

# Gwr419.tm

**Design Document for:**

# Was it There?

One Liner, i.e. The Ultimate Racing Game

“It really wasn't! Or was it dun dun dun”™

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Version # 1.00

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# Game Overview

## Philosophy

### Philosophical point #1

This game is just something i want to work on for fun and hopefully upload it on itch.io as a short physiological horror indie game. That if people like they can play and maybe get others to play it.

### Philosophical point #2

This game will run on pc as that is only what it can run on at this point and will be made available through itch.io

### Philosophical point #3

If it gets popular enough, i might make a second game even better if i get donations through patreon or just donations.

## Common Questions

### What is the game?

This game is an indie psychological horror game that would like to mess with people's minds by what is going on in the game. This will be done through lighting effects sounds and other various elements.

### Why create this game?

I decided to make this game because i love the idea of horror games that play with you mentally the entire time. What I mean by this is making you think there is stuff there through different sounds and sights that look like something when in reality it's not. Unless there really is something?

### Where does the game take place?

This game takes place starting at your house and goes to a house that you are dog sitting for. So, this game mostly takes place at the house you were hired to dog sit in which is in the middle of a small town in Arkansas called Lake Village.

### What do I control?

Essentially you control nothing in the since you control what you hold like tools but since you are going against demonic forces. You control nothing in this situation, for the only thing you can do is to run, hide, and pray to find a way out and get out without dying.

### How many characters do I control?

You control one character, the one who you play as the main character in this story.

### What is the main focus?

The main focus was originally to go dog sit at a person's house you were hired at for the weekend, but things quickly turned sour. As it turns out things aren't like they appear to be. It starts with visual tricks with sounds that make things seem like they're there for most of the game when in reality it's really nothing.

Then the entity shows itself and things get much worse. The main focus is to escape alive through several challenges.

### **What's different?**

I would say there are a good number of games out there like this, but they are not very big. I was not thinking about this as a way to make a lot of money as it's my first game. This is a project that I hope to upload on itch.io one day as a small indie horror game and rely off donations for payment if people end up playing and liking the game. This will mainly hopefully be played through streamers as the indie horror genre has been getting more popular as of recently

## **Feature Set**

### **General Features**

Single Player  
3D graphics  
PS1 graphics  
Different visual features like vhs filter, ps2 filters, analog filters.

### **Editor**

There is no editor as it's just a story driven horror game.

### **Gameplay**

Puzzles, fighting, hiding, stealth, running, driving, buying, obstacles, work, changing rooms, interactable items, texting.

## **The Game World**

### **Overview**

The game world is in the same world as earth, it takes place in a small town in Arkansas called Lake Village, it takes place in someone's house in who you are dog sitting for. You go to the grocery store in the town which is walking to the sidewalk in the front of the house then a loading screen. And your house, when you leave your house, you go to your car in which you drive to the other house there is a small section in the game in which you drive but most long-distance traveling will be loading screens and cutsences.

### **World Feature #1**

The house you are in changes inside as things go sour really quick so that starts to bring puzzles and obstacles into the house. It makes it dark and creepy with random unsettling things throughout the house. It makes it scary and looks broken down and dilapidated inside and rooms are bigger and smaller than what is realistically possible as the monster is not only messing with you but the house as well.

### **World Feature #2**

The point here for me isn't to have amazing features in the world as it's just a normal world and locations that you go to the house and grocery store. So, it isn't super interesting as it's just normal like the real world.

## **The Physical World**

### **Overview**

It's not a very big world, it's pretty small, you can find stuff in the house and at the grocery store. You can mess with objects, but they don't do anything to help you in any way, it's just a feature that's there. There is no day and night cycle, as well as random weather chances, same with time as it's all relevant to the progress in the game.

The following describes the key components of the physical world.

### **Key Locations**

Your house in which you start at in the beginning of the game  
The house you go to Dog sit at where most of the game will take place  
The road while driving to the house and the store.  
Grocery store to get food and stuff for the weekend.

### **Travel**

Walking and driving

### **Scale**

I will not be a very large world scale wise as it's at your house, the road, a grocery store, and the house you're working at. There will be loading screen between all of those and cut scenes, but you will be able to play in all of them.

### **Objects**

Hammer, axe, bolt cutters, screwdriver, handle, and lockpick shotgun, and handgun.

### **Weather**

Weather will happen in the game but only when it is made to so it will not be random.

### **Day and Night**

The day and night cycle are relevant to the story and how far so most of it will be spent at night in the dark.

### **Time**

The time will be based on where in the game you are in the story so it's dependent on the story.

## **Camera**

### **Overview**

The Camera will be first person as it was the Pov of the character you're playing as.

### **Camera Detail #1**

The camera will be still and will not move based off movement as that can cause players motion sickness. So, the camera will be static to the eyesight of who you play as.

