

Monster Cube Game Design Document

Team Name: Monster Cube

Members

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Guidelines

This document has both the concepts and the planned design for the game. We used the Arial font to type out established changes, and *Comic Sans* for anything that is not set in stone.

Introduction

Monster Cube is a 2-5 player game where the owner of the session gets to play as the monster, and their partner(s) gets to play as the player(s). The game's main platform is on PC or Mac. The players' objective is to escape the facility that they find themselves in. The Monster's objective is to catch and kill all the players. The players explore the facility looking for clues to escape while being hunted by the monster.

The game is meant to be played casually with friends, and its gameplay has a low skill entrance with room for higher level play.

Genres

Thriller

Adventure

Mystery

Platforms

Windows

Mac

Pillars

Scavenger Hunt - the players search the facility to find objects and clues that will help them escape

Thriller - the game's atmosphere and monster-player dynamic creates a sense of suspense and puts players on edge.

Mystery - the facility's origins are hidden in the level design, which all players can catch glimpses of throughout the gameplay.

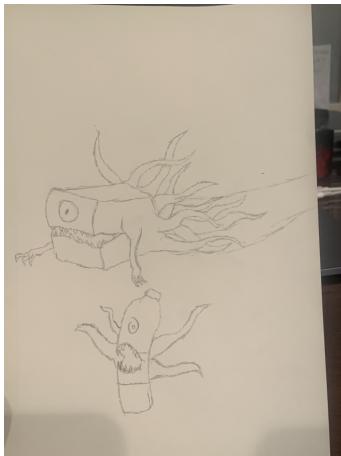
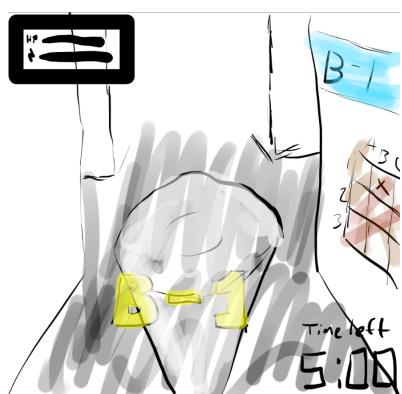
Predator/Prey - the Monster acts as a predator and the rest of the players are considered prey, because the Monster is trying to eat/destroy all the players.

Target Audience

We want to tap into the market of horror game fandom that got so many other indie horror games popular, people ages (10+). The game is meant for people interested in games like Dead by Daylight. However, unlike Dead by Daylight, Monster Cube aims to have less gore and more friendly horror to make the game more appealing to a wider audience.

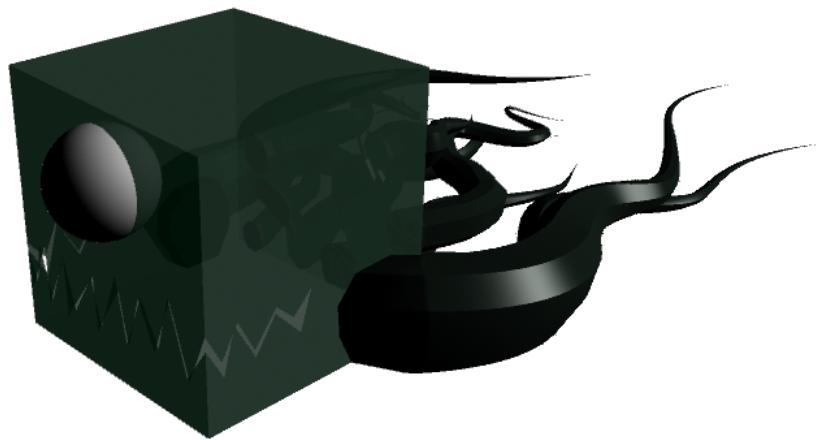
Look of the Game

The game combines a spooky and cartoony, and futuristic style that creates a sense of unease and mystery, and keeps the players on their toes. Meant to be a casual game, the art style doesn't take itself too seriously, while still leaning into the spooky and horror elements (I believe the word for that is *Spoopy*).



