Intrusion: Call from Beyond the Void

Will You Forsake Your Humanity?

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## **Date of Last Update:**

October 20th 2024

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# **Game Overview**

## Concept

In “Intrusion: Call from Beyond the Void”, the player explores an alien-infested cave where resourcefulness is key for survival. While exploring the strange depths, they discover Sites of Communion where they can trade personal belongings for an arsenal of unique abilities to combat the horrifying parasites lurking within. Each level introduces new challenges and increasingly dangerous foes, culminating in intense boss fights that test the player’s skills. Players must strategically decide what to sacrifice for powerful gear, adding a layer of tension to every encounter. Will they emerge victorious or succumb to the cave’s nightmarish horrors?

## Target Audience:

The target audience is players who enjoy survival-horror with touches of tense action and adventure. Bonus if the player enjoys psychological and/or emotional elements. The game would be tailored to a mature audience[[1]](#footnote-2), as it would contain blood, gore and potentially intense violence and strong language.

## Genres:

* Action-Adventure
* Survival Horror

## Game Flow Summary (interface & game itself):

By managing their sanity and power, players explore and attempt to uncover the secrets of the mysterious situation. Through sites of communion, the player balances difficulty with sanity, resulting in a choose-your-difficulty kind of gameplay. As the player goes deeper into the cave, they fight enemies, with the goal of returning to their family sane.

## Look and Feel:

Creepy foreign life, along with thoughts that aren’t yours being implanted into your head, all in menacing caves and tunnels and aggressive entities way larger than anything you would’ve fought off on your own back home. Style takes inspiration from H.P. Lovercraft and zombie-like mind-controlled enemies.

# Gameplay & Mechanics

## Gameplay

### Game Progression

* The player progresses through the levels by descending deeper into the infested cave, learning more about the invasion through the surrounding area as well as the “Calls from Beyond the Void” at the sites of communion. Through exploration and descent, the player gets stronger abilities by sacrificing personal symbolic items, and by consequence, their sanity. Through battling and precise mechanics, the player slays foreign beings originating from the infestation.

### Mission/Challenge Structure

* The player’s primary mission is **escaping from the cave and returning to their family.** The player’s only option is to descend and eliminate the Eldritch entity that took over the cave.
* Secondary challenges are:
* Collecting hidden **artifacts**
* Completing levels **without trading**
* Completing levels **without getting hit**.
* Defeating a **set number of enemies**.

### Puzzle Structure

* Puzzles are integrated throughout the cave to unlock new areas or reveal lore. These may include:
* Environmental Puzzles: Manipulating objects or activating mechanisms to access hidden paths.
* Combat Puzzles: Defeating enemies using specific abilities or strategies to progress, such as exploiting weaknesses.

### Objectives

* + - Surviving the infested cave by defeating enemies and avoiding traps.
    - Becoming stronger by trading personal belongings for abilities and resources.
    - Discovering the origins of the infestation and confronting the Eldritch being at the final level.
    - Collecting lore items to deepen the narrative and unveil the cave's mysteries.

### Play Flow

* + 1. Exploration: The player starts at each level by examining their surroundings and gathering resources.
    2. Trading System: The player cannot overpower the creatures of the cave on their own, but they can obtain abilities by trading resources at Sites of Communion.
    3. Combat: With newly acquired abilities, the player engages in fast-paced combat with multiple fighting style options.
    4. Puzzles: Puzzles blocking access to further areas can be solved through exploration and finding keys items and understanding of their surroundings.
    5. Boss Fights: Each level culminates in a challenging boss fight testing what the player learnt throughout the level.
    6. Narrative Unfolding: Between levels, story elements are revealed through subtle storytelling.

## Mechanics (Key Section)

### Rules

* Explicit:
* The player & enemies die when their health reaches 0.
* The player can trade loot for health.
* The player cannot get back items you already traded.
* Implicit:
* The player cannot kill enemies without any abilities.

### Model of the game universe (simulation/interaction)

* 1. **Natural Elements**: The cave is mainly moss and rock formations.
  2. **Infestation Impact**: The branches of the Eldritch entity block the player’s progression.
  3. **Exploration**: Players must carefully explore the environment to find tools or clues to progress.

