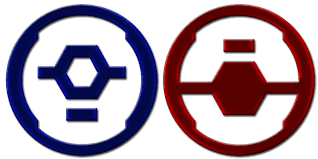
Forgotten Life



Revision: 0.0.0

GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian

Otherwise this would not have happened

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TL;DR - Keep the credits section of this document intact and we are good and do not sell it.

By:Ekdeep Deol & Amir Chaudhry

The coding styles we will be using are clear and efficient

The project directory will be in the desktop as that has the fasted and most common access.

The minimum PC requirements are 2GB of ram, 2.5GHz CPU, and a 1.5GB GPU.

The main game loop Description:

1.LoadAllAssets();

Loads all the assets for your game

2.CreateWindow();

Creates the window for your game

3.CreateCamera();

Creates the camera for the scene

4.CreateLight();

Creates the directional light for the scene

5.PlaceObjectsInStack();

Places all the objects in your stack, into your scene

6.CallUpdates();

Calls the update stack for all the objects inside it.

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# Overview

## Theme / Setting / Genre

The genre of our game is a 2D, Puzzle, Platformer.

The games set tone is Dark and Cynical based off the game “limbo”.

All our game assets are 2D and in black and white.

The game is takes place in a forest on an alien planet.

## Core Gameplay Mechanics Brief

- Player will have to figure out the controls without any hints or tutorials.

- Objects will look as though they are a part of the level and not intractable, but in fact they are.

- There will be many hazards and obstacles to overcome and the have to use the environment around them.

- Reverse gravity levels, where the player is upside down.

-Can create landscapes with help of tools/objects found.

- Light will be used to either help or hide things.

## Targeted platforms

- PC

- PlayStation

- Xbox

## Monetization model (Brief/Document)

- Onetime payment for the game.

- Add DLC’s

## Project Scope

- <Game Time Scale>

- $10000

- 6-8 months

- <Team Size>

- Prometheus

- Ekdeep Deol

- Main programmer

- 50% of all sales.

- Amir Chaudhry

- Level Design

- Programmer

- 50% of all sales.

(List as many core team members as you need to)

- Johnny and Java corp.

- Jonny

- Markets the game (online, TV)

- Volunteer work/interning

- Java

- Markets the game (magazines, conventions)

- Volunteer work/interning

(List as many marketing team members as you need to)

- <Licenses / Hardware / Other Costs>

- <Total Costs with breakdown>

- Licenses of $19 per month for Unreal (Max 1 year) Total: $228.

- PC’s worth $1500 each. (x2) Total: $3000.

## Influences (Brief)

### - <Influence #1>

The game Limbo was a big influence on thinking up this game, mostly with how the game play would be in the game. Some of the puzzles will be taken from the game as well but, only common ones, as we plan to implement our own unique puzzles.

### - <Influence #2>

Another game that influenced our game is Unraveled, which is a game that uses yarn to create bridges and platforms for the player to walk on. This feature adds the possibility for the player to design the landscape and also have multiple solutions to puzzles.

### - <Influence #3>

Another game that influenced our game is Kirby’s epic yarn, similar to Unraveled that uses yarn to change the landscape and create platforms, but Kirby takes it a step further by using the yarn not only for platforms, but also for creating objects; like cars, boats, etc.

### - <Influence #4>

The last influence was not a game, but rather old movies that are in black and white. Those movies pay close attention to the lighting to create emphasis on certain scenes and build an atmosphere, that’s Dark, eerie, etc. Our game will use lighting to create a suspense atmosphere and even to hide secretes in the darkness.

## The elevator Pitch

A man crashes on a different planet and inside an eerie forest; the man does not know anything about this situation and is trying to find his way back home. He has to go through many hazards and complex puzzles. The player does not know any of the controls and has to figure out the puzzles without any hints or tutorials. The landscape is Dark and Cynical which help to blur the solutions to the puzzles. The gravity can also change at any time and the player has to adapt in order to make it through the hazards. There are also a lot of secrets which can give you different endings. Lastly the player will have the ability to create landscapes with help of tools he finds to help solve puzzles.

Pretend that you were pitching your game to an executive going to the elevator. You have less than 60 Seconds.

