inside the tomb, while still being pursued by the deadly apparition, the player must explore various rooms, bypass obstacles, and find pressure plates that unlock the final room where the player wins the game. Details for each of these elements are expanded upon below in greater depth.

**Storyline.** You're a graverobber who, in the dead of night, has just snuck into a cemetery with the aim of breaking into the tomb of a once prosperous family and stealing whatever treasures were buried along with the deceased. However, as you walk around the cemetery, you get the strange feeling that there's something wicked watching you. No, *following* you. And you can feel its presence only getting closer and closer.

**Gameplay Mechanics.** Some of the primary gameplay mechanics include:

- Basic movement: Omni-directional movement, crouching, and jumping in a first person perspective view.
- Flashlight with deteriorating battery. The battery slowly recharges while the flashlight is not being used.
- Stamina. When the player sprints, they drain stamina. When out of stamina, they can no longer sprint. When not sprinting, stamina is regained.
- Interacting with doors, buttons, and pressure plates.

**Level Descriptions.** At the beginning of the game, the player navigates an open, outside cemetery level that's bathed in the darkness of night. The dominant building within the cemetery grounds is a large tomb whose doors are locked and flanked by two extinguished lights. Various graves (both closed and opened), trees, bushes, and smaller buildings are scattered throughout the cemetery.

Once the doors of the tomb have been unlocked, the player will descend into the next level: the depths of the tomb. Unlike the prior level, the tomb will be more claustrophobic,

making it more difficult to run away from the ghost. The player will find a large, locked door in the central room and a series of side rooms containing obstacles and “keys” to the puzzle.

**Puzzles.** The first puzzle involves the player exploring the cemetery grounds to find two hidden switches that turn the lights on the outside of the tomb back on, unlocking its doors as a result. One button will be hidden inside of an open grave while another can be found in a small shed. These buttons will glow faintly so that players who are close by can notice them and realize their importance. The player must search for these buttons all while being pursued by a deadly ghost.

The second puzzle involves the player navigating the depths of the tombs. There, they will encounter a locked door with four circles above it. Each numbered 1 to 4. The player will navigate obstacles throughout a series of surrounding, connected rooms. Some rooms will contain a circular pressure plate that is numbered from 1 to 4. When stepped on in numerical order, a sound effect will play and the corresponding circle above the locked door will glow. When all pressure plates are stepped on in numerical order, the door will unlock and the player will win when they enter it.

**Technical Considerations.** A few technical considerations we have to take into account include:

- Creating the ghost enemy. Ideally, this would be a character that can float so it isn't limited by vertical obstacles, but can't simply pass through objects as a way to balance this endless pursuer. Additionally, having a proximity-based, eerie sound effect coming off of it would be ideal so that the player always feels it pursuing them, especially as it gets closer and closer.
- Creating a balanced speed for the ghost that makes it a continuous, looming threat. Ideally, a speed that requires the player to make use of their limited stamina to avoid being caught. The ghost should not be so fast that it's hopeless for the player to escape but not slow enough so that it's nearly impossible for the ghost to catch up to the player. This means that the ghost's speed should be somewhere between the player's walk and sprint speed. Likely closer to the player's walk speed so it's not as oppressive.
- Sound effects should play when key items are interacted with as another way to highlight their importance and give feedback to the player. Some of these sounds can even be scary to momentarily frighten players and keep them on their toes.
- Creating a game instance that can be tracked between levels. This will be done through a deteriorating flashlight battery, stamina system, and/or a limited number of health points.
- Creating functional Light Switch and Lock & Key puzzles (using the class tutorials to help us achieve this).