### Physics

* Gravity and collision behave according to earth’s laws of physics.

### Economy

* There is no currency. The player trades their belonging and loot for abilities and status effects.

### Character movement in the game

* WASD/arrows for movement & item selection.
* Space for jumping.
* Shift for dashing/evasion.
* Mouse for camera/aiming.

### Objects (pickup/move)

* X will be used to interact with objects in the world, including picking items up, communion for trade, and trading.

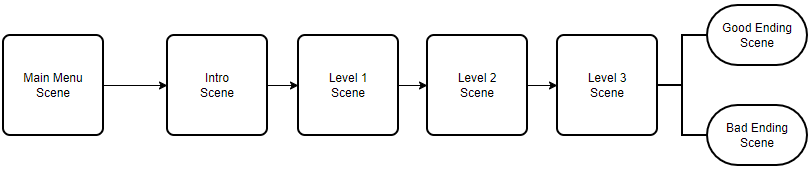
### Actions (switches, objects, and communication)

* E wil be used to open the player’s inventory.
* X will be used to interact with objects in the world, including flipping switches or pressing buttons.

### Combat

* The combat will be a Hack & Slash, with varying and unique abilities.
* The enemies will be generally slow robust creatures using fists. They might wield weapons or throw projectiles.

### Screen Flow



### Game Options

* Volume:

- Sound plays a role in immersion.

- Lack of sound might lead to missing auditory queues for puzzles.

* Buttons:

- In case the player forgets which buttons are responsible for which actions.

### Replaying and saving

* Level Scenes automatically restart upon death.
* Players can’t create multiple save files.
* Progress can be saved at sites of communion.

### Cheats and Easter Eggs

* Cheats TBD.
* References to HP Lovecraft’s outer gods.

# Story, Setting and Character

## Story and Narrative

### Back story

* The player is inexplicably lured into a corner of a mountain and finds themselves trapped in a strange cave with abnormal fauna. The play has a fuzzy memory, and they’re only concerned with getting out alive and reuniting with their loved ones.

### Plot & Progression

* The player discovers supernatural elements, namely hostile plant life, humanoids, and sites of communion. Although little is explicitly said to the player, if they collect enough artifacts, they could realize that an Eldritch entity is trying to establish its reign on the mountain, and that there is a second entity, potentially more powerful and sinister, trying to sabotage it by planting the Sites of Communion in its domain, which is ultimately what allows the player to overcome the entity that invaded the cave.

### Cut scenes (actors, setting, storyboard/script)

* Intro: The player is hiking alone when he is inexplicably lured into a cave.
* Good ending: The player manages to fight off the Eldritch being in the final level, while maintaining their sanity. They escape and are able to go home to their family.
* Game over (too hard): They lose the boss fight and the player’s mind is taken over by the boss. You become one of it’s pets.
* Bad ending (too much power): They win the boss fight, but they accepted too much power through the sites of communion and go on a rampage outside the cave.

## Game World

### General look and feel of world

* Dimly lit environment by purple hues of the invasive Eldritch entity. A mix of rocky and slightly-forest-y vibe. The enemies are alien but graceful in their unfamiliarity.

### Areas

#### General description and physical characteristics

* 1. Vast cave with purple branches/roots spreading through it.
  2. Purple plant life.
  3. Sites of communion: points of interest belonging to a different, unseen, Eldritch creature. They allow the player to telepathically commune with this outer deity wherein they can trade personal belongings and loot for abilities.

#### How it relates to the rest of the world

* 1. The cave exists on a mountain on earth, but nowhere outside is accessible.
  2. The levels are connected in an underground network of tunnels.

#### What levels use it

* 1. All 3 levels

## Characters

### The player character

1. **Back story**: The player is inexplicably lured into a corner of a mountain and finds themselves trapped in a strange cave with abnormal fauna. The player has a fuzzy memory, and they’re only concerned with getting out alive and reuniting with their loved ones.
2. **Personality**: The player character doesn’t have a particular personality. They serve only as a vessel for the real player.
3. **Appearance**: Is human. Looks human. Middle-aged dad.
4. **Ability**: Has no abilities initially but can acquire new ones through the supporting character (second Eldritch being).
5. **Relevance**: The main character.
6. **Relationships**: Has no relationships to anyone else on screen, but longs to see his loved ones.

