The Lonely Labyrinth GDD



'Are you lonely, bananas are great company' - Vanessa Chammas

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Game Development Team Members

PRODUCER

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PRODUCTION MANAGER

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GAME DESIGNERS

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PROGRAMMERS

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TECHNICAL ARTISTS

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1 Game Overview

Title: Lonely Labyrinth

Platform: PC Standalone + MAC OS

Genre: Adventure Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: December, 2019 Publisher: PhannyPackNinjas

Description: The Lonely Labyrinth is a first person adventure game that makes the player venture through a maze. The player is trapped inside this maze, and the only way to get out is find the bananas hidden within. The maze is made up of 4 sub mazes with varying difficulty. The player has a set amount of time to escape the maze. If the player wants a challenge, there is also a hard version of the maze with random spawn points to always keep the player on its toes.

2 High Concept

The Lonely Labyrinth traps the player in the middle of a giant maze. The player must traverse the maze and find the bananas within to escape before the time runs out. There are hidden oranges throughout the maze to give the player more time. If the player doesn't escape, then they are lost alone forever!

3 Unique Selling Points

- Varying Difficulty
- Pretty Environment
- Easy Controls
- Lots of ways for the player to win

4 Platform Minimum Requirements

 The Lonely Labyrinth should work on any computer fine. It should be on a PC or MAC OS 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 monkeys eat you alive. Traverse the maze, find the bananas and get out!

7 Game Objectives

Traverse each maze and collect 4 different bananas to unlock the exit door and escape. Use oranges to give you extra time to escape.

8 Game Rules

The game is a closed environment where the player is trapped in a maze. The player will have 6 minutes to go through each maze and pick up a banana. Once all 4 bananas are picked up, the door leading to the exit will open.

9 Game Structure

Main Menu ---> Difficulty Selection ---> 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 labyrinth and will increase if an orange is picked up **Inventory**

When I is pressed displays the amount of bananas you have picked up in the labyrinth **Escape Button**

When Escape is pressed you will see an escape button to return you to the main menu

10.2.2 Maps

There are two maps in lonely labyrinth one is easy where the bananas stay in the same spawn location every time. In hard mode there are three spawn locations in every maze where a banana could spawn and at the beginning of each run the spawn is chosen randomly making it harder to know where the banana will be.

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

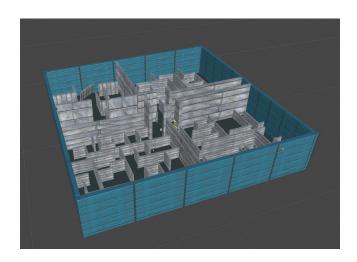
The Lonely Labyrinth is a first person game with no NPC's, so you cannot see any characters, including the player.

13 Art

13.1 Setting

The game takes place in a maze. The maze is enclosed by 4 outside walls. There are 4 sub mazes, varying in difficulty, inside the enclosed space. The outside walls are blue, while the inside walls are gray with a marble texture. The ground in a marble path with dark, blackish colors.

13.2 Level Design



13.3 Audio

A Thousand Years - Background Music - Opening and Credit Scene Who Can Say Where The Road Goes - Main Game Scene

14 Procedurally Generated Content

There was no procedurally generated content in our game.

14.5 Minimum Viable Product (MPV)

- SinglePlayer
- Built for PC / MAC
- Hard and Easy difficulties

15 Wish List

- Add in a dark version of the maze, where the bananas are randomly spawned, and you
 have a flashlight directly in front of you to see.
- 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 Lonely Labyrinth is a 3D first person adventure game.

17 Bibliography

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