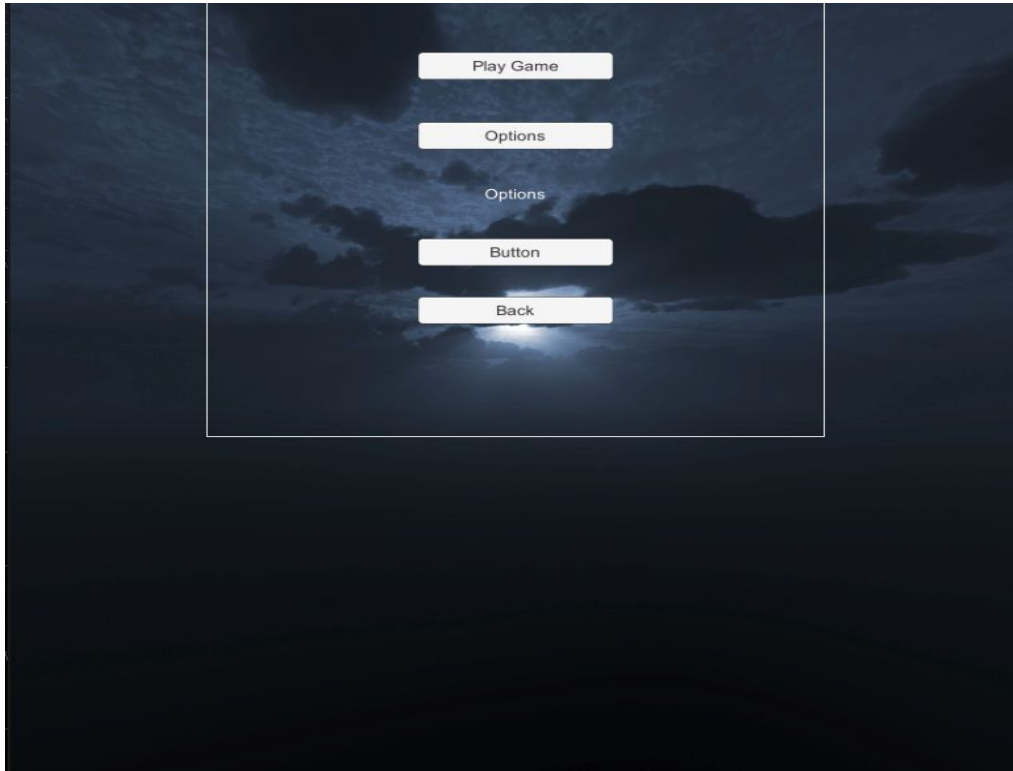


GAME DESIGN DOCUMENT



Darkest Forest

VR EDITION

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Game Pitch

Welcome to the Darkest Forest. A game presented using Virtual Reality. This game presents a lost boy in a forest full of ambient sounds, looking for pages located around the map. That is the task of the player and to complete it within the 3 minute timer. Good luck and feel immersed.

Mission Statement (Condensed Game Pitch)

Darkest Forest VR is an adventure virtual reality game that players will play as a lost boy in this forest with a flashlight. You are to collect the 7 pages in the map in order for you to win.

Genre

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 Forest, you play as a lost boy named Samuel. Samuel was separated from his family on their camping trip. There are a few pages located around the map that he has to find before 3 minutes are up. once the 3 minutes are up, he'll black out and no one ever finds him. He has a flashlight with him that provides a light source for him in order to navigate through the dark forest.

Character	Description	Characteristics	Misc. Info
Samuel 	Samuel is the main protagonist of this story and he'll need to find the pages in order to get reunited with his parents.	He's kind hearted, but the least favorite child in the family. He has a quick-temper but cares for his friends and family more than himself.	He has a flashlight with him.

Gameplay

Overview of Gameplay

The game genre is a Virtual Reality Adventure game that provides an immersive calmer experience than most games, however, the stakes are high with a timer if it reaches zero, he'll black out and never be found by his family. 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 hover over the paper and pick it up while enjoying the dark forest glow with your flashlight as you hear the dark forest sounds throughout your playthrough.

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 paper 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 5 papers before the 3 minutes are up. If the 3 minutes are up, you lose the game.

Gameplay Guidelines

This game is created for teenagers with the use of Suggestive Themes. There is no violence in the game for now but we'll add in a future update.

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'll be reunited with your family if you find all of the pages within the given time.	You'll black out due to your fear of the dark. Meaning, you will lose and your family won't be able to find you.	The level of difficulty is Easy for this game.

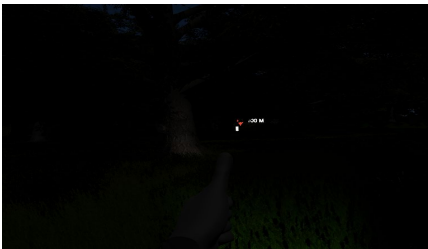
Gameplay Mechanics

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
Samuel	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.
Game Modes	
Game Mode / Difficulty Name	You'll gather the 5 pages located around the map within the 3 minutes that you're given. The difficulty is fairly easy as there is a waypoint telling you the location of each piece of paper.
Scoring System	
Points/Coins/Stars/Grades/Etc.	How it's Awarded & Benefits
List the scoring attribute	Gathering the 5 pages in the map means you WIN :D. CONGRATULATIONS!

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 Forest 	It is a dark forest with trees and mountains all over. The wind is strong with the ambient forest sounds and white paper is located all over the map.

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 the game is the feeling of being alone in the dark abyss that you're in with no one to reach your hand to. You pull yourself out with the light inside of you. You're taught that no one will help you in this world but yourself. The player's interactivity is only to physically go over the pages in order to collect the paper.

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 pages you've collected and the amount of time you have left before time runs out.



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	Jordin De La Rosa	10/22/20	11/4/20	100%
Storyline	Jordin De La Rosa	10/29/20	11/4/20	100%
Level Mechanics	Jordin De La Rosa	10/22/20	11/4/20	75%
Art	Jordin De La Rosa	10/29/20	11/4/20	100%
Level 1	Jordin De La Rosa	10/22/20	11/4/20	75%
Special FX	Jordin De La Rosa	10/29/20	11/4/20	100%
UI	Jordin De La Rosa	11/2/20	11/4/20	75%
Engineering	Jordin De La Rosa	11/2/20	11/4/20	100%
Production Pipeline	Jordin De La Rosa	11/2/20	11/4/20	100%
Prototypes	Jordin De La Rosa	11/2/20	11/4/20	100%
Audio	Jordin De La Rosa	10/29/20	11/4/20	100%
Sound Design	Jordin De La Rosa	10/29/20	11/4/20	100%
Milestone: GamePlay Features & Music	Jordin De La Rosa	10/29/20	11/4/20	100%
Testing Phase				
Test Plan	Jordin De La Rosa	11/2/20	11/4/20	100%
Beta Testing	Jordin De La Rosa	11/2/20	11/4/20	100%
Milestone: QA Testing	Jordin De La Rosa	11/2/20	11/4/20	100%
Deploying Phase				
"Go Live" Plans	Jordin De La Rosa	11/2/20	11/5/20	100%
Milestone: Ready for Usage	Jordin De La Rosa	11/2/20	11/5/20	100%