

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 has been primarily on the design and programming, but we have added some art elements to help create a scary, more immersive atmosphere.

Game Concept. In this game, the player attempts to navigate a dark cemetery while attempting to avoid a hostile, unstoppable ghost that constantly pursues them. By finding the four switches hidden around the cemetery grounds that unlock the doors of a large tomb, 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 traps, 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, a wicked ghost emerges and chases after you. You must get what you came for before this cemetery becomes your final resting place too.

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 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 door is locked and flanked by four extinguished lights. Various graves, dead trees, a small body of water, and a shed are scattered throughout the cemetery.

Once the door of the tomb has been unlocked, the player will descend into the next level: the depths of the tomb. Another locked door within the central area restricts the player from snagging the treasure they came here for. Unlike the prior level, the tomb is a more narrow space,

making it difficult to run past the ghost. There are also spike traps throughout the level that threaten the player.

Puzzles. The first puzzle involves the player exploring the cemetery grounds to find four hidden switches that turn the lights on the outside of the tomb back on, unlocking its door as a result. The buttons can be found in the body of water, in an open grave, inside the shed, and behind a dead tree. These buttons will glow 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 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 throughout a series of connected rooms and corridors. Some areas 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. The ghost constantly tracks the player and will kill them if they make physical contact. The ghost remains idle for the first 10 seconds after a level is loaded so that the player has a moment to get their bearings. Additionally, the ghost has a proximity-based, eerie sound effect coming off of it so that the player always feels it pursuing them, especially as it gets closer and closer.
- The speed of the ghost is the same as the player's walking speed. This allows the player to get away with their sprint, but keeps the ghost always close by. Slow players who are indecisive and get themselves cornered may find bypassing the ghost difficult, especially in the second level. However, players who are quick and make calculated pathing maneuvers will have an easier time avoiding the ghost.
- Sound effects play when key items are interacted with as another way to highlight their importance and give feedback to the player. Additionally, all key items have lighting surrounding them so that players don't accidentally miss them.
- Functional Light Switch and Ordered puzzles have been added using the instructions from the class tutorials.

Game Instance Usage. Using the game instance, the player's current amount of stamina and flashlight battery will transfer between levels. For example, if a player has 50% of their stamina remaining when they travel to the second level, they will start the second level with 50% stamina.