**University of Brighton   
Computer Games**

**CI413 – Game Asset & Level Design   
Coursework 1 – Design Document**

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| **Game Title** | **Trouble In Suburbia** |
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# Introduction

## Game Idea

The game idea revolves around the main character, David, and his wife, Sheila, who visits a small town to investigate a cult. As the two arrive in the neighborhood, the wife gets kidnapped by a cult member. Now that the wife has been kidnapped, the main goal shifts from investigation to rescuing his captive wife and getting them both to safety and away from the danger of the cult. The player must go through challenges to achieve their goals.

The game will start in the small town where the two protagonists arrive. As the player goes through the levels, they must solve puzzles and stay out of sight while rescuing his wife. He gets help from a shopkeeper and makes the right decision moving forward. After the wife gets kidnapped, then the protagonist wakes up in a house. He must escape, explore the neighborhood, and find his way to the high school where his wife is being a hostage.

## Sources of Inspiration

The first inspiration for this game is Resident Evil 7 (RE7), a survival horror game with a similar story. In RE7, the main character must find his long-missing wife. Gameplaywise, the game plays in the first-person view and focuses mainly on the horror aspect. RE7 inspires our game as it revolves around saving the main character's spouse’s life.

The second image is of a movie where the protagonist searches for a missing girl on an isolated island. Both have the disappeared person attribute, which is also a part of the game. These all have things in common. Ether one is a game where the player plays the role of a “restorer, " similar to the game that focuses on the main character getting their kidnapped wife and restoring their life to normal.

Amnesia is a horror survival game which is similar as the main character has to defeat the cult and rescue his wife by doing so, solving puzzles, fighting and surviving to help his wife and get to safety away from the town they arrived at.

|  |  |
| --- | --- |
| A picture containing building, dark, lit, basement  Description automatically generated | A picture containing text, person  Description automatically generated |
| Resident Evil 7 | The Wicker Man |
|  |  |
| Ether one | Amnesia: The Dark Descent |

# Design Decisions

## Overall Player Experiences

Trouble in Suburbia is a narrative-focused, action-packed first-person shooter game that aims to immerse players in a thrilling story of revenge and cathartic violence against an evil religious cult. To achieve this, players must master a range of transferable skills, including combat, movement, exploration, navigation, and puzzle-solving, which will challenge them and keep the gameplay engaging.

Featuring a low poly art style that contrasts with the game's serious themes and satirical take on modern American society, Trouble in Suburbia offers a unique and varied gameplay experience suitable for a broad range of ages, from teenagers to adults.

The game is divided into three main acts, each occurring in different areas around the fictional town. The first act occurs in the house where David and Sheila are temporarily residing, while the second takes place in the town park. Finally, the third act unfolds in the abandoned school at the center of the enemy's operations.

Overall, Trouble in Suburbia aims to provide players with a highly immersive and challenging gaming experience. The game hopes to offer players a unique and engaging take on the first-person shooter genre through its narrative-driven gameplay, transferable skills, and distinctive art style.

## Summary of Overall Game Design Decisions

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| --- | --- |
| **Element** | **Detail** |
| Player Experiences | Vengeful fury, reckless retaliation, aggressive outrage. |
|  |  |
| Overall Goal of Game | Defeat the cult, retrieve the PC’s wife, and return to normal life. |
| The Player Character(s) | David is the PC, a trained veteran. Rugged, loyal, and ambitious. |
| PC Motivation | Save his wife from kidnappers. |
| Main Antagonist (is the player aware?) | The main antagonist is the cult’s leader. His name is Isaac Blackwell, and he is a descendant of a long line of cult leaders. The PC isn’t directly aware of them from the beginning, but throughout the game, they will track the leader and discover who they are. The cult leader runs the school as its principal, hence the location of the final level.  Below the main antagonist is the townsfolk who are riddled with cult worshippers who will be hostile towards outsiders, like the PC. These will just be everyday people, or thugs working for the cult. |
|  |  |
| Core Gameplay Styles | Fake religion, cooperative resource management, gruesome territory control. |
| Main Gameplay Challenges | Accurate shooting, movement through the world, navigation, and solving mini in game puzzle levels. |
| World | Taking place in present-day America in a fictional suburban town that’s exaggerated as an outsiders take on Americans everyday lives.  At first glance the town boasts a happy suburban life, but under closer inspection the abandoned buildings and empty streets provide shelter for a villainous cult. |
| Environment Style | Low poly environment, gloomy dark aesthetic to contrast the seemingly lighthearted 3D style. American suburb environment, white picket fences, repetitive houses, square street layouts. |
| Key Locations | The key locations for Trouble in Suburbia are:   * The house the protagonist spends the first act inside. A very average looking suburban house, white picket fence, imagine an American family home. * The park where the next act is set, an open space where the PC will investigate and engage in combat. * The community center, where the town's community spends a lot of time. Hence why the PC goes here, this location will provide more combat opportunities, and where the PC will meet their main ally - the shopkeeper. * The final location is the school where the final act takes place, where the PC will meet the main antagonist and have the final boss fight. |
| Art Style | Trouble in Suburbia will feature a low poly art style, with dark themes. Creating a contrast from the playfulness of the low poly and the serious tones in the story from the game. |
|  |  |

## Visual Experience

The forthcoming video game titled "Trouble in Suburbia" will feature an art style with low poly visuals that focus on the first-person shooter mechanics, while at the same time keeping gore to a minimum. The game's storyline will primarily unfold through text dialogues from non-playable characters (NPCs). This approach will enable the game to keep a tight grip on its narrative while providing the player an immersive experience.