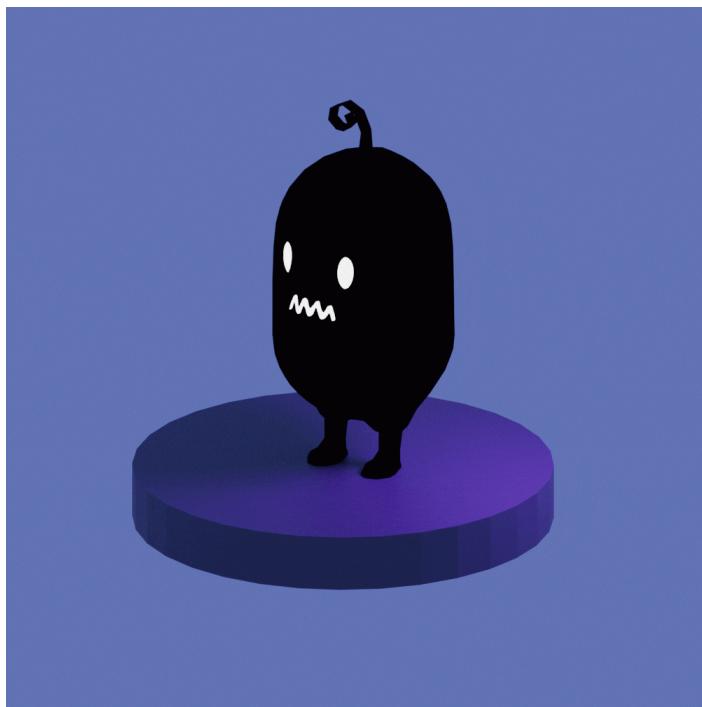
Monster

The monster glows a color to alert the players of its presence.



Player

Reference art for the design of the player



Story

The players find themselves in an abandoned facility, consisting of a maze of rooms, a large terrarium forest and a laboratory. They must follow the clues the previous owners had left behind in order to escape. As they hunt for clues, they get closer and closer to uncovering the secrets of the facility, as well as the origins of the strange monster that keeps hunting them.

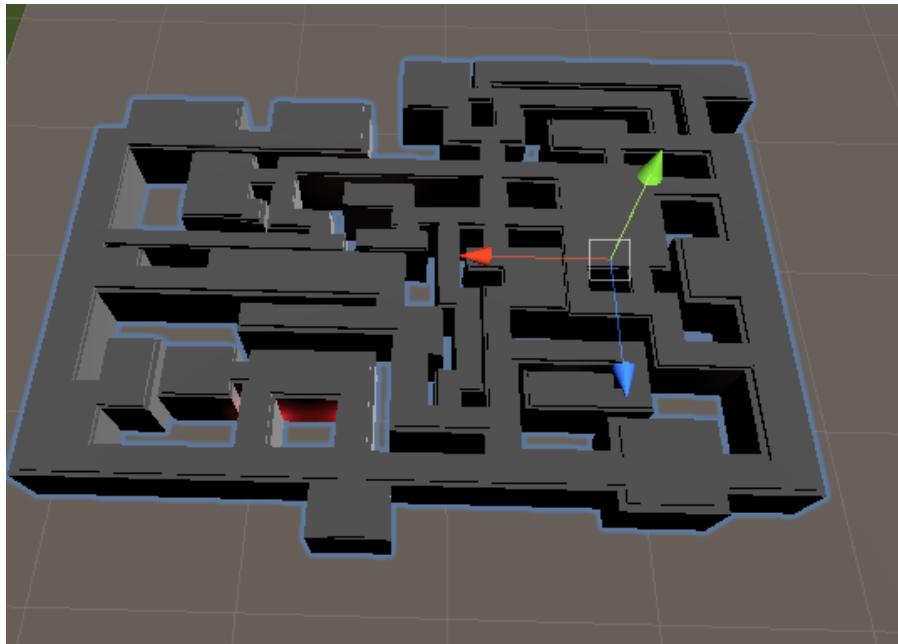
The monster was once Dr. Joe Slim, a biologist who discovered an unforeseen herb. He brought it back to its laboratory in his underground farm to study it. The herb completely changed the terrarium, causing a single large tree to spread its roots to create strange, column-like structures. The tree created a strange type of vegetable, unknown to Dr. Slim. He began testing it on rodents. As a result, the rodents all turned into violent, slime-like creatures. He continued these tests in pods that kept them asleep and unharmed. He studied them in their hibernated state. For over a decade the doctor studied the plants that caused all this in his underground facility. Unfortunately, as he got older and more wary, the doctor knew that his time on this earth was not long. He decided to take a gamble, and fuse some of the vegetation to his body. If he was gonna die, he was gonna go with style. Taking precautions, he locked himself in a glass pod in hopes that someone will soon find him and his research. He did not account for everything, and soon after his last experiment the doctor's pod was shattered like a cocoon. What came out was not human, nor animal, but a strange creature the likes of which was never seen before. It roams the facility, waiting for someone to stumble upon it and be its next victim.

