



Trauma B. Dump

Design Document

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Overview

Create a chain reaction. Escape.

In Trauma B. Dump, players assume the role of Jay, who must confront and escape from their own traumatic past, altered in unexpected ways. Set across various thematic levels, players must interact with the environment in a specific order to trigger wacky Rube Goldberg-like chain reactions, ultimately unlocking the path to freedom from their character's traumatic past.

Our Team

- Ketro Yang – Team Lead, Project Manager, Audio
- Ilia Jamasb – Programmer, Level Designer
- Inaas Asad – Programmer, Level Designer
- Kathy Lee – Programmer, Level Designer
- Lingfei (Sapphire) Li – Programmer, Level Designer
- Bojana Tudorovic – Concept Artist, Game Designer, Texture Design
- Minh Nguyen – 3D Artist, Programmer, Game Designer
- Stephen Marrello – Concept Artist, Level Designer, 3D Artist

Gameplay and Mechanics

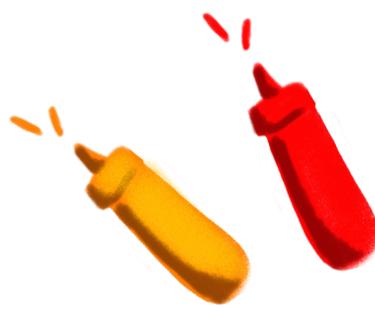
Core Mechanics

1. **Environmental Interaction:** Players engage with unique objects in each level, like time-altering clocks and colour-coded puzzles, to manipulate their surroundings.
2. **Chain Reactions:** The game centres around triggering chain reactions in the correct sequence. Each interaction has a visible impact on the environment, leading to the next step in the puzzle.
3. **Adaptive Learning:** The game encourages exploration and interaction, providing environmental cues for players to learn and adapt their strategies.
4. **Wacky Consequences:** Incorrect sequences result in wacky, whimsical events that reset the puzzle elements, encouraging players to try again without fear of harsh penalties.



Level-Specific Mechanics

Ball Pit Play Place



Core Mechanics

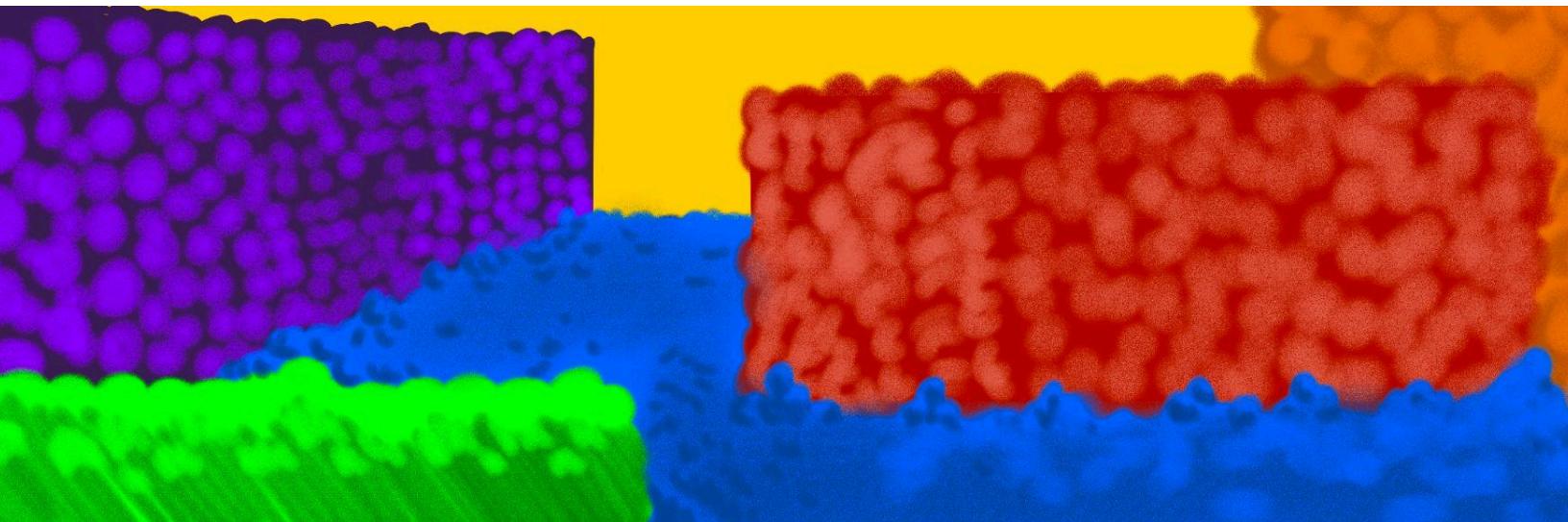
- Clock Interaction (A): The clock's hands affect the play area's lighting, highlighting specific colours on balls.
- Colourful Ball Sorting (B): Sort coloured balls into designated containers. The right combination unlocks parts of the play structure.
- Sound Sequence (C): A sequence of musical notes played on a xylophone. Correct tunes unlock mechanisms.

