

Game Design Document

The Path of Voracious

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Game Analysis

On a dark and starless night, walking on an old forgotten road, you encounter a mysterious figure in a black cloak. With an unsettling grin and a sinister gaze it introduces itself as The Devourer – the devourer of flesh – and it wants to play a game. It has been watching you, a young and noble monk, whose thirst for knowledge and a sharp mind brings an unpleasant unease. For its power lies in fear and the rise of rational thought will be its demise. Its game will be a skirmish of the voracious ones, one insatiable for fear and gore, the other unquenchable for apprehending the unknown. Its game will be a game of death, for only one will remain.

It will ask you seven riddles. But it is no stranger to trickery, it knows the power of the written word. It knows what wisdom is hidden among the dusty pages of man-written books, so the writings will be changed. Will you have the knowledge, will you have the wisdom to decipher its code and elude the fate of those whom it has feast upon? Has the age of erudites come? Is the age of myths ripe for disruption?

The Path of Voracious is a first person horror puzzle typing game. You play as a young bright-minded monk, who was nicknamed Voracious by The Devourer, a mythical creature who feasts upon the living. The Devourer fears Voracious because his rationality will be the end of people's need for mythology, and thus The Devourer will cease to exist. The Path of Voracious is a gamified allegory of death of myths which occurred with the rise of critical thinking. It is also based on the Ancient Greek myth of Oedipus and the Sphinx, where the creature Sphinx asks a riddle to anyone who wishes to enter the city of Thebes. A big inspiration for the game's concept was found in Luka Ilić Oriovčanin, a 19th century Croatian priest who wrote down folk riddles in ciphers. The objective of the game is to successfully answer the seven riddles within the time restrictions. If you don't know the answer to a riddle you can look for help in your Book of wisdoms, where you will need to break the cipher to find what you are looking for and survive.

Mission Statement

Is your wisdom strong enough to be able to answer the seven riddles of The Devourer and brake its ciphers? Can you defeat it and save yourself, or will you end up as those whom it has feast upon?

Genre

Puzzle game / typing game / horror / horror survival

Platforms

Android smartphones & tablets, iOS iPhone & iPad.

Target Audience

The primary target audience will be people who love puzzle games. The game will provide new riddles and hard ciphers as a decent challenge. The secondary target will be gamers who like horror survival games, they will enjoy the atmosphere of the game. The tertiary target will be the indie community, as the game will be an interesting mix of genres. The quaternary target will be casual gamers, as the game will be free and available on Google Play and Apple Store.

Storyline & Characters

While walking on an old dark road, you encounter The Devourer. He wants to defeat you in a game of riddles so he can prove that fear is stronger than knowledge and continue to exist. He will also kill you and feast on your flesh if you fail. He asks you seven riddles that you have to answer before the time runs out. You may try to break the ciphers in your Book of wisdoms to get the answers.

Character	Description	Characteristics	Misc. Info
Voracious 	A young and sharp-witted monk who is the game's protagonist. We don't know his name, but The Devourer calls him Voracious because of his unquenchable desire for knowledge. He is thin but tall, and has a great posture. He wears an inner black robe and a black cloak.	Voracious is very intelligent and tends to comprehend everything with rational and critical thinking. He is calm and in control with his emotions. He deeply cares about people and wants humanity to improve itself. He carries a Book of wisdoms, his own records of folk tales and riddles.	Voracious is not of noble birth but a child of commoners. His favorite numbers are 7 and 11, and he loves the color of purple. He is utterly afraid of spiders. The word that he finds most intriguing in the English language is "moist".

The Devourer



The Devourer is the game's villain. It is a mythical creature that has lived over a thousand years. It preys and devours people who astray from the main roads. It has a human form, but its pitch black eyes and sharp needle-like teeth will instantly alarm you that this is not the case. Its skin is white like chalk while its lips and tongue black as charcoal. Its human form is tall and skinny while its sinister voice is deep as the graves of his victims.

The Devourer will die the day when people stop believing in it. That is its greatest fear. It has killed over hundreds of thousand people in its lifetime, with the goal of spreading fear and fame of its existence. The Devourer is utterly arrogant and vain, but extremely intelligent. It considers itself as the ultimate being on Earth and all life forms are just expendable goods for its survival. It doesn't just kill for necessity, it truly enjoys the panic, screams, and despair over the suffering, mutilations and deaths of its victims. It considers it as the highest form of entertainment. It can transform into a black veil of mist and lurk on its prey as a shadow. It also uses fear as a way to affect a person's behavior and perception influencing the victim thoughts, sight and hearing.