## Project Description (Brief):

Our game Forgotten Life is going to be about a 2D side stroller that uses light to highlight solutions and Darkness to hide secrets throughout the game. The game will have multiple endings based on the secrets the player finds throughout the game, giving the game replay ability. There will also be a lot of achievements for the player get, based on the new endings the player finds. All of our assets will be in black and white to give a Dark, eerie, and cynical atmosphere with a unique art style that is more cartoonish. The setting of the game will take place in a forest, on a different planet and the player will be at a size of an insect. Giving the player a powerless feeling while facing alien creatures and solving complex puzzles that you won’t find on earth. The game will also not give any tutorials or hints to the player; in text form as that will ruin the immersion of the game (The highlighting is different as its apart of the game and level design).

The alien creatures when defeated will drop their body parts that the player can pick up and use to create objects; then lay down platforms, using an in game menu. The character will be able to also use tools to help create these objects, and even tools to place platforms throughout the game. Gravity can also be changed at a moment’s notice, giving the player a unique challenge as well as new solutions. The physics of the new alien world is different from earths as with the changing gravity, but there will also be bizarre events, such as the player falling through wormholes or phasing through walls. This can be explained by the aliens having advanced technologies in the story.

## Project Description (Detailed)

The game Forgotten Life will be a 2D side stroller that will move with the player, and sometimes it will be automatic side scrolling to give the illusion as if the walls are closing in for time based puzzles. The light will also be used as a highlighter for clues by being brighter next to solutions for puzzles and darker in locations where there are secrets, using either the background or spotlights.

There will also be objects that are a part of the scene that look as if they are not movable; but they are or movable, but not really and only by interacting with everything can the player figure out which is which.

The secrets found throughout the game, will give lore to the story and open up more choices for puzzles then the base story could offer as well as some different endings based on those choices. An example of a different choice would be if you found a secret that allows you to use the alien gravity machine to reverse gravity, and then use it to find a different solution to a puzzle; this in turn offers a new story path. This will add a lot of replay ability to the game and also different achievements based on the different story lines.

The assets will be in 2D; and cartoony, as well as in black and white, which will play into the light and dark aspect of the game. The monotone assets will also give a Dark and eerie atmosphere that could not be achieved with just the story and sound affects alone. The setting of the game will be in the forest with tall vegetation, which the player will have to transverse as the story progresses. The player will also be the size of a rat and will see the alien world as a massive environment; this will also give a unique feeling to the game.

The player will be able to fight enemies or avoid them all together, but should they choose to fight and defeat them. Then the player will be able to pick up the alien creatures body parts to craft objects that then can be placed in the world to create platforms. There will also be alien technologies throughout the game which will change the laws of physics based on earth, such as changing the gravity, or creating wormholes. The game will also not display any hints or give a tutorial to the player as that will ruin the immersion and break the fourth wall.

# What sets this project apart?

- Reverse gravity adds to a unique challenge.

- Game play and game mechanics adapt throughout the game.

- The puzzles have multiple solutions, if you’re creative.

- Optional Endings for those who find secrets.

- Ability to create platforms/change landscapes/etc.

- No tutorials or hits (except light).

- Light will help the player, and darkness will hide secrets.

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- <Details>

The Light will be used to highlight solutions and the darkness will be used to hide secrets.

- <How it works>

The background will have different shades and solutions to puzzles will be clearly visible, while secrets will be invisible in dark areas. This can also be achieved with spot lights as well, if the background can be used here.

### - <Core Gameplay Mechanic #2>

- <Details>

There will be multiple endings to the game based on the secrets the player finds.

- <How it works>

The secrets will give clues as to why the player is on this alien planet; (besides the base story), and as the player gets more secrets, he can make different choices with different endings.

### - <Core Gameplay Mechanic #3>

- <Details>

The player will have the ability to create objects that he can then use to create platforms to solve puzzles.

- <How it works>

The player will have enemies that he can defeat or avoid, but should he chose to fight them; he will have pickups as alien body parts, which can be used to create objects to change the landscape to solve puzzles.

### - <Core Gameplay Mechanic #4>

- <Details>

The player will not have ant tutorials or hinds on how to solve puzzles or play the game.

- <How it works>

The player will not get text pop ups on how to solve puzzles or what the controls are and will have to figure it out on their own. This is different from the light giving hints as that is a part of the game and not a text pop up.

# Story and Gameplay

## Story (Brief)

The base story is about a human that has crashed on this alien planet and is trying to find parts to build a space ship to leave the planet before the alien’s creatures eat him. There will also be different stories based on what secrets the player finds, such as if the player finds a secret that reveals that he has time travels to the future, and the humans have mutated into alien looking creatures. This gives new options to the player as he will be able to understand the technologies better since they are in human languages now.