Logical Combination for Escape (Example): ABC

- Players notice the light cast by changing the clock highlights coloured balls (A).
- Sorting the highlighted balls (B) reveals a musical note sequence (C).
- Playing the notes (C) drops ketchup bottles onto the balance scale, which opens a trapdoor for escape.

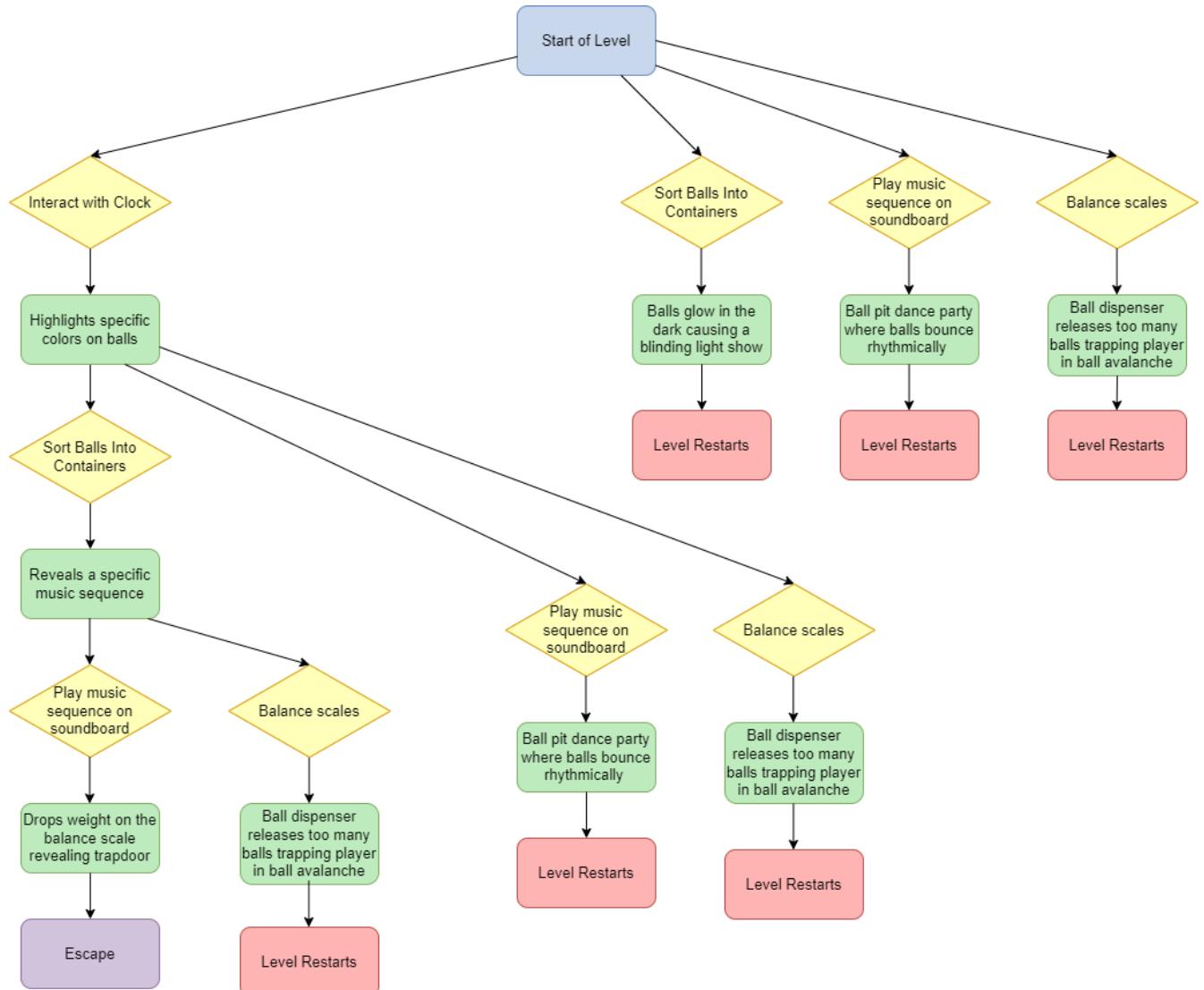
Incorrect Combination Outcomes

- B (Colourful Ball Sorting) Too Early: Causes the balls to glow in the dark, making the play area too bright and temporarily blinding the characters with a light show.
- C (Sound Sequence) Too Early: Causes a ball dispenser to release too many balls, trapping the player in a ball avalanche.



Level Flowchart

This flowchart illustrates all the interactions a player can make in the ball pit play place and what happens with each combination.



Garden

Core Mechanics

- Grandfather Clock Interaction (A): Affects time of day.
- Floral Color Matching (B): Matching flower colours to corresponding coloured stones in a water stream path.
- Wind Chimes (C): Correspond to the sound sequence from the ball pit. The chimes affect the direction of the wind in the garden.
- Scales (D): Balancing garden items influences the growth of plants or the opening of secret passages.



Logical Combination for Escape (Example): BCAD

- Matching flowers (B) to stones directs wind to the wind chimes (C).
- Play a sound sequence on chimes (C) to blow seeds onto the scales (A), balancing them and revealing a clue on the clock (D).
- Adjusting the clock (D) causes the sun to set and a venus flytrap to bloom through which the player can escape.