## **Game Engine**

### **Overview**

For the game engine i plan on using unity engine as that is what most indie developers use for the creation of their game.

### **Game Engine Detail #1**

The game engine will keep track of everything in the world like graphics, physics, and for optimization of the game.

### **Water**

The water won't look amazing as it's like ps1-ps2 style water so very basic. There won't really be any water physics either.

### **Collision Detection**

My game will have good collision detection and physics, so it doesn't have many bugs and game breaking glitches.

## **The World Layout**

### **Overview**

There is no map in the actual game, it is just the locations you are at in which there are four locations that you go to.

### **World Layout Detail #1**

You start out at your house in which you get ready for the weekend and pack for the dog sitting as well as telling your parents goodbye as they are going on a trip. Then you go to the second location which is a road on which you drive to get to the house. After that you get to the house and realize there's no food. Then you will go to the next location, which is the grocery store to get food.

### **World Layout Detail #2**

The Layout of the house is always changing because of the monster so

## **Game Characters**

### **Overview**

The character in the game is human, she is a female named Sarah, she is blonde, around 17 years old. She will look pretty basic in the game as there's not much detail you can put in for a ps1 character design and graphics. There will be a store Clerk named John he you will be able to talk to him and he will give you information about a legend of this monster around that town that hangs around the part you're



working. There is obviously the dog you are dog sitting. Your friends Eren and Rachel, you never see them, but you text them. The house owner Karol again you never see her but text and call her. And then your parents, whom you see in the beginning of the game but never again as they are away on a trip.

## Creating a Character

There will be no character creation in the game as the character is premade and ready to be played in the game.

## Enemies and Monsters

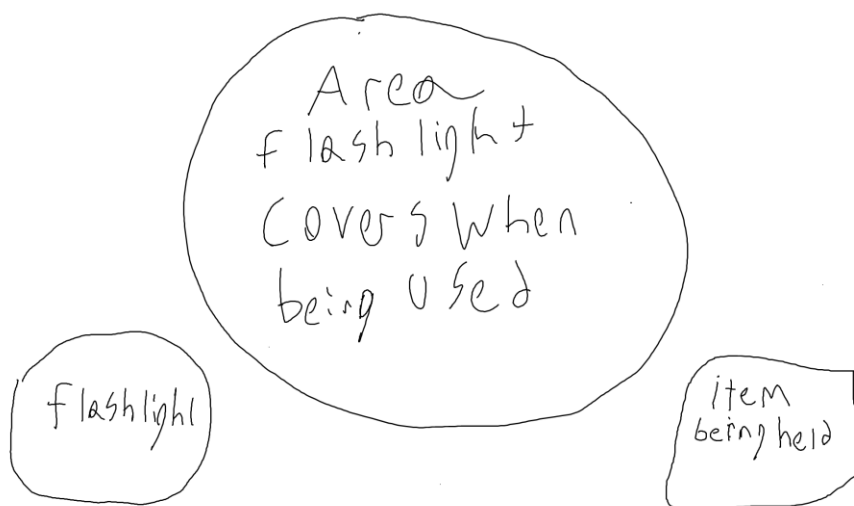
There will be one monster and that is the one that messes with you for the entire game and doesn't show itself till the middle/end of the game in which you either can escape from it or fight it with the weapons you find around the house. It looks like a giant animal like creature that was originally the dog you were sent to dog sit but turned out to be a monster that could morph into objects and living animals but not humans. This monster, however, can mimic human voices and unnatural sounds as it wants, making it seem like someone is there when in reality it's the monster.

