

Adam Boulos and Ezra Cooper

CSC3350 - Project Design Document

Game Name: *"Some Kinda Scary Boogeyman"*

Game Identity / Mantra (aka Your X – Razor and Tagline)

Heart-pounding survival horror where you must outwit the Boogeyman in the shadows of your own home.

Short description:

You're a pint-sized hero, trembling in the corner as the Boogeyman prowls just beyond the shadows. With every knock on the door, your heart races faster. You know you must keep the lights off to hide, but the darkness feels suffocating. And those windows? You've got to board them up tight before the Boogeyman breaks in!

But beware, the Boogeyman is cunning, and any noise you make could give away your hiding spot. Keep your anxiety in check by taking short naps to prevent you from letting out a panicked scream that reveals your exact location!

As if that wasn't enough, you must also manage a malfunctioning power-interruption device, ensuring it stays fueled to keep the lights off. But every second counts, and if you're not careful, the lights will turn on and the Boogeyman will consume you!

Do you have what it takes to survive the night and outsmart the Boogeyman? Find out now in "Some Kinda Scary Boogeyman", available for PC!

Design Pillars

1. Tension
2. Stealth
3. Resource Management

Genre/Story/Mechanics Summary

You play as a pint-sized hero trapped in your home with the Boogeyman lurking in the darkness. To survive, you must manage your anxiety levels, hide from the Boogeyman, board up windows, and keep the lights off using a malfunctioning power-interruption device.

Features

- Dynamic hiding mechanics
- Anxiety management system
- Resource management for the power-interruption device
- Procedurally generated scares
- Immersive sound design

Interface

Player input method: Keyboard and mouse

Controls: WASD for movement, SHIFT to sprint, mouse or spacebar for interaction

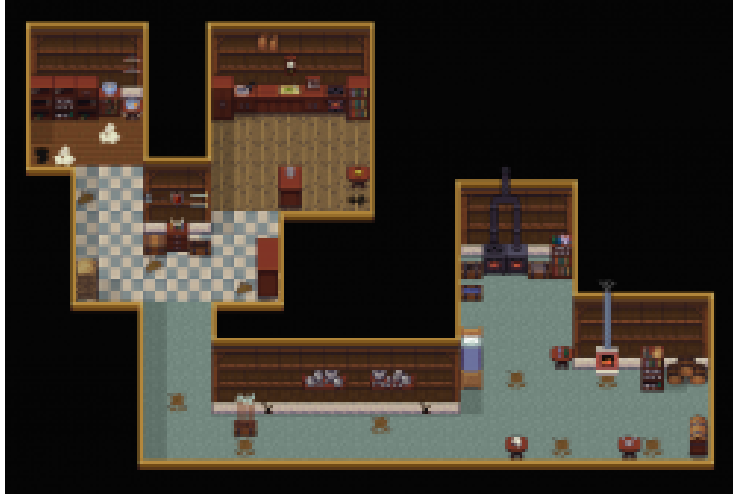
Interaction: Interact with most objects by clicking, keeping the malfunctioning power-interruption device mechanics similar to Dead by Daylight's generator quicktime event

Art Style

References:



Idea of character portrait in the HUD that shows anxiety levels and stamina bar



Idea of house map, not too big, but a couple of complex corners

We would maybe like to have the cutscene style of the FAITH games

▶ All Cutscenes- FAITH: The Unholy Trinity

Character movement and sprites

<https://maranza.itch.io/assets>

Idea for HUD

<https://justajoke.itch.io/pixel-game-interface-icons-xp>



Game art style ideas: Viviette





Music/Sound

General Ambience (similar to this but not too loud and drastic)

https://youtu.be/vPrAp9gcKls?si=Avfc66Gz3oTgy_8o

Ideas to let the player know the Boogeyman is nearby

<https://www.youtube.com/shorts/tYdPxWc7xyU>

<https://youtu.be/1F4wzWeYtAo?si=4uXnFOzEL3qdv1-g>

Anxiety Levels increasing sound effect

https://youtu.be/AmDgz_TP_qY?si=hVRUj3xynYB3RYPu

Main Menu Music

<https://youtu.be/MWLB7RPqkcw?si=8vwBFaKfCrAsloJ->

Emotional responses:

- We would like the player to be able to immerse themselves as the young protagonist feeling that sense of lonesome; fear that an enemy much bigger and stronger than them is playing with their emotions.
- We're relying on keeping the atmosphere mostly quiet so that the player is always anxious. Whenever there is a soft sound cue, we hope that the player will find themselves slightly spooked instead of having to rely on loud and annoying noises to get jumpscare.
- Our plan is to mainly rely on sound effects, so for the gameplay there will be no music; music will only be played outside of general gameplay.