The Devourer was initially a harmless creature that lived in the woods and forests. It was responsible for the shivers people get when they are alone in them. Over the course of years the stories grew and with them so did its power.

Gameplay

Overview of Gameplay

The Path of Voracious is an unusual hybrid that merges three types of games – horror, typing and puzzle games. The core of the game is its riddles and ciphers but what makes it unique is the game's emphasis on the story and atmosphere. The game also has a different approach on puzzle-solving gameplay. The ciphers are textual and logical. However they are not interactive as in other puzzle games. The player only has the ability to take notes on the screen while looking at the Book of wisdoms as if Voracious was writing them. Another ability the player has is answering the riddle by writing the answer into the input field on the game's screen. The player also has a limited ability of looking around for atmospheric purposes. The Path of Voracious is available for Android smartphones and tablets, as well as iPhones and iPads.

Player Experience

You were walking on a dark road deep in the forest when you encounter a human-shape creature in the shadows. The creature is far bigger than you, dressed all in black, with a ghost-like white color of skin. Chills rush through your spine as you notice the all-black mouth, tongue and eyes as it introduces itself as The Devourer with a deep and sinister voice. After the initial interaction, The Devourer asks you one of seven riddles and sets the timer to twenty minutes. You have a limited ability to look around the scene, i.e. you cannot move, just look. The Devourer sits and waits for your answer. On your game screen you have two buttons. One is for answering, and when you interact with it an input field appears. The other one takes you to a page of your Book of wisdoms. On it you have a word cipher which is, or contains the answer. On the page you can also write notes to make deciphering easier. Every cipher also contains a little hint to help you solve it. If you answer the riddle correctly in time, The Devourer will ask you another riddle and reset the timer. If you fail to answer the riddle correctly, or the time expires, The Devourer will kill you. You will only have one shot per riddle. When you answer all of the seven riddles The Devourer will run away proclaiming its own doom.

Gameplay Guidelines

The Path of Voracious' atmosphere must be eerie and terrifying. The scene must be dark with a lot of shadows. The only light source will be a lantern you carry, and the light must be dim and white. There are very few colors in the scene, making it as nearly black and white. The player must have a frightening sensations when looking at The Devourer for the first time, as The Devourer is much taller and can materialize from a veil of black mist. The Devourer's appearance must be animated all the time, with a lot

of leaning and looking at the player (camera). Its facial expressions must match the narration, which must be written in a clean poetic language and read by a voice actor with a deep voice. When speaking, animate the hot air coming from The Devourer's mouth. When it waits for the answer it sits sideways and occasionally looks at the player. The player must have a psychological fear of The Devourer all the time. The game must have a realistic style. The game's soundtrack must contain eerie music and sounds so the player has a daunting feeling and experience panic while trying to break the ciphers. Lean The Devourer into the camera while the player is looking at the Book of wisdoms for the first time to get a jump-scare effect when he returns to the game's screen, repeat occasionally. When the timer decreases to 10 seconds, The Devourer must stand up, face the player, start the countdown and with every second position itself more and more for a charge, as do wild predators. Its voice must build tension, getting louder and louder, accompanied with unnatural hissing and growling. The sound effects must do the same. When the timer decreases to two seconds the charge begins with an extremely fast speed and The Devourer's jaws must spread wide open increasing in size. The Devourer groans. When The Devourer is defeated it must fled the scene while cursing the players abilities and proclaiming its own down. Profanity is extremely restricted. After The Devourer asks a riddle it must be written on the game screen's UI and stay there for the whole duration of the riddle.

Game Objectives & Rewards

Rewards	Penalties	Difficulty Levels
Correctly answering the riddle will make The Devourer more and more furious. You progress throughout the riddles.	A wrong answer or not answering in time will result with death.	The game is extremely difficult and it only has one difficulty level.

Gameplay Mechanics

Character Attributes	
Character	Movement Abilities / Actions Available
Voracious	Voracious can only look around the scene, answer the riddles via typing, open the Book of wisdoms, and decipher the codes with drawing on the screen.
Game Modes	

Singleplayer	The player must answer a riddle before the time runs out. He has an option to try to decipher the code which contains the solution to that riddle. If he succeeds, The Devourer will ask him another riddle - total of seven. The player wins the game if he answers correctly to all of the riddles. He loses the game if he doesn't answer correctly or in time.
Scoring System	
Points/Coins/Stars/Grades/Etc.	How it's Awarded & Benefits
There are no scoring attributes	There are no awards or benefits, just pure survival.

