

GAME DESIGN DOCUMENT

Dark Fog

VR EDITION

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Game Pitch

Welcome to the Dark Fog. A game presented using Virtual Reality. This game is based on a child who recently passed away. You awaken in a forest full of ambient sounds and fog, looking for crucifixes located around the map. Once all of the crucifixes are gathered, your faith will rise making the gates to heaven open allowing you to find your escape from this hellish experience. The child has 10 minutes to escape before the child is consumed by limbo.

Mission Statement (Condensed Game Pitch)

The Dark Fog is an immersive adventure horror virtual reality game that allows players to play as a child stuck in limbo after being murdered for the sins the child committed. This forest is devoured in fog with the child's inner fears chasing after the child. Gather the 5 crucifixes around the forest to restore your faith and escape from your own personal hell.

Genre

Horror adventure game where you're on a map exploring around looking for paper notes.

Platforms

The game will be played on the Oculus Virtual Reality headset to feel immersed as if you're walking inside of this forest.

Target Audience

This game is targeted to teenagers. The target audience is teenagers because the ambient sounds and the darkness of a forest will probably scare children playing the game. This is an adventure game and it's more for local play as you just feel immersed in this world you are put into.

Storyline & Characters

In the Dark Fog, you play as a child that passed away due to a stunt with friends going wrong. The child was a troublemaker in his past life and his mind was brought into limbo. Limbo brought the child's biggest fears to life and is required to escape from this hell so the child can go to heaven. In order to escape, there are crucifixes that will help the child escape from Limbo.

Character	Description	Characteristics	Misc. Info
Child	Child is the main protagonist of this story and they need to find the crucifixes in order to get to heaven.	Child was a troublemaker. During one of their stunts an accident happened and they passed away.	Child has a flashlight.

Gameplay

Overview of Gameplay

The game genre is a Virtual Reality Horror Adventure game that provides an immersive on edge experience. The stakes are high with a demon that lurks in the fog and a timer that starts at 600 seconds. If the timer reaches zero before they collect all crucifixes, they'll black out and their soul will be trapped in limbo forever. The game will be an exclusive Oculus hardware. It has only been mapped to Oculus controls and settings making it impossible to work on other devices unless we were to update the game. The game is Single Player with the ability to use your flashlight in order to find the crucifixes and restore your faith. While avoiding the monster that lurks in the dark fog.

Player Experience

The player experiences the game using Oculus Virtual Reality. You'll be given a Main Menu from the starting point with the option to Play Game. As soon as you press Play Game, you'll be transferred to the world where you are shown the world around you while you hear the sounds of a forest at night. You have a flashlight with you and you'll see a crucifix in front of you and you'll be able to collect it and hear feedback of you picking it up instantly. The player can look at their hands to put a thumbs up or point a certain direction. The objective is to only pick up all crucifixes before the 10 minutes are up and make it to the gates of heaven. If the 3 minutes are up or the monster kills you, you lose the game.

Gameplay Guidelines

This game is created for teenagers with the use of Suggestive Themes.

Game Objectives & Rewards

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

Rewards	Penalties	Difficulty Levels
You've escaped Limbo after gathering all of the crucifixes in order to raise your faith and opened the gate to be reunited with his family.	You'll black out due to your fear of the dark or you are consumed by your biggest fear.	The level of difficulty is a medium. Not too easy, not too hard.

Gameplay Mechanics

This is where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

Character Attributes	
Character	Movement Abilities / Actions Available
Child	The character is able to pull his hands out and is able to sprint. You sprint by pressing the left trigger on your Oculus controller. The ability to grab a flashlight using the right trigger..
Game Modes	
Game Mode / Difficulty Name	<p>You'll gather the 5 crucifixes located around the map within the 10 minutes that you're given. The difficulty is fairly easy as there is a waypoint telling you the location of each piece of paper.</p> <p>You'll gather 5 crucifixes around the map within the 600 seconds that you're given. There is a monster chasing you around. You'll have to survive and gather the artifacts to open the gates of heaven to win the game.</p>
Scoring System	
Points/Coins/Stars/Grades/Etc.	How it's Awarded & Benefits
List the scoring attribute	Get the 5 crucifixes to restore your faith and open the gates of hell and you'll win. Welcome to heaven.

Level Design

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

Levels	
Dark Fog	It is a dark forest with trees and mountains all over. The wind is strong with the ambient forest sounds and fog covering up the forest. 5 Crucifixes around the map and then the gates of heaven appear.

Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

Button/ Touch Input	Action it Performs
Left Trigger	Ability to Sprint
Right Trigger	Action on Menu
Left Stick	Move Around
Right Stick	Look Around

Game Aesthetics & User Interface

The game provides a realistic look to the art style. You don't see your character besides their hands. The theme of this game is the feeling of despair and lost. Being stuck in limbo drives you insane as you're facing your biggest fears. The feeling of pain of not being united with your family in the afterlife, you strive to join them.

The Buttons are simple in this game. Left trigger is to sprint, Right trigger is to commit an action, left stick to move around and right stick to look around. The HUD will consist of waypoints, how many artifacts you've collected and the amount of time you have left before time runs out. The game will let you know when the gate is open through the UI.

Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio's needs. The table below can be substituted for the excel file. This table is a great start but the tasks should be much more detailed.

Tasks to Complete & Schedule				
Tasks	Task Lead	Start	End	% Complete
Development Phase				
Design				
Storyline	Brandon and Jordin	12/1/20	12/15/20	100%
Level Mechanics	Brandon and Jordin	12/1/20	12/17/20	90%
Art				
Level 1	Brandon	12/1/20	12/17/20	100%
Special FX	Jordin	12/15/20	12/15/20	100%
UI	Brandon and Jordin	12/02/20	12/17/20	100%
Engineering				
Production Pipeline	Brandon	12/1/20	12/17/20	100%
Prototypes	Brandon and Jordin	12/1/20	12/17/20	100%
Audio				
Sound Design	Brandon and Jordin	12/02/20	12/10/20	100%
Milestone: GamePlay Features & Music	Brandon and Jordin	12/02/20	12/10/20	100%
Testing Phase				
Test Plan	Brandon and Jordin	12/14/20	12/17/20	100%
Beta Testing	Brandon and Jordin	12/14/20	12/17/20	100%
Milestone: QA Testing	Brandon and Jordin	12/10/20	12/17/20	100%
Deploying Phase				
"Go Live" Plans	Brandon and Jordin	12/16/20	12/17/20	100%
Milestone: Ready for Usage	Brandon and Jordin	12/16/20	12/17/20	100%

References

Dante's Inferno- Your wife gets taken to hell and you enter hell in order to find her and escape.

Limbo- This game is about a boy who passes away but is in search of his sister. The kid is currently in Limbo which is his own hell. This hell consists of the boy's greatest fears and he sets on this journey full of many obstacles.

Slender: The Eight Pages- This game consists of an unknown being with tentacles following you around as you collect the eight pages located around the map. The more pages you collect, Slenderman becomes much more aggressive. Once all eight pages are collected, the game is complete.