Setting

There are three main areas that comprise the overall level, the Maze, the Forest, and the Laboratory. There is also a control room that the players have to find in order to proceed with the game.

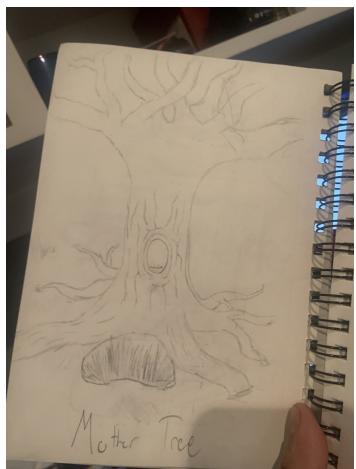
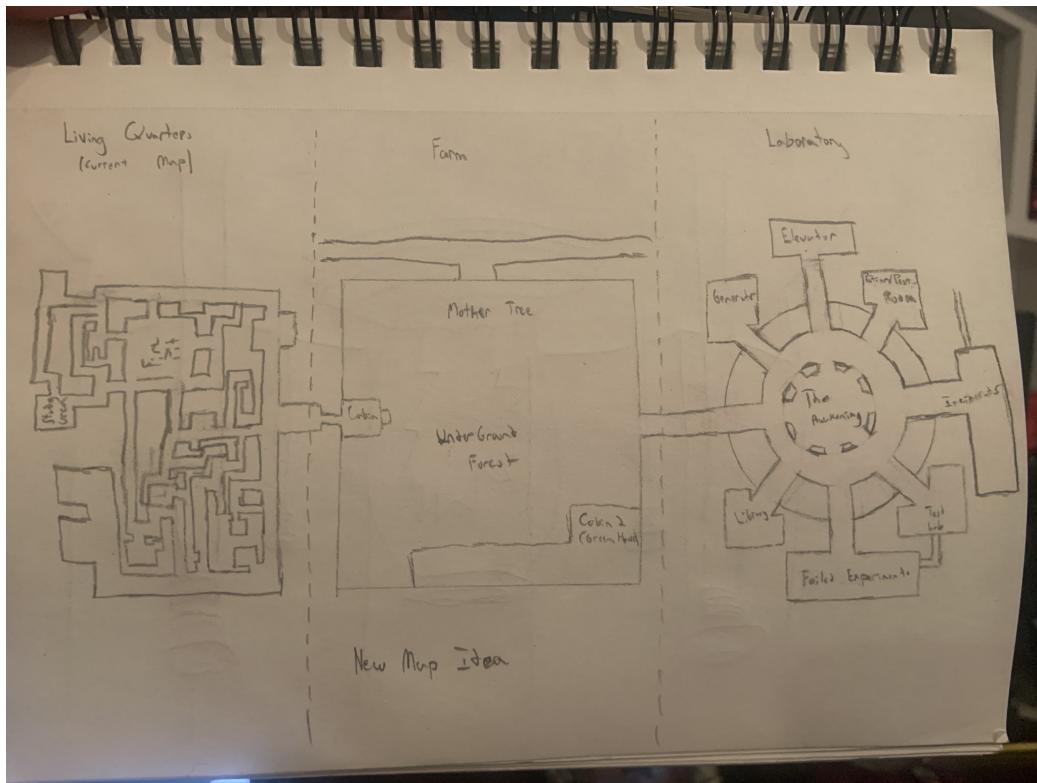
Level 1 - Maze

