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| Project Design Document | |  | | --- | | *17/08/2023*  Lingxiu Cai | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Detective* | | in this   |  |  | | --- | --- | | *First-person (with optional overhead view)* | game | |
|  | where   |  | | --- | | *Keyboard inputs: "A, W, D, S"*  *"F1",*  *"G",*  *"F".*  *Mouse input: click, drag,*  *scroll.* | | makes the player   |  | | --- | | *Move around the room using "A, W, D, S" or arrow keys.*  *Switch between first-person and overhead view.*  *Access clue bag using "G".*  *Interaction with objects using "F".*  *Solve puzzles using mouse click and drag.*  *Head-turning using scroll.* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Clues and interactive objects* | appear | | from   |  | | --- | | *Various areas in the room.* | |
|  | and the goal of the game is to   |  | | --- | | *Uncover the truth behind the room owner's death and find the key to escape the room, navigating through puzzles and flashbacks.* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Ambient sounds to enhance the setting.*  *Audio cues for interactions.* | | and particle effects   |  | | --- | | *When player requires for hint, there will be a stimulus appears that instruct players about the next step.* | |
|  | [*optional*] There will also be   |  | | --- | | *Dynamic weather effects to denote the passage of time, and animation for character movements and interactions, providing player with a rich gameplay experience.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *players will experience increasing difficulty in puzzles, encouraging critical thinking and deductive reasoning.* | | making it   |  | | --- | | *A game where choices matter and affect the outcome.* | |
|  | [*optional*] There will also be   |  | | --- | | *A dynamic clue system where players can collect and combine clues in various ways to uncover different endings of the game, adding layers to the gameplay and encouraging exploration and experimentation.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Timer*  *Hints* | | will   |  | | --- | | *decrease*  *decrease* | | whenever   |  | | --- | | *The player is solving the puzzles.*  *The player feels stuck and requires for hints.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Room of Secrets* | will appear | | | and the game will end when   |  | | --- | | *The player successfully uncovers the truth and escapes the room OR fails to do so within the time limit.* | |

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| 6 **Other Features** |  | |  | | --- | | *Implementing branching stories to the main story to encourage replayability.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Finalize the game's concept and design #1* | | |  | | --- | | *09/05* | |
| **#2** | |  | | --- | | * *Create a blocky prototype #2* | | |  | | --- | | *09/06* | |
| **#3** | |  | | --- | | * *Implement basic character movements and controls #3* | | |  | | --- | | *09/07* | |
| **#4** | |  | | --- | | * *Implement basic gameplay and user interface development #4* | | |  | | --- | | *09/08* | |
| **#5** | |  | | --- | | * *Balancing and testing #5* | | |  | | --- | | *09/09* | |
| **Backlog** | |  | | --- | | * *Develop puzzles.* * *Implement sound effects and visual effects.* * *Achievement System, achievements to reward player exploration.* | | |  | | --- | | *09/10* | |

# Project Sketch