## Story (Detailed)

The story for Forgotten Life Takes place on an alien world named “Neptune”; suddenly a human named Steels, for unknown consequences crashes his ship on this alien world. Due to the crash Steels remembers nothing except for his name. He sees smoke rising in the distance and tall vegetation but does not know why; when suddenly he hears monsters screaming towards him so he runs, but trips on his personal luggage and due to falling and hitting his head he gains some memories, about his ship and his home world. He then decides to go towards the monsters and to find his ship so he can return to his home world. The default ending the player finding the ship and returning home with little to no memories about whom he is, but after getting home and with the help of his family/friends regains a portion of whom he was.

The story adapts depending on secrets you find throughout the game, such as the player stumbling on a secret that reveals more memories that show him being on this world before and therefore understanding the languages spoken there. This would change the game play as the player can now understand the languages that the aliens are using. This changes the story and the player will get a different ending. The endings will mostly be the same but a little different based on how many secrets you find, such as the player returning home will all his memories.

## Gameplay (Brief)

The player will have movement, jumping, and attacking controls. The player can also open an in game menu for building objects, and a different menu for placing objects. The enemies patrol and attack the player on sight. The narrator of the story will be the player trough his thoughts. The game atmosphere will be dark and eerie to build suspense.

## Gameplay (Detailed)

The player will be able to jump; move in any direction, and attack, but will not know any controls. The player will also be able to open an in game menu to build objects from. The player can also place the objects that he created in the world, so he can create platforms to walk on, there will be two in game menus for both building and placing. Enemies will appear for every puzzle, but the player can avoid them if he choices. The enemies will be patrolling and only come to attack the player, if he is in their line of sight. The player’s thoughts will be narrating the entire game as he comes to remember his lost memories. The atmosphere will be dark and eerie, with a sense of despair, thanks to the black and white assets and good ambient sounds to immerse the player.

# Assets Needed

## - 2D

- Textures

- Dark and Cynical Extraterrestrial Environment Textures

- Height map data (If applicable)

- Mini map

- Characters List

- Boy

- Aliens

- Creatures

- Animals

- Environmental Art Lists

- Alien Environment

- Dark Forest Environment

## - Sound

- Sound List (Ambient)

- Outside

- Forest sounds

- Metal sounds

- Dark Forest sounds

- Inside

- Alien sounds

- Metal sounds

- Monster sounds

- Sound List (Player)

- Character Movement Sound List

- Foot steps

- Out of breathe sounds

- Character Hit / Collision Sound list

- Minecraft “ouf” sounds

- grunting sounds

- Character on Injured / Death sound list

- Critical low health sounds

- Sad violin sounds

## - Code

- Character Scripts (Player Pawn/Player Controller)

-Input

- Ambient Scripts (Runs in the background)

- Mesh Renderer

- Application (Update)

- NPC Scripts

- Movement

- Behavior

## - Animation

- Environment Animations

- swinging trees/foliage

- Character Animations

- Player

- walking/running

- Interaction

- NPC

- walking/running

- Attack

# Schedule

### - <Object #1>

- Time Scale

- Milestone 1

Complete the basic player movement (2 - 4 days).

- Milestone 2

Complete the behavior/animations for the player (4 - 6 days).

- Milestone 3

Complete the object build system (6 - 8 days).

- Milestone 4

Complete the platform placement (2 - 4 days).

- Etc.

### - <Object #2>

- Time Scale

- Milestone 1

Complete the level design for level (4 - 6 days).

- Milestone 2

Complete the puzzles in level (6 - 8 days).

- Milestone 3

Complete the secrets placements in level (1 - 2 days).

- Milestone 4

Complete the light and darkness placements in level (2 - 4 days).

- Etc.

### - <Object #3>

- Time Scale

- Milestone 1

Complete the enemy movement (2 - 4 days).

- Milestone 2

Complete the enemy behavior/animations (4 - 6 days).

- Milestone 3

Complete the enemy combat system (6 - 8 days).

- Milestone 4

Complete the enemy body drop system (2 - 4 days).

- Etc.

### - <Object #4>

- Time Scale

- Milestone 1

Complete the sound effects (4 - 6 days).

- Milestone 2

Complete the environment animations (4 - 6 days).

- Milestone 3

Complete the Detailing of the level (2 - 4 days).

- Milestone 4

Complete all the polishing of the level (2 - 4 days).

- Etc.