

The background of the entire page is a complex, abstract digital painting. It features a dark blue, almost black, background with various geometric and organic shapes. In the upper left, there's a bright yellow, star-like or atomic-like structure with thin, curved lines around it. Below this, a large, translucent purple shape with internal details is visible. To the left, there's a vertical, elongated shape in shades of orange and yellow, resembling a flame or a piece of wood. In the bottom right, there's a cluster of green, rounded shapes that look like leaves or small fruits. The overall style is painterly and surreal, with a focus on bold colors and dynamic compositions.

OBSIDIAN DREAM

Game Design Document

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Game Analysis

Obsidian Dream is a unique stealth game with a very colorful, yet dark, abstract and polygonal art style. The game will have the player traverse three distinct areas with the goal of obtaining the legendary Almagem in the third and final room. In the way of your goal is the Rock Golem guarding the Almagem. It cannot be fought conventionally so players must run, hide, and exploit the environment which contains hiding spots, obstacles, chokepoints, and breakable vases in order to lure the Golem away from its treasure. Then, the player can progress into the third room to obtain the Almagem and win the game.

Mission Statement

Create a first-person perspective stealth game set in a dimly-lit three room environment requiring the use of stealth and diversion mechanics to outsmart and outmaneuver a guard that cannot be fought to acquire a McGuffin to win the game.

Genre

- Stealth
- Suspense
- Exploration

Platforms

- PC
- Consoles

Target Audience

Obsidian Dream is a game people of all ages can enjoy. The game will reward patient players who take their time and experiment with their environment. Players who favor the run and gun action style of other games should expect failure and must adapt as they are up against an enemy that cannot be fought or defeated. Players that like high suspense will definitely enjoy Obsidian Dream.

Storyline and Characters

Character	Description	Characteristics	Miscellaneous
Protagonist	The playable character in Obsidian Dream. Has become trapped and is looking for a way out of a dangerous place.	The protagonist's small size means they are unable to defend themselves conventionally. This allows them to fit into small areas the Rock Golem cannot go.	The protagonist can hide to avoid the Rock Golem's gaze, if caught the protagonist can outrun the Golem using its fast but limited sprint. Moving into a vase will cause it to break.
Rock Golem	The Rock Golem is the sworn protector of the Almagem. Easily tricked, but not to be underestimated.	The Rock Golem is a large and powerful guard. Hovers slightly above the ground and is seemingly powered by the same force as the Almagem.	The Rock Golem will hunt down the player if they enter the line of sight until it's broken. Responds to a vase breaking by heading straight to its location.

Game Objectives and Rewards

Rewards	Penalties
By obtaining the Almagem the player will win the game.	If the player allows the Rock Golem to grab them, the player will lose the game, forcing them to start over.

Gameplay Mechanics

In Obsidian Dream, the main mechanic is the guard's patrol and manipulation of it. If the player enters the Rock Golem's line of sight or breaks a vase it will leave its patrol and either chase the player or go to the broken vase. The next mechanic deals with movement. The protagonist walks slower than the Rock Golem but can outrun it using the sprint mechanic. The sprint, however, is limited so the player will have to use it intelligently in order to escape if pursued.

The final mechanic is hiding. Around the level there are designated hiding spots that are too small for the Rock Golem to enter as well as obstacles that can be used to break line of sight or to get some distance between the player and the Golem. If line of sight is broken, or if the player enters a hiding spot, the Golem will wait for a short while and then return to its patrol path. By combining these mechanics the player can manipulate the Rock Golem to gain access to the third room without being seen if done correctly.

Control Scheme

Input	Output
W / Left joystick up	Move forward
A / Left joystick left	Move left
S / Left joystick down	Move down
D / Left joystick right	Move right
Shift (hold) / Click left joystick	Sprint
Mouse / Right joystick	Look

Game Aesthetics and User Interface

The game's aesthetic is best described as abstract, polygonal, and geometric. The characters are made of visible polygons and are seemingly made of natural elements. Parts of the level will be open and large and have the appearance of an ancient temple complete with altars and columns and other areas will be more narrow with cave-like features like stalactites and uneven ground. The level is designed with the stealth mechanics in mind. Hiding spots and obstacles are designed so that the player can use them with ease but the Rock Golem will simply not fit through certain areas. The UI will be non-existent as there are no gameplay factors requiring HUD elements, like health.



The menu is extremely simple with buttons labeled “PLAY”, “HOW TO PLAY”, and “QUIT”. The “HOW TO PLAY” screen is there to quickly describe the controls and give the player a hint on the game's mechanics.