

Elnorra Game Design Document

Group 19

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Introduction

Intro goes here

Key Features

- List goes here:
- Sanity level
- Ability to switch worlds
- Narrative

Genre

The game is a kind of roleplaying game because of the missions //chapters?// where we added a fantasy twist thanks to the imaginary world.

Platform(s)

The platform would be PC played with keyboard or controller for better playability.

Story

The game we'll develop will be kind of like the "First Chapter" of a hypothetical longer game.

First Chapter:

The two brothers are playing together, and play all around the house with imaginary friends they both see. Then while they're playing, all of the lights shut down. They're really scared and your mission as the big brother is to turn on the backup generator with your brother next to you. But you soon realise that the friends playing with you earlier are now trying to scare you / hurt you ///Yeah idk about that/// and realise that the more afraid you are, the stronger they are (introduction of the sanity mechanic). When you finally get the electricity running again, you receive a call from your mom calling you from a mobile phone, telling you that the whole city is in a blackout, and that the commute and traffic makes it impossible for her to come back, and she doesn't know when she'll be home. So basically you have to stay alone the evening and night, and take care of your little brother. The First Chapter ends on that note, with Arthur swearing to Jimmy that he'll do everything to protect him.

Characters

Arthur (name is a work in progress)- Main character, 7 years old, loves to play, especially with his little bro. Likes school, loves his mom, is a nice kiddo in general. He loves his brother and would do anything to save him.

Lil Jimmy (wip) - Secondary character, the damsel in distress of this story. 4 years old, playful, energetic, naive, kind, stoopid bcz young, realises too

Mother - Don't know much about, she's away because the whole city is in a blackout, we don't know when she'll come back, but not soon.

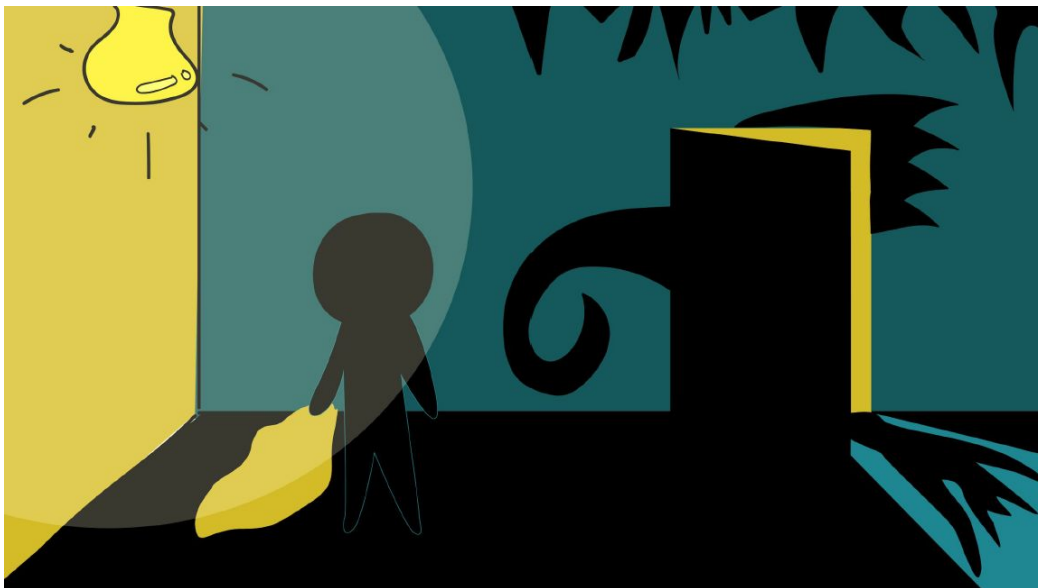
Imaginary friends - Friendly characters without much depth, we just know one or two names maybe, but not much

Monsters - Basically the imaginary friends but with reversed personalities

Art and Sound

Art and sound notes go here (aesthetic, diff between imaginary and real world in audio/environment, etc)

Environment Art



Elnorra concept art

Character Art

Char art goes here

Audio

Audio- sound and music for game

Gameplay

Everything before the blackout is a tutorial, then the real game starts. Your little brother is running around the house showing the different rooms to your imaginary friend, so the player is not lost when the game starts. Introduction of the combat mechanic when you're playing with your imaginary friend in a false battle. Introduction of the sanity level mechanic after the blackout occurs.

User Interface and Game Controls

Menu design/Layout

User interface and physical controls from players

Keyboard : //can be changed by the player

W-A-S-D keys to move

Space bar used to switch worlds

Controller :

Left stick to move

Y-button to switch worlds

Credits

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