The Maze consists of corridors and small rooms that all lead in and out of each other. The spaces are lived in containing furniture and props that are scattered around the place. Below is the original design of the level from our prototype:



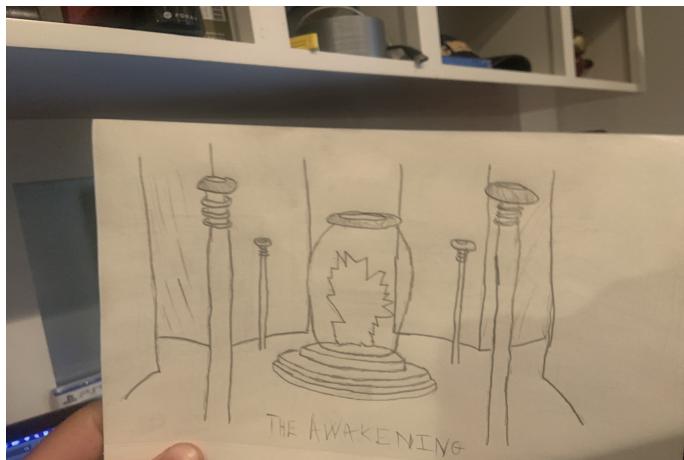
Level 2 - Forest

The forest is a large space that is overgrown with trees that seem to hold up the entire ceiling. Below is the concept design for the whole facility.



Level 3 - Laboratory

The laboratory is the part of the map that holds the most clues of the monster's origins. The player can explore and see what caused such a being to exist.



Sound Design

The sound is meant to be aesthetically creepy and mysterious, as well as a bit futuristic. It also doesn't take itself too seriously, accounting for the design of the monster.

Sound Effects:

When the monster is near the background music stops.