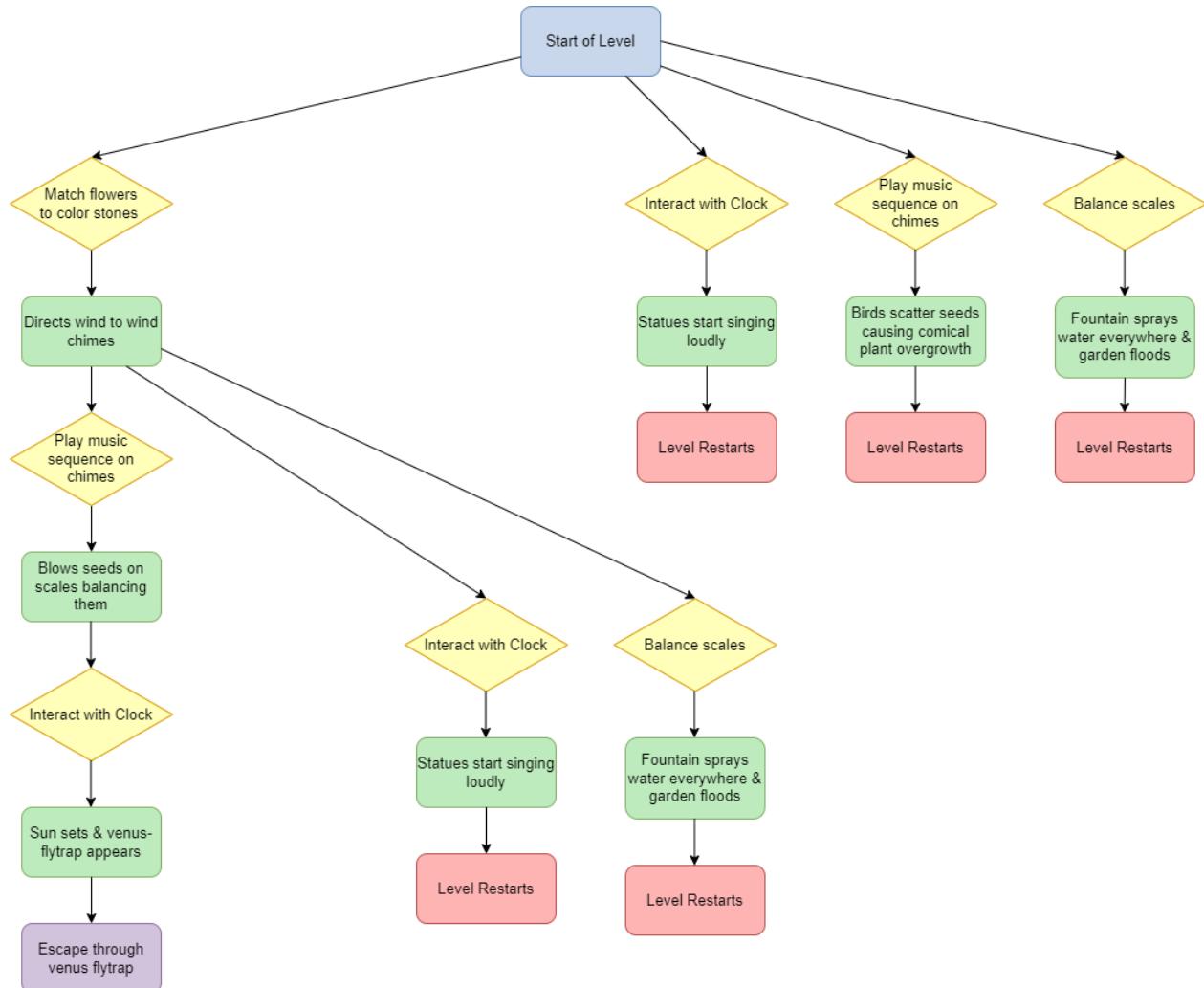
Incorrect Combination Outcomes

- C (Wind Chimes) Too Early: Attracts birds that scatter seeds, causing a comical overgrowth of plants.
- D (Scales) Too Early: Balancing scales incorrectly leads to a fountain display that sprays water everywhere and floods the garden.
- A (Grandfather Clock Interaction) Too Early: Statues start singing loudly.



Level Flowchart

This flowchart illustrates all the interactions a player can make within the garden and what happens with each combination.



Character Design

Through a first-person perspective, players step into the shoes of Jay, a non-binary 25-year-old office worker. Though just a typical young adult trying to get through the workday grind, Jay harbours a lot of memories behind those eyes. One day, they will have to experience the worst of their traumas and overcome them to return to reality.



As the player, you don't visually witness Jay; instead, you live through Jay's experiences firsthand. This immersive viewpoint allows you to navigate Jay's world intimately, making decisions, facing challenges, and feeling the emotional weight of their journey as if it were your own. It's a unique narrative experience, where you're not just observing Jay's life unfold but are actively part of it, piecing together their story through interactions, choices, and the unfolding of events from within their perspective.

Basic Story

Intro: Jay is stuck working late at an office when the clocks go haywire. He figures out he can mess with the clock to get out of the locked office.

Tutorial Level: Jay spins the clock hands to the time on the exit sign, and boom, the door clicks open.

Ball Pit Panic: Next thing Jay knows, they are in a colourful play place from their kid days, scrambling to not "drown" in a ballpit like they always feared. By sorting balls by colour, hitting the right notes on a soundboard, and changing the clock in the right order, they find a way out.

Garden Nightmare: Shot out from a fountain, teenage Jay is back in their parents' garden after a wild party, with that freaky giant Venus flytrap. To not get "eaten" again, they've got to match flower colours, play chime tunes, and set the garden clock in the right order to escape.

Each puzzle Jay solves undoes a bit of their past traumas, like beating the engulfing ball pit that once terrified them and shutting down that monster plant from their teen years.



Target Audience

Demographics

Aimed at players aged [12+] who enjoy puzzle-platformers and narrative-driven adventures. Suitable for those who appreciate a mix of wacky humour and deeper story elements.