## User Interface

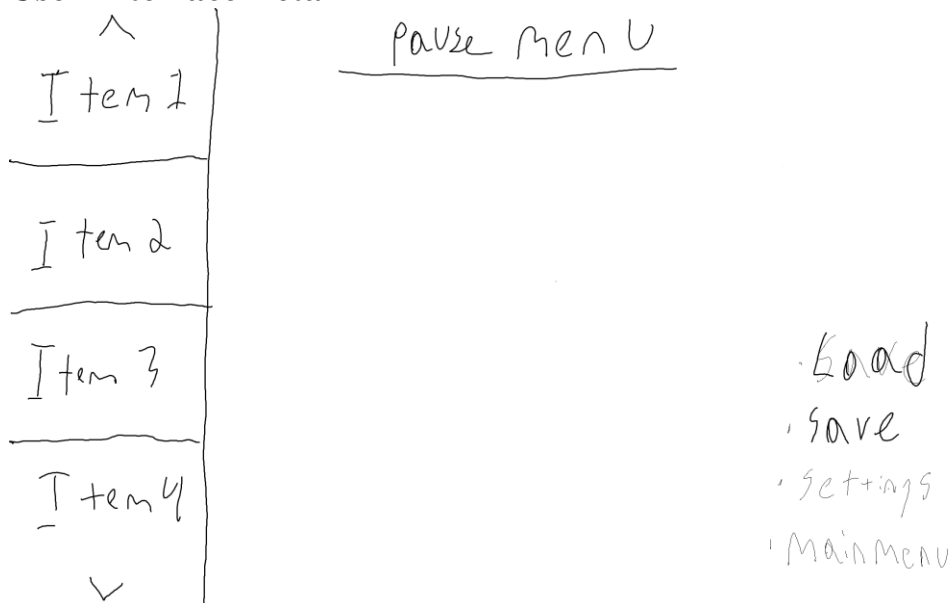
### Overview

Provide some sort of an overview to your interface and same as all the previous sections, break down the components of the UI below.

### User Interface Detail #1



## User Interface Detail #2



## Weapons

### Overview

There will not be many weapons in the game but there will be tools that can be used such as a handgun, shotgun, crowbar, and bolt cutters.

## Musical Scores and Sound Effects

### Overview

This should probably be broken down into two sections but I think you get the point.

### Red Book Audio

I will be using fl studio to make my own sound effects and design.

### Sound Design

For my sound design i will be using objects found around the house and mixing them to the sound i want in fl studio.

## Single-Player Game

### Overview

Describe the single-player game experience in a few sentences.

Here is a breakdown of the key components of the single player game.

## **Single Player Game Detail #1**

Its going to be hopefully a scary and anxiety setting game that will mess with you through various methods. Scince it is an indie game it's just one story so there is lore to it that can go in depth and possibly make a second game in this series.

## **Single Player Game Detail #2**

There will be a save and load option for those who do not have a lot of time and or who can't make it through the game in one sitting and need breaks.

## **Story**

The story is about a girl who is pet sitting for a family and whilst pet sitting a lot of weird things happen turning out to be a monster who can morph into anything that it wishes to whilst also mimicking human voices. This all goes down the last night and you have either the option to just escape letting the monster live or to kill it by finding the handgun and or shotgun. But through doing this there will be many challenges, puzzles and obstacles to overcome while the houses rooms are changing because of the monster.

## **Hours of Gameplay**

It will be a short game, probably like 30 minutes to an hour at most.

## **Victory Conditions**

You win when you beat the game and escape/ get out.

# **Character Rendering**

## **Overview**

I will be rendering my characters and models in the game using blenders for all characters, and enemy's.

## **Character Rendering Detail #1**

They will look like ps1 – ps2 assets as that's what I am going for because it's indie horror.

# **“Story Appendix”**

The story idea is that you are a 17-year-old girl named Sarah who is looking for a job. You find a job for dog sitting that weekend to give you time to do schoolwork as well as continue the search for a job. The weekend comes up and your parents are going away so you get ready for the weekend with packing. You see your parents out they drive away, and you drive to the house. You meet the dog and unpack your belongings. You go to the kitchen to get food and check the to do list for the dog sitting over the weekend. You see that there is no food in the kitchen and decide to go to the local grocery store and get food. You talk to the worker there and hear rumors that there has been this creature wandering around the area I'm at that likes to mimic human voices and can supposedly turn into any living creatures. You go back to the house wondering about these rumors. You feed and play with the dog for a little while. Then you decide to do your schoolwork and job searching. After that you go to bed in the upstairs guestroom then it starts

happening you wake up in the middle of the night to go to the bathroom and think you saw someone in the hallway. You go and check on it just to find that it's a coatrack. You go to the bathroom and proceed to go back to sleep. You wake up and everything seems pretty normal until you open the door to find out that it's the kitchen and not the upstairs hallway, you close it and open it again to see that it is correct. You think you were just seeing things because you just woke up and thought nothing of it. You go throughout the day with schoolwork and dog sitting while enjoying the day although you kept experiencing the same thing as last night with seeing weird figures only for them to not be there or just for how the light makes them work. Until it reaches that night when everything goes crazy where the monster really starts making its moves and it turns out to be the dog who was eaten before i came here and the monster turned into that at this point my goal is to escape but the monster can change the rooms in the house as it likes so I have to go through several challenges and puzzles to survive and get out. Here i have two options find the room that had the shotgun in it and kill the monster or try the same thing but more dangerously with the handgun. You try to call your friends and the house owner, but your phone is not working, and you can't make calls. You find the shotgun and that puts you in the living room where you fight the monster through various techniques you kill the monster and go home scared at what just happened. But if you were trying to escape the goal would have been to find an exit the monster doesn't know about that that be the attic, and crawl spaces. You get out, tell the cops and let the homeowner know what happened, then you go home. This is the first iteration of the story. Things may be changed overtime when i actually start making the game.