Footstep sound effects

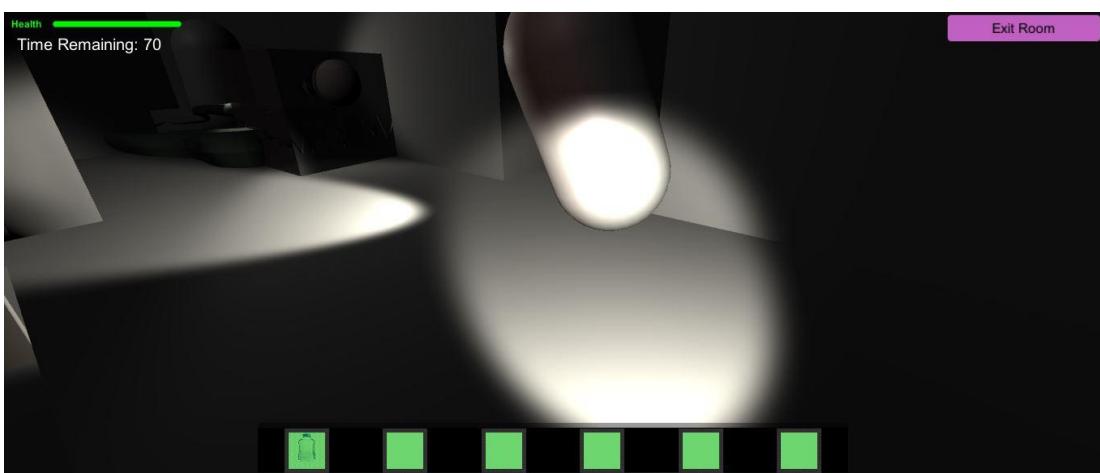
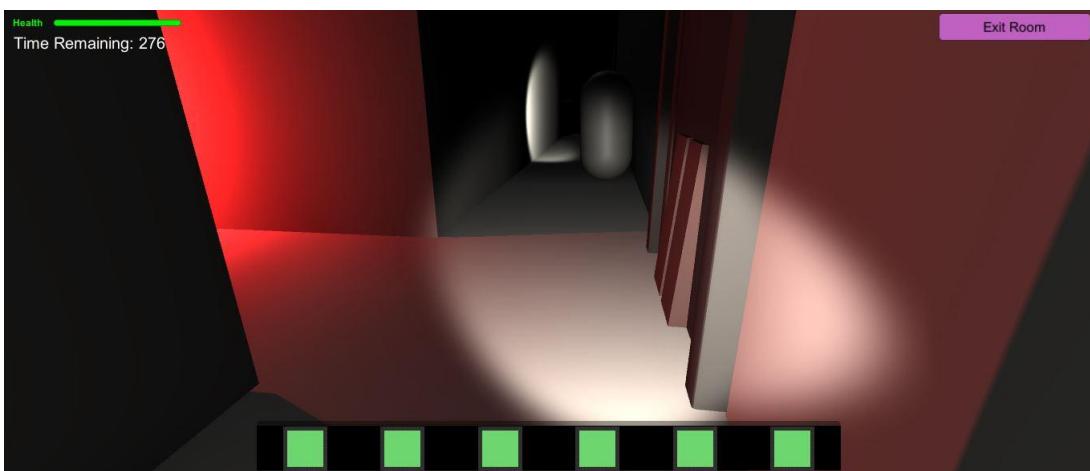
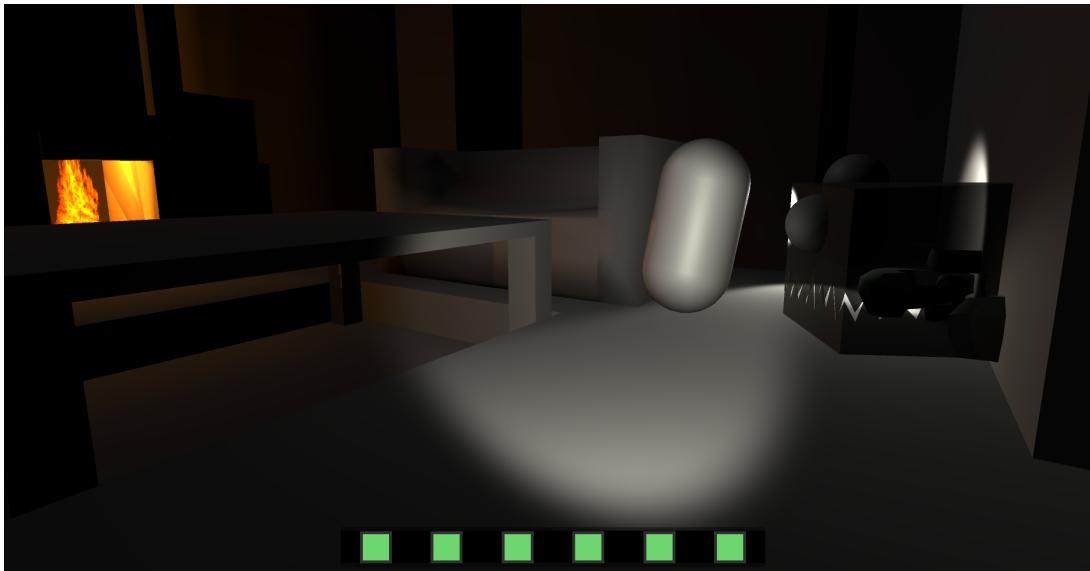
Hitting

Item Pick Up

Opening doors

Powering the generator

Mechanics



Player Mechanics

Inventory - players can pick up objects using **mouse click** that are scattered around the world, which all have different uses. **Buttons 1-6 to use, shift + 1-6 to discard.** Player can't get rid of items. Discarding will toss the item onto the ground next to the player.

