The Bone Zone GDD

'Dont Be Scared of the Dark' - Vanessa Chammas

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Game Development Team Members

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1 Game Overview

Title: The Bone Zone
Platform: PC Standalone + MAC OS
Genre: Adventure
Rating: (10+) ESRB
Target: Casual gamer (aging from 12 - 30)
Release date: April, 2020
Publisher: Our Team

Description: The Bone Zone is a first person adventure game that makes the player venture through a maze. The player is trapped inside this maze, and to escape, the player must find all 4 car parts and escape with the car. The player has a set amount of time to escape the maze. There is an enemy AI, which will follow you throughout the maze. If you get caught, it's game over.

2 High Concept

The Bone Zone traps the player in the middle of a giant maze. The player must traverse the maze and find the car parts before the monster gets to them. If the player doesn't escape, then the monster will decide what to do with them!

3 Unique Selling Points

- Very Scary AI Follow
- Scary Environment
- Easy Controls
- Scary Lighting

4 Platform Minimum Requirements

- The Bone Zone will work on any PC or Mac operating System.

5 Competitors / Similar Titles

- 3D Maze
- Planet of Mazes

6 Synopsis

You wake up in a maze alone in afraid. You only have a certain amount of time to escape before the Monster finds you. Traverse the maze, find the car parts, and get out before it's too late.

7 Game Objectives

Traverse the maze and collect 4 different car parts to escape. Be fast enough so the monster cannot catch up to you!

8 Game Rules

The game is a closed environment where the player is trapped in a maze. The player will have 5 minutes to go through each maze and pick up each car parts. Pick up all the car parts and escape before the monster gets to you.

9 Game Structure

Main Menu ---> Gameplay ---> Losing Screen/End Credits

10 Game Play

10.1 Game Controls

W - Move Forward
A - Move Left
S - Move Backward
D - Move Right
E - To close on screen messages
I - To open up inventory
ESC - To bring up menu
Mouse - Look Around

10.2 Game Camera

When the game starts, the camera will go into first person view and will turn according to mouse movements.

10.2.1 HUD

Countdown Timer
Displays the remaining time left in the maze.
Inventory
When I is pressed, it displays the amount of car parts in you inventory.
Escape Button
When Escape is pressed, you will see a quit button to exit the game.

10.2.2 Maps

There is one maze in the Bone Zone. There are little dead ends and a door that leads to an escape route. All car parts are generated randomly throughout the maze and you have to go and find them.

11 Players

11.1 Characters

You're a human that wakes up in the middle of a maze with no clue of where to go. Beware, if you don't escape the maze in time, you won't have another opportunity.

11.2 Metrics

Speed: 12f
Health: N/A
Attack Damage: N/A
Time to Attack:N/A

12 Player Line-up

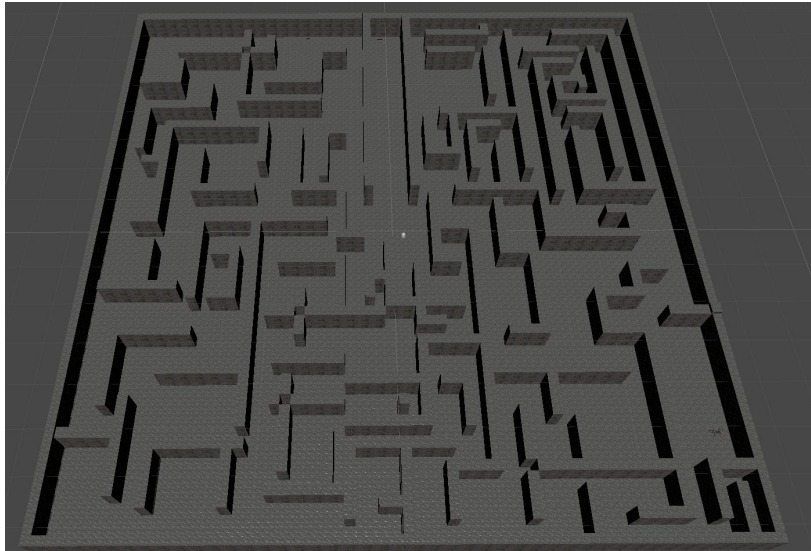The Bone Zone is a first person game with one NPC. It is the monster that will follow you around the maze.

13 Art

13.1 Setting

The game takes place in a maze. The maze is enclosed by 4 outside walls. The walls and floor are both shades of gray and the whole maze and dark. The only light is a flashlight that lights up in front of you.

13.2 Level Design

13.3 Audio

14 Procedurally Generated Content

14.5 Minimum Viable Product (MPV)

- SinglePlayer
- Built for PC / MAC
- Scary environment
- AI NPC that follows player

15 Wish List

- Add in more sounds for when you pick up random objects.
- Add in music that gets louder the closer the time is to 0.

16 Genre

The Bone Zone is a 3D first person adventure game.

17 Bibliography

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