Level Design & Riddles

The Path of Voracious only has one level. The level is an old dirt road carved in a hill side in the forest. On the left side of the path the ground is falling, and on the right the rising slopes, carved cliffs and fallen stones show it was man-made. The scene is dark and full of shadows. The only light source will be a dim white lantern that you carry. The atmosphere must be eerie and unsettling. The player cannot control Voracious movements, so in the opening scene his movements will be scripted. Near the end of the scene underneath a right winding cliff voracious will encounter The Devourer. The Devourer will use a big stone underneath the cliff to sit on it while it waits for the answers of the riddles.

Riddles	Ciphers
Black, small, by the road waiting for flesh. Answer: A thorn.	Mhrto, ljrhh, mu ewa xnrs yrceeqd bnx bhalw. R ewnxq Solution: The player will have to deduct that the first part of the riddle was written word-to-word in cipher. He will then write the riddle in plain English over the cipher, and connect the normal letters with the cryptic ones. Once connected he will know some letters of the cipher's alphabet, enough to decipher the answer. Hint: , , .

<p>Smaller than a poppy's seed, it can lift a hero.</p> <p>Answer: A flea.</p>	<p>A fmly</p> <p>Solution: The hinted numbers are differences of positions between the cryptic letters and the real ones in the English alphabet. 'A' and 'F' are 0 as they are the same, 'M' is 1 cause it is one letter over 'L', and so on.</p> <p>Hint: 0 0 1 7 -2</p>
<p>It lurks in the dark and follows you day after day.</p> <p>Answer: A shadow.</p>	<p>1 198141523</p> <p>Solution: The player will have to deduct that the numbers are places of letters in the English alphabet.</p> <p>Hint: 1b</p>
<p>Blue gleams of an endless abyss.</p> <p>Answer: Mirrors.</p>	<p>Mjtuswy</p> <p>Solution: The player will have to deduct that the cypher adds one difference of positions between the cryptic letter and the real one for every letter in the word.</p> <p>Hint: +1</p>
<p>They are born in the dark and die with fire.</p> <p>Answer: Candles.</p>	<p>ՃՀԻԷԾՇ</p> <p>Solution: The player must draw a horizontal line in the middle of the symbols to find the answer under the line: ՃՀԻԷԾՇ</p> <p>Hint: Under the horizon.</p>
<p>The one without eyes will use the one without eyes and ears. Who is used?</p> <p>Answer: A cane.</p>	<p>_____</p> <p>Solution: The player must deduct that the line represents a cane. The hint tells him to hold the line.</p> <p>Hint: Hold</p>
<p>One can have me, two can share, for three I am not.</p> <p>Answer: A secret.</p>	<p>Solution: The player must deduct that the hint shows the letters and the number of uses of the letters. He must write the answer.</p> <p>Hint: 1R,2E,1T,1A,1S,1C</p>

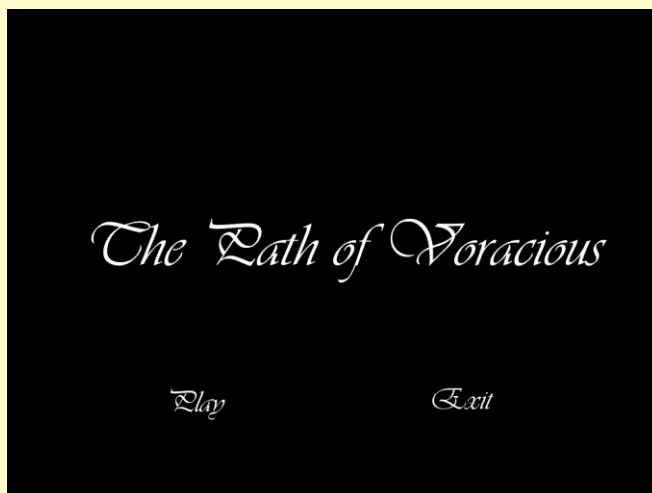
Control Scheme

The Path of Voracious is a smartphone and tablet game so it uses touch input and buttons.

