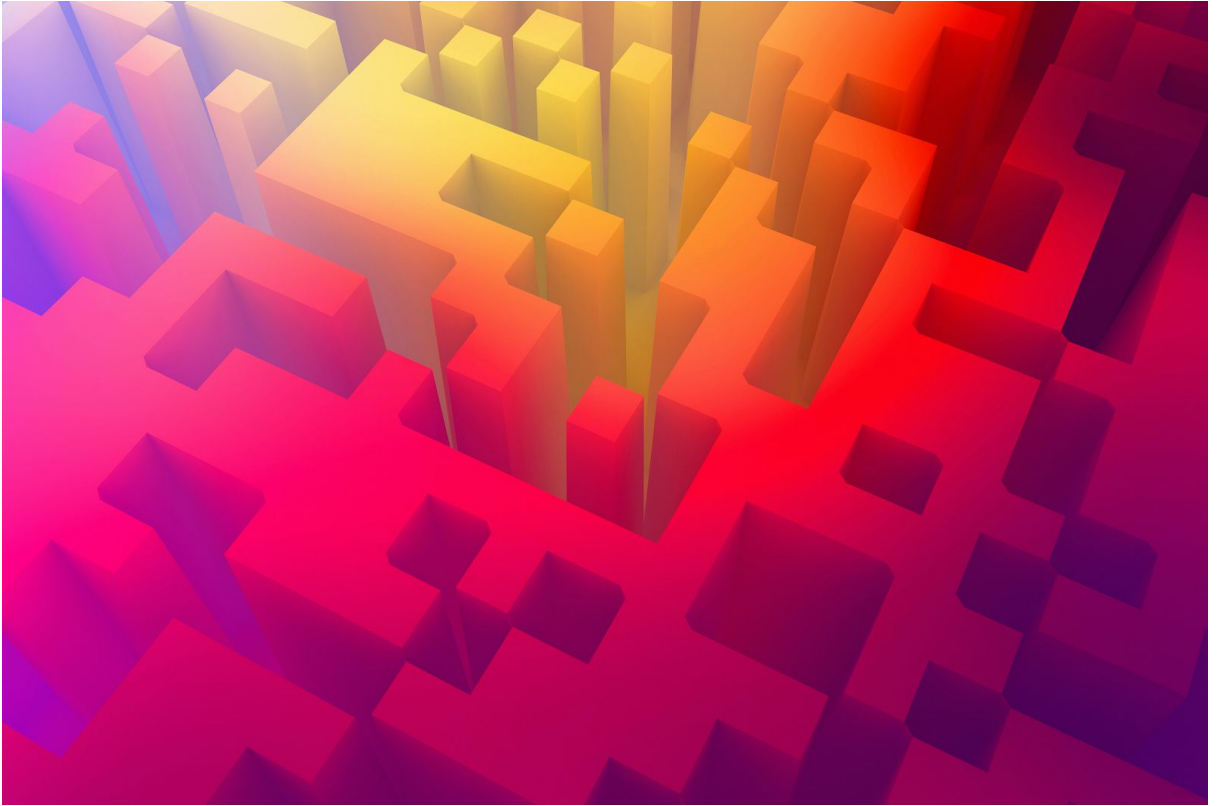


‘STEPS’

GAME DESIGN VERSION 2

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PROJECT DESCRIPTION

This game design document describes the details for a 2D platform game with original story and characters.

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1. CHARACTERS

This game includes two human characters and some other characters that live in Adam's mind.

1.1 Characters (Human)

Adam (Main Character) : Adam is a 40 years-old man who is addicted to alcohol. He was a writer. Because of his addiction he lost his job and his family does not want to see him anymore. He lives

alone in an industrial zone. He has one daughter called "Lily".

1.2 Characters (Illusion)

Ghosts : The illusions in Adam's head.

Dark Adam : How Adam visualizes himself in his head.

2. STORY

Lily's mother does not let Adam meet with his daughter because she thinks Adam is a bad influence for little Lily. One day, Adam takes Lily without her mother's notice. Together they go to playgrounds and then Adam shows her daughter his small apartment. While they are there eating ice-cream together, a terrible accident happens in the firework factory next to Adam's house. Most of the buildings fall and most of the people in that district get damaged under the ruins. After this tragic accident Lily dies but Adam lives. This day stays as a trauma in Adam's head and doesn't stop chasing him. He blames himself about what happened to Lily.

3. THEME

This game is about the traumatic event that Adam experienced. In this game; from

Adam's prospective players will re-experience the day that Lily died. This game takes place

in Adam's mind so we can see the other things in his head that keep blurring his mind. There

are happy moments like his moments with his daughter but overall this is a game about

division, death and self-blaming(bad past mistakes?).

4. STORY PROGRESSION

The game starts with the accident in the factory. Only Adam walks away from the destroyed building. Then the player takes over the control of Adam. Player must find the way out of this world that reminds him of his bad memories. First, the player

must pass the ruins. After that, there is one scene about Adam's happy moments with Lily. At the end of the game, Adam finds himself in the graveyard. He fights with a darker and stronger version of himself. When he reaches Lily's grave the game ends.

5. GAMEPLAY

5.1 GOALS

Overall (long term goal): Try to get out of this World.

Gameplay (short term goal): Survive from the hallucinations, advance to the next level...

5.2. LOSING

The only losing condition is to run out of health.

When the player loses, there must be a screen saying “You’ve lost your mind.” and giving the player a chance to take pills and go on.

6. ART STYLE

This game is a 2D game that takes place in the main character's mind. The art style should constantly remind the user that everything the user sees is unreal and from a person's perspective. Every scene that reminds Adam his happy moments should be colorful and feel alive. In the same way, every scene that reminds Adam of his sad moments should be dark.

7. TECHNICAL DESCRIPTION

7.1. TARGET HARDWARE

This game will only target WINDOWS users.

7.2. SOFTWARE

For the implementation of the game UNITY will be used. The game scripts will be written in C# using Visual Studio.

For the design of the characters, environment and backgrounds Procreate, Adobe Photoshop and Adobe Illustrator will be used.