Game Design Document

Section 1- Game Overview

Description of the main points of what the game is.

* 1. Game Title:

Autopilot

* 1. Game Genre:

Puzzle, point and click, multiple ending

* 1. Game Perspective:

First Person POV

* 1. Game Mode(s):
* Single player only
* Offline
  1. Target Audience:

Everybody

* 1. Core Idea:

The main character, Grey, becomes trapped in a virtual world of his own creation, and he needs to use elements in his environment and manipulate his coworkers into triggering his rousal.

* 1. Goal:

Escape the virtual world by waking up from daydream.

* 1. Topic of game:

Escape room puzzles in a semi-open world environment.

Section 2- Game Background and Game flow

Information that doesn’t directly change the game-play. However, it does weave an over-arching narrative the game follows, and several smaller side stories.

2.1 Background story:

Grey is your run of the mill guy with a run of the mill job, personality, and life. He works in a boring office doing boring work. So with the never changing routine he started to retreat into his mind and daydream while his body works on autopilot. So it's just another day, another dollar and he logs in and gets to working and goes into autopilot and goes into that place in his mind where ever memorized detail of his office floor exists. But he's all alone; just him to do whatever he wants; until he realizes that he snap out of it. And has to figure out how to wake himself up from his daydream

2.2: Other characters:

The other characters who take part of the story are the ones who may hold the key to winning the game.

* His coworker Jeremy, who has a daughter with cancer.
* His coworker Maisy, who is a secrete drug dealer.
* His coworkers Paul and Jane, who both have feelings for each other.
* The janitor, Sally, who no one interacts with.
* His boss, Richard Tator, who is difficult to get along with.

Section 3 –Game Play

The aspects of which outline what the player’s experience will consist of, as well as what they can expect from the in-game behavior (Story, world, and characters).

3.1 Objective(s):

The motivations provided to the player to trigger progress in the game. As well as the end results and goals the player is ultimately working towards.

3.1.1 Standard objectives:

When fulfilled the game can be considered “played” and an end reached for the game.

\* Solve puzzles marked in game.

\* Complete a sequence that leads to one of the game’s endings.

3.1.2 Completionists objective:

Additional goals and tasks that can be completed but are optional, and not necessary to finish the game.

\* Solve all the puzzles.

\* Get all the endings.

\* Find secrete ending(s).

3.2 Game Logic:

The rules and laws inside the game-universe that dictates a structure the game must follow. I.e. if magic does not exist within the universe, it cannot be used as part of the game story telling tools, nor as a game-play mechanic.

\* Fourth wall breaks are viable.

\* Actions in the virtual world affect the in-game “real” world.

\* If all the puzzles in a specific route are solved, an ending is triggered.

~~\* Player can initiation and solve one or more puzzles from multiple routes at once.~~

\* Characters abide by world physics.

\* Only objects that relevant to puzzles can be used.

\* Jumping out of window or throwing objects are consequence free, character or object will respawn back inside the building.

\* Dialogue will reflect tips and character thoughts.