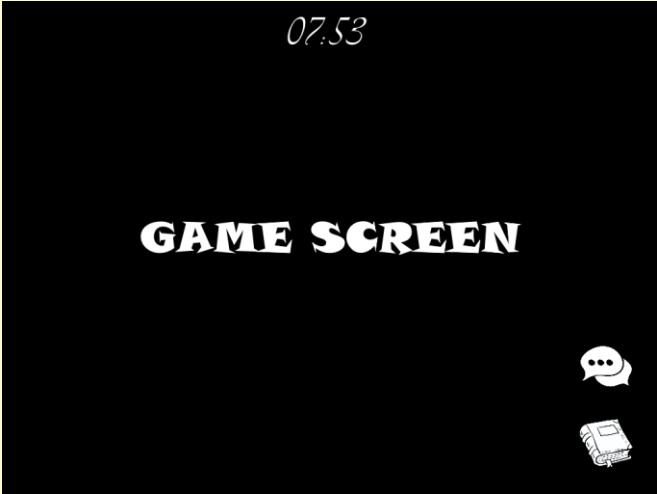
Button/ Touch Input	Action it Performs
Moving index finger - Game Screen	Voracious can look around the scene.
Moving index finger - Book Screen	Voracious can write notes on the book's page.
Button - Book of wisdoms	Voracious looks at his Book of wisdoms.
Button - Exit Book of wisdoms	Return to the game screen.
Button - Answer	An input field appears on the game screen.
Input field - Answer	The player writes the answer of the riddle.
Button - Main Menu	Takes you to the Main Menu.
Button - Play	Play the game.
Button - Exit	Exit the game.
Button - Resume	Resume the game.

User Interface

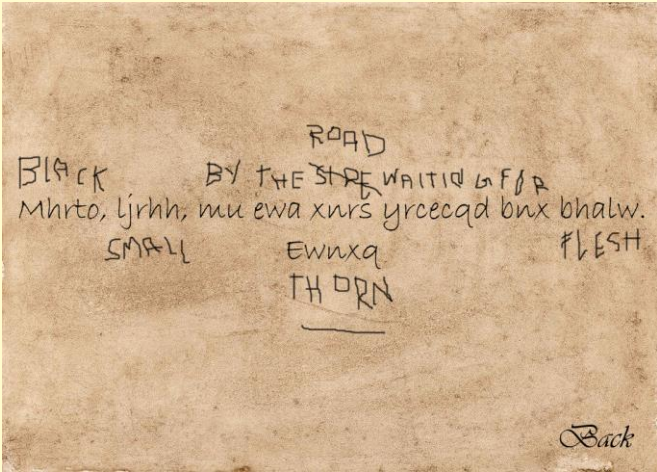
The Path of Voracious will be in landscape mode, and its user interface consists of three parts. The first is the Main Menu which consists of a title and buttons for either playing or quitting the game. The game screen will show the in-game scene with the following UI elements: timer, Main Menu button, Book of wisdoms button, Answer button, Answer input field and an on-screen text that will show the current riddle. The third part will be an image that will show a page of the Book of wisdoms. On it there will be a text showing the current cypher, a button to get back to the game screen, and the player will be able to write on the book's page.



Main Menu Panel



Game Screen



Book of wisdoms

Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio's needs. The table below can be substituted for the excel file. This table is a great start, but the tasks should be much more detailed.

Tasks to Complete & Schedule				
Tasks	Task Lead	Start	End	% Complete
Development Phase				
Design				
Storyline	Gordan Bezjak	11/11/21	14/12/21	100%
Level Mechanics	Gordan Bezjak	20/11/21	28/11/21	100%
Art				
Level	Ivo	1/12/21	7/12/21	100%
Special FX	Mrci	1/12/21	4/12/21	100%
UI	Gordan Bezjak	1/12/21	3/12/21	100%
Engineering				
Production Pipeline	Gordan Bezjak	1/12/21	28/12/21	100%
Prototypes	Ivo, Mrci	1/12/21	28/12/21	100%
Audio				
Sound Design	Ivo	7/12/21	28/12/21	100%
Milestone: Game Play Features & Music			28/12/21	DONE
Testing Phase				
Test Plan	Gordan Bezjak	2/1/22	1/2/22	100%
Beta Testing	Ivo, Mrci	2/1/22	1/2/22	100%
Milestone: QA Testing			1/2/22	DONE
Deploying Phase				
"Go Live" Plans	Sandra	1/12/21	4/2/22	100%
Milestone: Ready for Usage			14/2/22	DONE