Interests

Appeals to fans of whimsical indie games as well as those who enjoy environmental mechanics and storytelling.

Gaming Habits

Perfect for casual to mid-core gamers who prefer single-player experiences with moderate difficulty and the opportunity to explore at their own pace.

Interface and Controls

Input Methods

The game is designed for [PC/consoles] with support for both keyboard and mouse.

Control Scheme

- Movement: Standard WASD or arrow keys for movement, left joystick for gamepad.
- Interaction: 'E' key to interact with objects.
- Clock Manipulation: Mouse dragging to move clock hands.
- Music Sequencing: Number keys to play musical sequences.
- Balance and Weight: Click-and-drag to place weights.

If time allows, we plan on adding support for gamepad controls to ensure accessibility and comfort for a wide range of players.



Design Breakdown

Artistic Style

TBD aims for an artistic style that is characterised by a minimalist low-poly design, with textures and 3D models that forego intricate details in favour of a simpler, more abstract aesthetic; reminiscent of a blend between the distinctive looks of "The Stanley Parable" and "Hello Neighbor." This approach will be complemented by the use of warm neutrals and highly saturated colours, which together give a vivid, almost cartoon-like appearance, which also aligns with "Hello Neighbor's" approach in hues.

Set against the backdrop of a contemporary world, the game's environment and objects are infused with surreal, dream-like qualities, creating a unique and immersive atmosphere that blurs the lines between reality and imagination. This artistic direction not only sets the tone for the game's narrative but also enhances the player's engagement through its visually striking and thought-provoking environments.



The Stanley Parable



Hello Neighbour

Art Design

Understandings of time shifts and identifying settings are supported by aesthetic changes in the environment reflecting the different eras and periods Jay grew up in. Early levels like the Ball Pit display very high saturation and cartoonish graphics granting a very childish, dream-like quality to convey feelings of nostalgia. The bright and colourful backyard garden level, almost too bright for a teen with a hangover after a party gone wrong, is set in the early 2000s. The level was greatly inspired by marble statue gardens, mashed with the chaos of a house party. Essential models in this scene include flourishing plants, red solo cups, a treehouse and the various elemental statues reminiscent of Jay's past lovers... freaky.

