BLANKED OUT GDD

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## Team

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## Development Overview

Week 1: Planning and Writing GDD

## Overview

The game is a horror and cartoon-themed puzzle platformer in vein of Abe’s Oddysee. You would be a realistic human trying to escape cartoon creatures, (Visually similar to Who Framed Roger Rabbit) that are trying to murder you in cartoony ways.

## Yhteenveto

Peli on kauhu- ja piirretty-teemainen pulma-tasoloikka Abe’s Oddyseen makuun. Sinä olet realistinen ihminen joka yrittää paeta piirretty-olentoja, (Ulkonäöllisesti matkien Kuka Viritti Ansan, Roger Rabbitiä) jotka yrittävät murhata sinut piirrettymäisin tavoin.

## Target Audience

Adults that are into mascot horror, but seek something a little different from the usual first-person 3D games. Also appeals to fans of slow, methodical puzzle games and fans of the games like Prince of Persia (old school ver.) and Oddworld-games.

The game won’t hold your hand, but every screen will be like a small puzzle on its own, bringing with it both the sensation of “I’m an idiot” when the plan fails and “I’m a genius” when it works. Themes are probably familiar to the working adult generation that grew up with these cartoons and can feel a connection to the poor, overworked corporate slave of a protagonist that the game has.

## Setting

You are an animator who, in a fit of desperation over forgetting to bring your own tools to work, buys a “magic pencil” from a rather crazy-seeming, self-proclaimed “magician” peddling his dubious wares out in the street. Never being a superstitious type, you think nothing of it only to wake up after an arduous day of drawing elephants to find that your cartoons have literally come to life… and they want the pencil to create more of themselves, regardless of if they have to pry it from your cold, dead hands.

The game is set inside a big animation studio during wee hours of the night, maybe with a nice blackout, (which may or may not be caused by the cartoon world bleeding into reality.) which would include a variety of animation-related areas such as movie sets, dressing rooms with creepy mannequins (maybe one that’s clearly a toon that follows you with its gaze.) These seemingly mundane studio sets could then further be warped by cartoon features.

## Characters

**Frank Pastel**

*“Oh god, they’re real. My WORK is ACTUALLY trying to KILL me!”*

An overworked, 30-40 year old animator who works on a cartoon series called “Of Mice and ‘Phants” as the character animator for the villain of the show, Mr. Phant. He’s been penning a draft for a feature-length animated film of the show in hopes of finally getting promoted to an Art Director, but turns out his fervent workaholism may actually get him killed in a way he didn’t anticipate. Grumpy and skeptical, but not without a sense of dark humor when things go his way.

**Ricky Rodent**

*“Oy bruv, this is a bit of a jam, innit?”*

A mischievous and frivolous protagonist of “Of Mice and ‘Phants”. He claims to be a “friendly ‘toon” , but tends to cause more trouble for Frank than help whenever they meet owing to his clumsiness and greed. He does, however, often walk right into traps and enemies so Frank has a chance to see them in action before he has to survive them himself. But no matter how badly he is maimed, Ricky cannot die due to his status as an “Important Character”. He will simply spring back from any injury, as a cartoon protagonist would.

**Mr. Phant**

*“Now listen, pal-o…”*

The archnemesis of Ricky Rodent in “Of Mice and ‘Phants”. This boisterous and cunning elephant can present himself as quite charismatic when he needs to, but he is quick to anger and resort to violence when he doesn’t get what he wants. He commands a gang of Goons to do his dirty work and wants Frank’s magic pencil using any means necessary after manipulating Frank into showing him how it works. As he too is an Important Character, he is incapable of permanent injury, making him a horrifying enemy.

As an enemy, Mr. Phant’s footsteps sound like drumbeats. He will be briefly stunned by anvils and bombs, but not by much else. When he spots Frank, he will let out a realistic elephant scream and stretch his face into a horrific visage before giving chase. He is slightly slower than Frank and can’t climb ledges or fit into tight gaps, but he will reach out and try to grab you tenaciously if shaken this way. He can also break through weak structures and is the only enemy in the game that doesn’t respect the safety provided by doors, though early on you have to shake him before you find any doors so his ability to bypass them comes as a surprise.