Flashlight - player can turn on/off light to see surrounding environment. **Use Spacebar.**

1st person camera and movement - the player can **walk around using WASD and look around using the mouse.**

Tagging - a player can tag another player if they are frozen, by hovering their center screen over the player until their silhouette glows green, then clicking on them 10 times until they unfreeze.

Ways to see where the players are - have a trail like footprints follow the players that disappears after some time.

In-game chat - the players can communicate with each other using an in-game chat. <- not a priority

Monster Mechanics

Hitting Player - The monster can hover their center screen over the player, and if they are in range, the player will glow red. The monster can **left-click on the mouse** to hit. Hitting the player will freeze them in place, and the only way to save them is for another player to tag them. Frozen players are covered in slime.

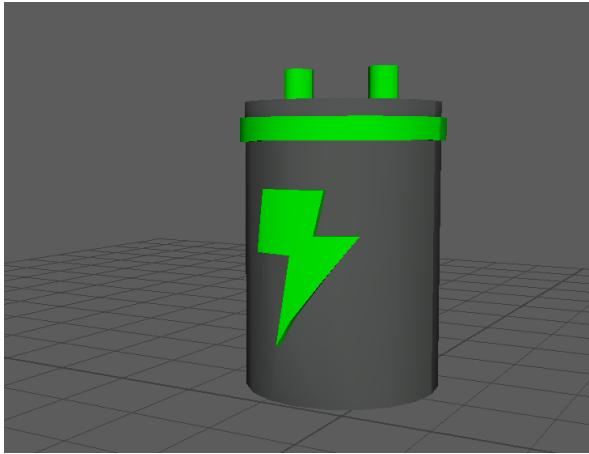
Mimicking - The monster can press a key to transform into an innocent looking object, like a pot, and stay there for as long as they want. Pressing the key will transform the monster back. The monster can't move while in pot form.

Crawling around on walls/ceiling - the monster can press a button to change its gravity so that it crawls around on the ceiling instead. Pressing the button again will drop the monster back down to the ground.

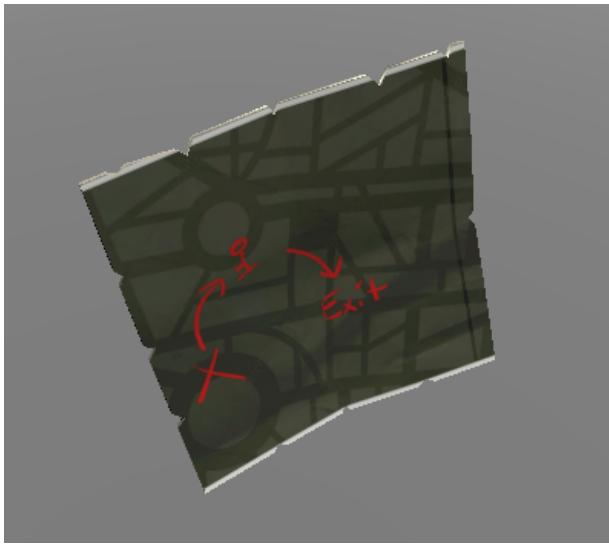
Movement - same as the player, the monster can **walk around WASD** and look around **using the mouse.**

Items

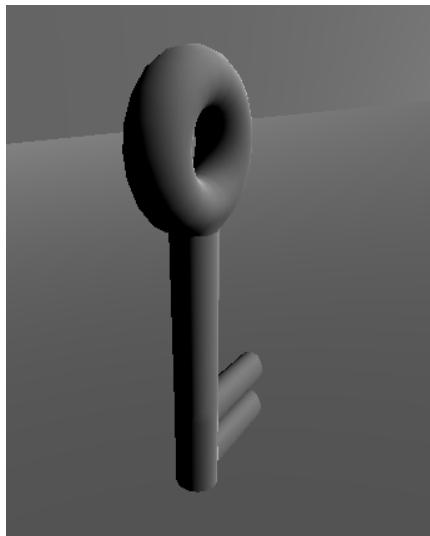
Batteries (for flashlight) - an item that replenishes the batteries of a flashlight. The flashlight starts flickering a minute before when the battery runs out.



