GWJ #67 - Parasite

[Untitled Game]

[game tag line]

JWR26
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Version	Date	Changes
0	10/03/2024	First draft shared with team

Table of Contents

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1. Game Overview

i. Concept

Parasites have over run the research lab... It will de-parasitise automatically in 8 minutes. Take control of Dr Scientist and fight your way to safety.

ii. Genre

Isometric Horror Game in 3D

iii. Target Audience

Fellow GWJ developers.

iv. Inspirations and References

Isometric Horror Game in 3D

2. Game Concept

i. High-Level Description

Set in a secret lab, highly aggressive parasites have broken loose and are wreaking havoc on the lab and staff within... Fight your way to safety before the safety system triggers a de-parasitisation of the whole facility, destroying everything within.

ii. Core Gameplay Mechanics

- Point & Click movement;
    - o click on a position on the map and the scientist will move them;
- Stationary Shooting:
    - o player must be stationary to shoot the parasites.
- Progressive health drain:
    - o each parasite that infects the player will slowly drain their health. Each parasite stacks. The game is not only a race against time but a race to stay alive.
- Anti-parasitic drugs:
    - o collect to reduce the parasite infection number, slowing down your health drain.
- Time limited game:
    - o the player will only get 8 minutes to clear the game, adding time pressure to a high stress experience.

iii. 2.4. Story Synopsis

[tbd]

iv. Setting and World Design

Research laboratory: set in corridors and small open spaces giving a claustrophobic feeling and creating stressful situations as the player must remain stationary to shoot at the parasites

3. Characters

i. Main Character

Player plays a scientist that is going to try and get out alive before it's too late.

Twist to explore, he is infected by an evil parasite that wants him to escape so he can feast upon the human race

ii. Non-Playable Characters

- Worm
  - Small parasite that moves quickly directly at the player
- Crab
  - Larger parasite that moves side to side while approaching the player

Enemies will attack once they get close to the player, infesting them

4. Gameplay

i. Objectives and Goals

Complete a series of levels to reach the end of the game. Each level shall have 3 main phases that should last around 2 minutes in total:

- Find the key card to unlock the exit
- Exit the level

ii. Progression and Level Design

No progression system. Player should be able to counter the two negative effects of health drain (by health packs) and health drain rate (using anti parasitic medicine)

iii. Game Flow Diagram

The game should be a linear experience that follows the following flowchart. If at any point the player loses, they shall be prompted to retry and will resume the game at Level 1.

Into	•Some sort of funny cut scene just for a quick laugh
Tutorial	•Learn click to move •Pick up item •Shoot pistol •Open door to exit
Level 1	•Slow ramp up of combat with little challenge •enemies are maintly low threat
Level 2	•Two intense combat sections •Keycard located between

Level 3	•High intensity combat
	•Choice of door:
	  •Leave (finish game)
	  •Save self (extra 2 levels)

Bonus 1	•High intenisty combat in tight spaces •find "cure" to remove the possessing parasite •Key card after little combat •Door little further
Bonus 2	•Hardcore parasite battles just to overwhelm the player •Key card surrounded by enemies

iv.   Player Actions and Controls

User input	Action
Left Click	Move to the point clicked (if the point is on the map)
Right Click	Shoot gun if stationary

E	Interact
	  • take health pack
	  • Pick up keycard
	  • Open exit door
	  • Take anti parasitic

Escape	Pause the game

v.   User Interface (UI) Design

Minimalist UI elements with the following on screen:

- Time remaining until the player loses (de-parasitisation time)
- Player health
- Number of parasites infecting the player
- Enemies must have health bars
- Health packs have a UI indicator above them
- Exit door is indicated when onscreen
- Anti-parasite medication is indicated on screen
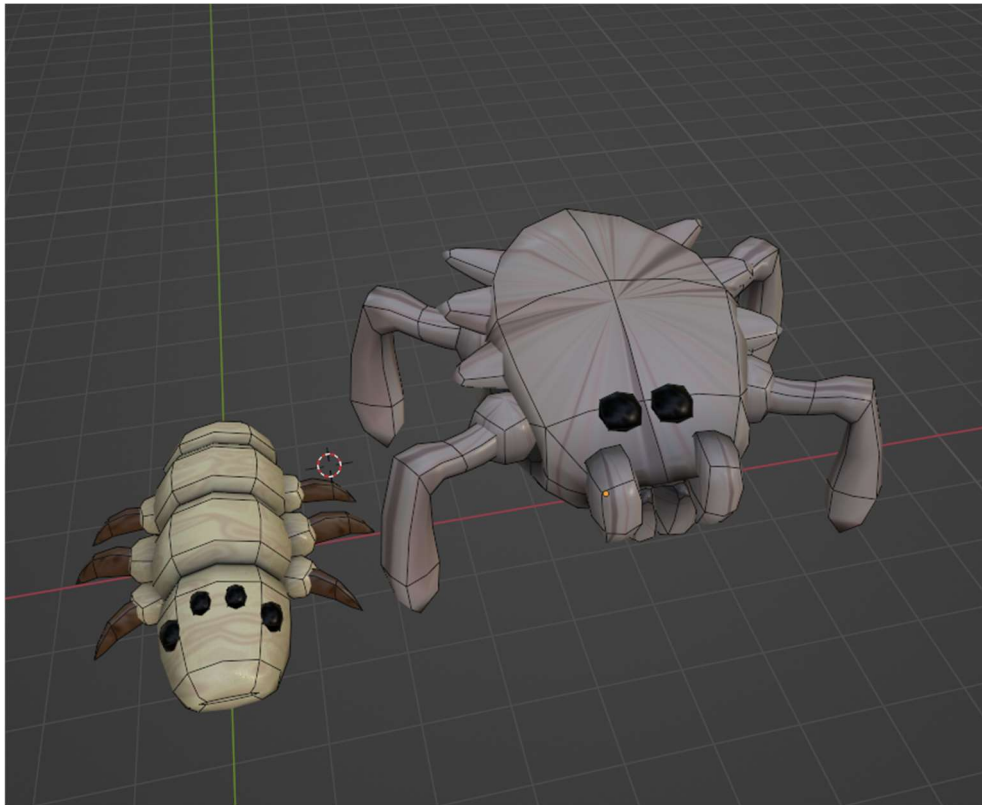- Screen boarder that flashes on when the player gets infected

5. Art and Visuals

i.   Art Style

3D art that will be viewed from a pseudo-isometric perspective

ii.   Concept Art

iii.   Character Designs

[later]

iv.   Environment Designs

[later]

v.   Animation Requirements

The entities will need the following animations

- ➢ Player:
  - o Idle,
  - o Move
  - o Shoot
  - o Dead
- ➢ Worm:
  - o Idle
  - o Move
  - o Attack
  - o Dead
- ➢ Crab:
  - o Idle
  - o Move
  - o Attack
  - o Dead

6. Sound and Music

i. Sound Effects

Ideally every "event" in the game world should have an associated sound effect

ii. Background Music

Eerie back ground music should be played permanentl

iii. Voice Acting (if applicable)

None for the instant

7. Development Team

iv. Roles and Responsibilities

Team Member	Role	Tasks
JWR26	Programmer	Player programming (moving, shooting, and health system)
Chrisp	Programmer	Program all pickups (health, keycards, Level Design for levels 1, 2 & 3 [note: each level should last 2 minutes approx]
ZeroMark	Programmer	Navigation programming for all entities including obstacle avoidance
Smileasyougounder	Artist	3D models and environment Character models and animations
Wednesday	Artist	All UI art given in section 5v Music (time permitting as we don't seem to have a musician)
?	Music	

8. Timeline

i. Milestones

- 13/03/2024 – first vertical slice for playtesting
  - At least one level
  - Player finished
  - Two enemies that attack
  - All pickups finished
  - Ui artwok in place for player health
- 17/03/2024