**Goons**

*“Hey guy! Stop!”*

Mr. Phant’s minions appear as animals in clothing. They share their boss’ love for carnage and work together to kill Frank but tend to be cowardly around Freaks. As they’re just common side characters, they can be killed and most of them are pretty frail at that, dying to most hazards. Frank can even knock them out temporarily with just a whack with his drawing pad.

Some examples of Goons:  
*Duckers*These billed buffoons can’t climb, can’t really jump and can’t fit their big tommy-guns into tight gaps, but they can perforate our poor hero with bullets if they see him. The slap of their feet is a telltale sign that they’re near, but they also have to take a moment to load their guns before firing away. One of the most common types of Goon.

*Neener-Nya*More of a nuisance than a threat, when it detects you it’ll stick close being goofy and loud. They’re hard to get rid of, which becomes a problem when they start attracting unwanted attention from Freaks and Goons alike. They do fear the one thing all cats hate: water.

**Freaks**

*“Grrrr…”*

Odd cartoon creatures that don’t really have it out for Frank, they simply follow their instincts like animals. They’re visually weirder than Goons and don’t wear any clothing, but they’re also made of sterner stuff. You’ll need to either avoid or take special measures to kill them, but unlike Goons many of them aren’t immediately hostile. Freaks cannot be knocked out with the drawing pad.

Some examples of Freaks:

*Mummses, (sing. Mumms)*  
Small, shaggy piles of fur that just kind of shuffle in a line along a set path (even up walls and on the ceiling!) while mumbling a repetitive “num num num”-chant. If anything gets in their way though, they’ll first growl and then reveal a huge, toothy mouth to snap the offender in half with. But they won’t care if it’s Frank or one of the Goons, so you could use them to your advantage.

*Streckos*These hungry creatures stretch and contract like accordions, allowing them to squeeze into small gaps and latch onto a ceiling to follow you up ledges. (But only if there IS a ceiling.)  
Their running speed is a little slower than Frank’s, but on the other hand their crawling speed is a little faster.

## Game Mechanics

Basic Movement

Frank Pastel is no action hero, he can’t make incredibly high jumps or fistfight with demons or anything like that. He can move either by sneaking, walking or running, jump and smack things with his drawing pad. If there’s a ledge above him, he can grab on and pull himself up.

**Different Modes of Movement**

Sneaking (Toggle: Hold L2 or Q)  
Move slower, but won’t alert enemies unless they see you. Also won’t trigger pressure-sensitive things on the floor.

Walking (Left or Right/A or D)  
Regular mode of movement, mostly intended for fine-tuning your position.

Running (Toggle: Hold R2 or E)  
Fast, but WILL alert nearby enemies from farther away than just walking.

Crouching/Crawling (Hold down or S)  
Make yourself smaller and shorter so you fit into tight spaces, but move as slowly as when sneaking. If you’re crouching on a ledge, pressing Jump button will lower yourself to hang off the ledge.

Jumping (South face button or Space)  
Frank will jump 2 spaces from standstill and 4 spaces from a run. If holding on a ledge, this will also pull Frank up.

Interact/Smack (East face button or Tab)  
If there’s something of interest, Frank will perform the needed action. Otherwise he will just swat the air with his drawing pad. Holding Up/W will have you interact with objects in the background, such as doors or switches.

Draw (Hold West face button or Ctrl)  
Frank enters a stance to draw something on his drawing pad. We would like to make it so that you can draw simple shapes with your mouse to spawn things for puzzle solving, but if that ends up being too hard to code, it will bring up a simple menu to choose one of Frank’s “Ideas” to draw. Gameplay does NOT pause while drawing, however, so you can’t do it unless you can stand around for a bit without getting killed. We’re still considering if you can spawn objects anywhere or just right in front of Frank. We also thought that you can only spawn a certain number of objects before your drawing pad’s battery dies, forcing you to go recharge it at designated spots. Recharging despawns all spawned objects.