Map - an item that, when used, pulls up a static map of the entire level. The player can use it to navigate around.



Key - an item that unlocks the door to the control room. Player interacts with the door while owning it will unlock the door, and the key will disappear.



Keycard - in order to open the generator room, the players will need to find a keycard, have it in their inventory while interacting with the key slot will open the door.

Weapon to use against the monster (baseball bat, stun gun.)

Compass - points out the Monster's location to the player(s). Using it pops out an arrow in the UI that points to the monster's location. It disappears after a few seconds.

Lobby Management

The owner of the room is always going to play as the monster.

The Lobby Scene upon starting the game:



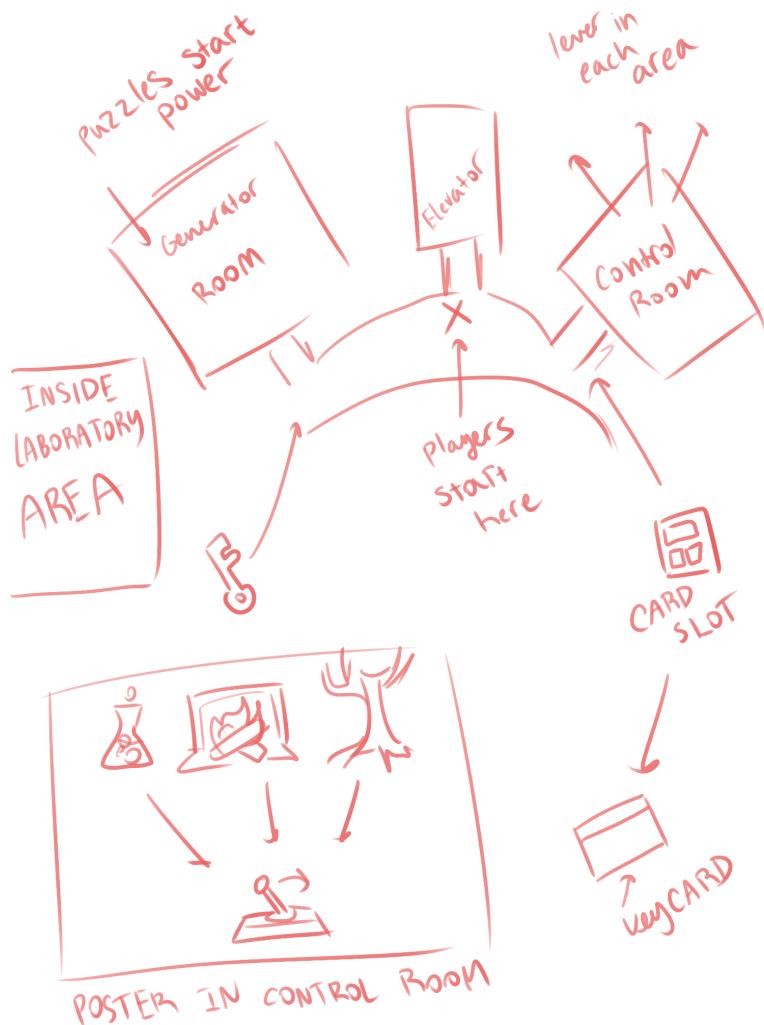
Populating the room named “ahh” with Players before starting the game:

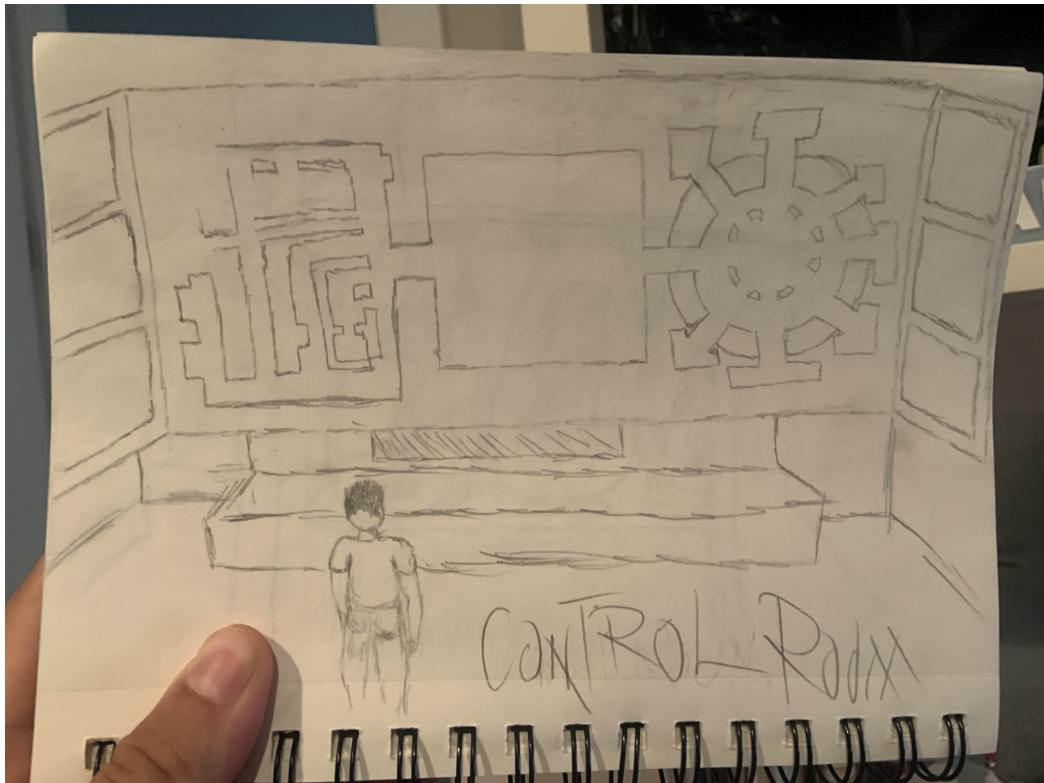


Gameplay

The player's objective is to escape the facility. Here is the sequence of events:

- 1) The players find themselves near an elevator that doesn't work. They find a generator room with a skeleton lock and a control room with a keycard lock right next to it
- 2) First is to find the randomly spawned key that unlocks the generator room. It is spawned in a random place in the facility.
- 3) Once inside the generator room, figure out the sequence of buttons to turn on emergency power (puzzle minigame).
- 4) Once emergency power is on, the control room keycard lock will be turned on. Players need to search the facility to find the randomly spawned keycard.
- 5) Once they open the control room with the keycard, the players will find one lever with a diagram showing that other levers are in the facility.
- 6) Pulling all the levers will activate the final lever in the control room. Pulling that will turn on the elevator, and the players can escape.





The monster's objective is to hunt down all the players. Once it is close enough in range, the monster can hit the layer, causing them to be frozen in place. The player can only be unfrozen by another player.

If all players are frozen, the game ends, and the monster wins.

Here's the initial version of our Monster Cube Win Scene:



Marketing

The goal would be to partner with influential youtubers or streamers to gain exposure. This can be through sponsored content and a promotional code to promote people to play the game.

Controls Reference

WASD -> move

1-6 -> use item

Shift+ 1-6 -> discard item

Mouse -> camera/steering

Mouse Click -> interacting with the environment, picking up objects, touching other players

Communication/Process

Discord - used to communicate with team mates and conduct team meetings, as well as storing notes and links.

GitHub - used for sharing project data and assets.

Unity - game engine used to develop the game.

Photon - used for networking on the project in a client-server model.