### The main Eldritch being

1. **Back story**: This parasitic creature landed on a mountain and hid in a cave as it was too weak upon landing. It slowly took over smaller creatures within the cave and gradually grew in strength and size. Its goal appears to be to expand its influence, but little is known about the creature and its motivation.
2. **Personality**: Territorial.
3. **Appearance**: TBD, Drawing on HP Lovecraft designs.
4. **Ability**: Mind control.
5. **Relevance**: The main antagonist. Final Boss.
6. **Relationships**: Unknown.

### The secondary Eldritch being

1. **Back story**: This entity is even more mysterious than the first. It appears to want to sabotage the evolution of its kin. It essentially relies on the player character to destroy the other Eldritch being, and even then it seems to want to take away something from the human.
2. **Personality**: Unknown.
3. **Appearance**: TBD, Drawing on HP Lovecraft designs.
4. **Ability**: Telepathy. Can grant powers (telekinesis, momentary invisibility).
5. **Relevance**: A supporting character, but potentially more sinister than the main antagonist. The sites of communion belong to this creature. This is also the creature that lures you in.
6. **Relationships**: Unknown.

# Describe each of your 3 levels

## Training Level

* The first level will have optional instructions/hints.

## For each level

### Synopsis

* **Level 1: The Cave's Threshold**

Players enter the cave, where visual clues hint at a supernatural presence lurking deeper within. This level introduces the Sites of Communion, mystical altars where players can exchange resources for abilities and items to prepare for the dangers ahead.

* **Level 2: The Infested Depths**

As players delve further, they encounter hostile plant life and humanoid creatures. Though primitive in appearance, their hostility and similar features suggest a hidden force, possibly a hive mind, controlling them. The level raises tension, hinting at a greater, intelligent entity overseeing the infestation.

* **Level 3: The Heart of the Hive**

Deep in the cave, players discover the center of the infestation. Here, they face the full force of the hive mind's army, from larger, more dangerous creatures to environmental hazards like toxic spores. The level culminates in a confrontation with the entity controlling the infestation, revealing the true nature of the supernatural force.

### Required introductory material and how it is provided

* Instructions will be available in the first level, and buttons will be available in the options menu.

### Objectives

* Eliminate hostile creatures in the cave.
* Find a way out of the cave.

### Details of what happens in the level

#### Map

* The player progressively diminishes the Eldritch entity’s influence throughout the cave.

#### Critical path that the player needs to take

* The player encounters increasingly harder enemies and trades more belongings for abilities and power.

#### Important and incidental encounters

* Sites of communion in levels 1 and 2.
* The boss fight.

# Interface

## Visual System

### HUD

* Contains health bar, sanity and abilities and their cooldowns.

### Menus

* Settings – volume, input to action map
* Inventory – personal items left, current powers accepted

### Camera model

* 3rd person, perspective. The camera is slightly behind the player, making dodging projectiles easier.

## Control System – How does the game player control the game? What are the specific commands?

* TBD

## Audio, music, sound effects

* Audio: consistent throughout, no surprises for the player.
* Music: eery for exploration, intense for fights, and possibly quiet for cut scenes.
* Sound effects: will be used for power/weapon activation, interaction with sites of communion. Hitting and getting hit, killing and getting killed, winning and losing, finding lore objects during exploration.

## Help System

* If the player is lost for too long, the second Eldritch being “lures” the player deeper into the infested cave.

# Artificial Intelligence - Describe how your AI will work and what kind of AI it is.

## Opponent and Enemy AI

* Only objective is to kill players.
* Attack players on sight.
* No tactic or strategy.

## Friendly/Support AI

* None.

# Game Art – intended style

A statue of a person with a scorpion

Description automatically generated A group of people with body paint

Description automatically generated 

A group of plants with different colors

Description automatically generated A purple plant with a blue flower

Description automatically generated

1. (*ESRB Ratings Guides, Categories, Content Descriptors*, n.d.) [↑](#footnote-ref-2)