That Game

Design Document

General overview

**Game genre - 3D platformer with the elements of stealth and action**

**Visual style**

Visual setting – our world – TV show with decorations and backstage

Low-poly minimalism

Color palette is mostly bright

Props look artificial, but characters feel like alive

 



**Player control**

Character is human

Camera (mouse look) – 3rd person view (independent of character’s rotation)

WASD – walk / control mid-air

Space – jump

E – interact

LMB – Grab

Functional:

Shift – sprint (speed boost pads)

Ctrl – crouch / sneak

Space (mid-air) – climb / wall jump

**Core gameplay**

During the game player has to overcome obstacles and avoid enemies

And the goal of each level is to collect all “coins”, set all the traps and not to get catched

**Gameplay progress**

Through levels obstacles become harder to overcome

Player needs to be faster and smarter to set traps and not to be catched

Some missions have timer

Gameplay systems and mechanics

**Systems**

*Walk* – just an average movement (under 300 cm/s)

*Jump* – quick push, quick fall, <1sec mid-air, ~1m height

*Mouse look* – 3rd person camera that can fly around character without affecting his rotation

*Interaction* –

*Grab* –

Character can fall as a ragdoll

**Mechanics**

Some missions give player extra abilities (e.g. wall jump, climbing)

**Parameters**

What’s interesting about playing?

Enemies have two states: patrolling and chasing.

You can escape from enemies hiding in safe points (trash cans/bushes).

While collecting “coins”, player has to perform tricks using extra abilities.

There’re multiple points to set traps. Player can choose route by himself.

All the traps change geometry of the level, so you can get catched by your own trap. It makes player think carefully before setting traps

You can lead enemies to the traps to get more points and have fun

Traps types:

Net - restricts movement for a while

Launch pad – sends you in air, attracting enemies from nearby

Banana peel – slide forward

Lifebouy – restricts jumping for a while

Pie in the face – restricts view with pie pieces for a while

Obstacles types:

Small – jump over / grab

Pit – jump over

Medium – put small next to and jump over / climb

Big – go around / wall jump

Level design

1. Basic movement training (backstage)
   1. Straight field
   2. Obstacle to jump over
   3. Trap net to set
   4. Trap net to avoid
   5. Trap net to be catched

Storyline

**Lore**

Main character is a show man named Boris. He was famous for toilet humor on local TV. And now he works as an actor in TV series for kids. His role is the bad guy setting traps and making acts of sabotage to the good guys. He’s not really enjoying this job, but his sense of humor makes him a star of this show. Boris is respected by the director and colleagues, so the atmosphere of communication is in his hands. Most parts of scenario become more powerful with his improvisations. Although their sponsor is always angry because of the bills issued by Boris. People are afraid of losing their job, so they make a tiny pressure on Boris in small talks. It’s becoming harder to generate jokes, because everything looks cheap and similar. Boris is tired of an unpromising career. He’s going to risk it and make the show great.

Appearance

**Sound design**

Music should feel like heart beat, getting faster while chase, getting slower while hiding or sneaking

Body moves and interactions with environment are accompanied with cartoon-lke sounds, applause and laugh of “audience”

**VFX**

Minimal

**User interface**

Only nescesarry things (e.g. timer)

Minimalistic menu

Additional information about workflow

**Timeline**

No deadlines, just learn and produce