This is one of the main mechanics of the game, used for a lot of puzzle solving.

Some of the “Ideas” you can get include:

*Anvil*A classic cartoon object that’s heavily affected by gravity. Can be pushed and can snuff out even the toughest Goon if dropped from a ledge onto their head. They also make for good wedges and weights for scales and buttons.

*Bomb*  
An another staple of cartoons, the humble cherry bomb will hiss for 3 seconds before exploding. Hissing will alert enemies and the blast will kill Frank if he gets caught in it, but the blast will also kill most enemies that are either too dumb to flee or can’t get away in time. It can also be used to break structurally weak parts of the level or maybe even as a weight on a switch that’s less… permanent than an anvil.

*Campfire*You cannot move it after setting it, but the crackling fire won’t just bring some comfort. It can burn through certain flammable things and a lot of Freaks are afraid of fire. It will also prevent a lot of Goons from passing through, though Duckers can still shoot through it.

Esc/Start  
Pauses the game and opens the main menu, from where you can review your Ideas, (maybe add a map if skill/time permits), look at your collected Animation Sheets, maybe quicksave the game and the usual Exit/Options.

Saving the game  
The doors in the game would serve as permanent save points or checkpoints, but quicksaving would either let you take a break anywhere or have a spot that you can continue off of, with the added benefit of dying sending you back to the last door you went through.

**Objects & Items**

Animation Sheets

## Notes

-Main character and the backgrounds are semi-realistic 3D, but enemies and pretty much anything interactable is clearly 2D cartoon.

-Doors are your safety from monsters chasing you. After all, cartoon characters can never open closed doors… or can they? Maybe later they could learn how to open doors if they see the player enter or there could be a specific monster that just breaks through.

-Main character could be an animator who can draw things into reality to solve puzzles and fight off monsters, but he needs to stand still and pull out his drawing board. (Work as an inventory? Collected items could be called “ideas” and be summoned at will, granted that you have the time and space to draw them.) He could be a very overworked, very tired man in his 30s who at first thinks he’s just in a dire need of sleep before the danger of the situation becomes obvious. He could also collect animation sheets, which would determine the ending. (He has to present the animation to his bosses the next day?)

-The idea is to play around with how gruesome cartoons would be in real life, such as getting hit with a falling anvil will squish a cartoon character in a funny way, but a real human would be reduced to a bloodstain on the ground.

-You could also just hit things with the drawing board to solve some puzzles and stun some smaller, weaker enemies that haven’t seen you yet. Such enemies could be like those annoying and loud sidekicks that don’t hurt you directly, but they draw the attention of bigger, more dangerous enemies.

-You have 1 hit before death, (with the exception of very small things like bees that take like, 3 seconds of standing in the bee cloud to actually kill you.) so you have to observe your surroundings and carefully plan your actions, but also be fast on your feet. Enemies are defeated with cunning, not brute force.

-You could use shadows to hide from enemies. Main character could be either completely invisible in dark or have a faint outline, but enemies’ presence in the shadows is signaled by their eyes being visible in the dark. Game would play around a lot of cartoon sensibilities like this to create an unnerving atmosphere.

-We could make a jumpscare where a 3D object becomes a 2D object or vice versa. Maybe a cartoon character becomes “real” and jumps at the screen?

-Maybe a fire where the flames are animated? Or reverse, a cartoon character catching real fire and burning away like they were made of paper?

-Maybe there could be enemies disguised as background objects, such as a tablecloth hiding a monster that cartoonishly inches sideways to follow you until unveiling itself. We could use other cartoony antics like this to create a sense of paranoia, such as a clearly cartoony sign on a real door saying things like “This Way” or “Look Behind You”.