Waterstreak GDD

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Executive Summary

# Game Overview:

Waterstreak will be a 3D-based platformer game that will be developed in Unity using the c# language. Gameplay will be based on traversing an obstacle course throughout each level while remaining hidden from the main enemy. Additionally, another feature will be the option of using one of two different modes/buffs to aid in completing a level.(Burst and vapor mode.)

Player’s task will be to complete a level before running out of time or as fast as he can, whilst remaining hidden from the main enemy, whom of which will be centered throughout all levels to give a sense of being stealthy. The environment for the obstacle course will be household furniture inside a living room. Each section of the course will be mainly placed behind the environment so that the enemy doesn’t spot the player. The burst or vapor mode aid in completing the obstacle course by either increasing speed or allowing movement through certain obstacle pieces. At the end of a level, there’s an option to upgrade the lifespan for either the burst or vapor mode.

# Core Concepts:

## Goals/Objectives:

### Main Goal:

Remain hidden from the enemy while going through sections of the obstacle course that are emplaced behind household furniture in a living room, until reaching the end of a level.

### Secondary Goal:

Avoid hazardous parts of the obstacle course that aid the enemy, complete the level before time runs out (or as fast as possible), and to use either vapor or burst mode while attempting a level. To more efficiently complete a level, player upgrades either burst or vapor mode. Additionally, be offered the option of changing the skin of the player, which will affect the particle effects when activating the modes.

### Win/Loss Objective:

Win Condition- Player must reach the end of a level before time runs out.

Lose Condition- Player becomes spotted by the enemy or runs out of time. Being spotted would be caused by making too much noise, becoming discovered while transitioning from different sections of the obstacle course, and becoming diverted from a hazard object of the course towards the enemy’s center position.

## Core Elements of Gameplay:

### Enemy

* Centered throughout all levels
* Programmed to survey the transitioning areas of the environment
* During night-time, will be attributed a flashlight for more immersion in the level
* In the duration of the entire game, will be given different survey speed rates

### Burst Mode

* Increase the speed of the player when activated
* Particle effects added for more immersion

### Vapor Mode

* Ability to move through certain obstacles of a section(like a ghost moving through walls)
* Speed remains the same, but when spotted, enemy survey speed rate increased

### Awards

* Based on how fast a level is completed, extra time awarded for adding to only one mode’s duration(Burst or Vapor mode)
* Different skins which in turn also affect the color of the particle effects

Difficulty

* Based on level number, enemy’s survey speed rate will be altered for the purpose of adding more suspense while playing a level.
* Variation of obstacle placement/pattern will be randomized in accordance with enemy’s altered survey speed rate.

## 3D Platformer Genre… New Features:

Waterstreak primarily belongs to the 3D platformer genre as he/she ventures through level-based sections of the game, while avoiding certain hazards/obstacles along the way. However, the centered enemy adds a new suspense to the game while the unique variety of each obstacle course keeps the player engaged and active, along with modes that aid in completion.

# Project Scope

## Perspective:

Watersteak’s camera perspective/visual representation is set to be a 3D platform style. Much like other platformer games like Super Mario Bros and somewhat Batman Arkham Asylum(although it’s an Action-Adventure game instead). For this 3D ground-based game, certain platforming mechanics will be essential to the player, as he needs to traverse the obstacles while avoiding certain hazard objects/traps and then reaching the end of the game.

## Art Style:

Initial concept for the game is that the player is an alive water bottle while adventuring through a modern style type of environment. As the art style is still to be determined, there should remain a playful theme throughout the game along with suspenseful connotations. The feeling should evoke a sense of danger or fear and make the mode features come into play more.

Waterstreak will most likely showcase different models in each level, such as different furniture or hazardous objects/areas. All levels are to provide slightly different experiences as the player progresses, but increased variety of the environment proves for more creative innovation.

## Core Mechanics:

* Burst Mode- when activated, ability provides a speed boost to the player, until it runs out
* Vapor Mode- when activated, ability changes the player’s form into a gaseous entity, capable of moving through certain obstacles such as walls, until it runs out. If spotted, increases the survey speed rate of the centered enemy
* Player Controlled Movement- can jump and move in all directions on a platform or ground, or push certain objects to aid in completing the course(can activate abilities)
* Game Over Events- hazard objects(like a treadmill) leading to the enemy spotting the player, spotted while transitioning from a section of the course to another, landing in hazard areas(such as a loud woopie cushion), and running out of time

To Be Worked Out Details

Environment:

* Tables, stands, chairs, lamp(s), couches, vases/flower holders, obstacles more TBD.

Obstacles:

Anti-Stealth:

* Mini treadmill/arrows, woopie cushion(trampoline-like), loose building blocks, airhorn, more TBD.

Pro-Stealth:

* Push-to-move objects, safe bouncy balls(for jumping to high points), pillows, soft objects(like foam sticks or less noisy objects), dice(for climbing/traversing), more TBD.

Mechanics/gameplay:

Player:

* Travels around at own pace, but must make it to the end-point before time's up
* Jump, walk forwards/backwards, run, trigger events that will aid/undermine his/her hiding.

Enemy:

* Be centered in the level, constantly rotate in level until player is seen/heard, uses light source at night.
* Optional: may add additional obstacles in areas the player will go through.

Tricks/gameplay:

* Player will attempt a laid out obstacle course.
* Course will be set up accordingly with the environment(refer back to environment section above).
* For example:
  + Player goes through a section behind a couch
  + On a stand/table, player will either go on top or below them for variation throughout levels
  + More TBD...
* Course will contain areas that have toys(other things TBD) positioned in ways for the player to traverse/overcome.
* The end-point may be a button the player will press to win at the end of the course, or a safe area to win(such as a closet).
* Anti-stealth:
  + Treadmills/arrows will push player out towards the enemy(game over).
  + Woopie cushions may either jump the player too high or make too much noise(attracting the enemy to the player’s location).
  + Player collapsing the building blocks will draw attention(game over)
  + Pressing air horn button will cause game over by sound.
* Pro-stealth:
  + Player can walk up to movable objects to aid in completing a section in obstacle course.
  + Safe bouncy balls will have player jump enough to higher places in a section.
  + Soft objects can be toppled over to aid in completing a section(like dominos).
  + Dice may also be pushed to help complete a section, or may already be placed to provide implied hints.