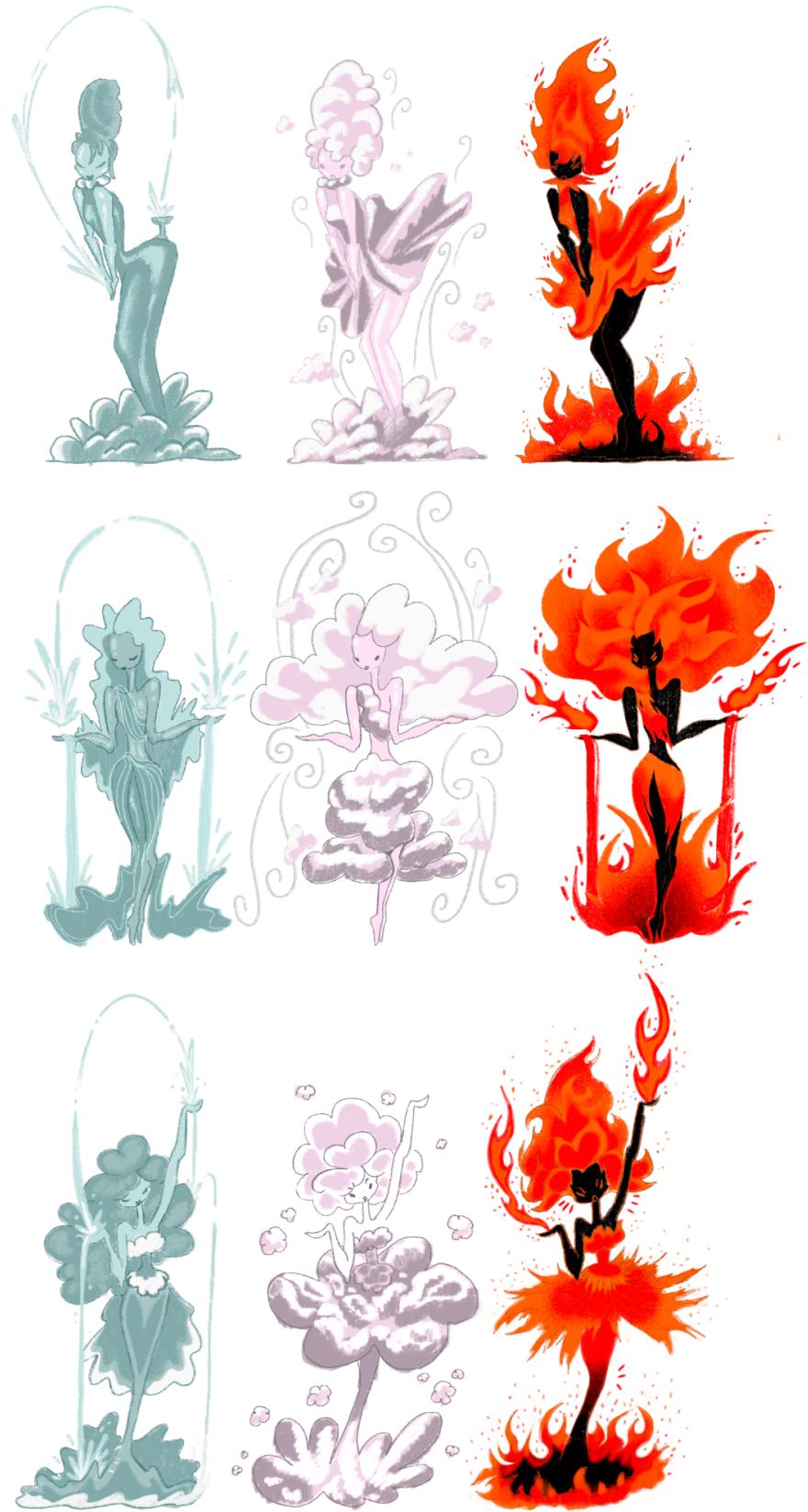
Models will be produced in Blender and exported as .fbx files to be imported into Unity.



Garden Level Concept



Garden Level Concept: Treehouse Interior



Elemental Statues Concept

Text Design

Display Font



Used for the main title, references back to the idea of stretching time and memories back to dramas, but still legible and modernly stylized.

Display Font



Used for level titles and unique dialogue options.

Main Body



Used for subtitles of narration and dialogue, credits, and any stats or values displayed.

Audio Design

The design of the sound effects aims to match the wacky theme of the game ([example](#)). The office level will contain only ambient sounds such as clock ticking, distance typing and phone ringing, ventilation, etc. ([reference](#)).

For the background music, a piece of circus music will fit the theme for the play place level ([example](#)). Additionally, a piece of peaceful atmospheric music will be played for the garden level ([example](#)).

To add more immersion, dynamic music will be implemented throughout the levels, which means as the player progresses, the music will change. An example of this is if the statue turns into a fire statue, a different instrument is added to the background music.

Suggested Project Timeline

The following Gantt Chart shows TBD's development roadmap. Before the Alpha stage, we aim to have 2 main levels along with a tutorial level built by February 27th, followed by 2 rounds of play testing and modification. Beyond the Beta date, the development team will be focusing on fixing and polishing the game. The tasks marked with * will be finalized closer to the date as they are subject to change based on feedback from different groups or other new requirements.

Date	Task
Feb 29-March 7	<ul style="list-style-type: none">● Garden Level Re-landscaping● Tutorial Level Polishing
Feb 29-March 15	<ul style="list-style-type: none">● Play Place Demo Building, Mechanics:<ul style="list-style-type: none">○ Clock○ Music Sequence○ Sorting● Tutorial Level Redesign● 3D assets for the play place level● Story● Play Place Music● Sound implementation and bug fixes
March 7-19	Tweaking and optimization based on playtest feedback
March 19 - April 7	<ul style="list-style-type: none">● More optimization● Bug Fixes● Art Polishing● Audio Polishing
April 7 - 19	More Polishing and Optimization