The game's color scheme will incorporate a muted and desaturated palette to convey a sense of foreboding and danger. Dark colors like black, dark blue, and gray will create a tense and ominous atmosphere that complements the gameplay's action-packed elements.

The game's development team could incorporate visual cues reflecting the cult's beliefs and practices. For instance, the game's environments could feature religious symbols and weaponry, adding authenticity to the storyline. These details can also aid in building tension and keeping the player invested in the game's narrative.

Moreover, effective lighting and shadow use could help create tension and danger within the game. The game's environments could feature bright light sources to draw attention to critical areas, such as objectives or critical story elements. At the same time, dimly lit areas could create a sense of uncertainty and tension, adding to the game's overall immersion.

In conclusion, the "Trouble in Suburbia" art style will be highly immersive and engaging. It will effectively draw the player into the game's world, heightening the sense of danger and urgency of its storyline. By incorporating a mixture of low poly art style, color scheme, visual cues, and lighting effects, the game's development team can create a visually impressive and narratively rich game.

### Mood Boards

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| --- | --- |
|  | |
| **List of Images** | |
| **Title** | **Source** |
| Floatlands | <https://www.indiedb.com/games/floatlands/images/quest-character> |
| Floatlands | <https://www.indiedb.com/games/floatlands/images/inventory#imagebox> |
| Low Poly Forces | <https://cdn.akamai.steamstatic.com/steam/apps/1268150/ss_9aaf9bf04d1cabf8d3b537a06e257300f0d0da06.1920x1080.jpg?t=1615453123> |
| Low Poly Forces | <https://store.steampowered.com/app/1268150/Low_Poly_Forces/> |
| Reddit User’s Project | <https://www.reddit.com/r/Unity3D/comments/7kmj3e/been_working_on_a_low_poly_western_shooter/> |
| NoodG Art Station | <https://www.artstation.com/artwork/Noodg> |
| Resident Evil | <https://www.fangoria.com/original/goreplay-inside-the-eerie-world-of-low-res-horror-gaming/> |

### Examples of Art Style

|  |  |
| --- | --- |
| Prototype or Asset Pack  Created with Photopea, a mashup using A3D’s Low Poly Houses Lite Asset pack and the gun from the Low-Poly Guns Pack by Ishikawa1116.  Image taken from the Halberstram Art City Suburbs Asset pack with a purple overlay applied to distort the light. | |
| **Element** | **Description** |
| Lighting | Dark gloomy lighting, purple/pink tints to insinuate an uneasy, twilight-like, and spooky setting. |
| Weather / Season | An autumnal setting with brown, purple, and blue themes with dark evenings and grey skies. |
| Time of Day | Dusk, to evoke danger, unsettle |
| Any other Significant Feature | Houses are on show due to the suburb setting, these have lights in the windows to show occupation. |
| 3D Objects Style | Low poly with small amounts of detail. |

## Environment Experience

### Key Environment Features

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| --- | --- |
| **Feature** | **Description** |
| World | The game's world is set in a small urban town in America, divided into various districts with distinct characteristics. The town has a mix of old and modern buildings, with some areas being run-down and others more affluent. Various natural landscapes, such as forests, lakes, and mountains, surround the town. However, the game's main focus takes place within the town and its various districts, each with its unique atmosphere and challenges. The town is populated with friendly and hostile NPCs, including members of the cult and friendly NPCs that can help you on your mission. The overall tone of the game is dark and tense, with an emphasis on survival and combat. |
| Time Period | Time period will be set in 2023 America |
| Appearance / Style of Environment / Terrain / Buildings etc. | The town in the game has a small, urban feel with buildings that range from dilapidated too well-maintained. The narrow and winding streets, with alleyways leading to hidden areas. Various shops and businesses are scattered throughout the town, including a gas station, grocery store, park, community centre and a small police station. The town has a run-down, almost post-apocalyptic vibe, with overgrown plants and debris littering the streets. A sense of unease and danger lurks around every corner, with the potential for surprises and unexpected encounters. |
| Terrain | The town is in a hilly region with a rocky and grassy terrain. The hills range from gentle slopes to steep inclines, and the rocky terrain comprises large boulders and outcroppings scattered throughout the area. The grassy areas mix short, dry grass and taller, greener patches that grow near water sources. There are also several small streams and creeks that wind through the town, which can provide both opportunities and challenges for the player to navigate. Overall, the terrain is diverse and offers open areas and tight spaces for the player to explore and maneuver through. |
| Locations | The town is in a rural area surrounded by forests, hills and mountains. It is situated near a river that flows through the town, providing fresh water for local crops and livestock. The town is relatively small, with a few residential areas, shops and businesses scattered about. Although many businesses remain fronts for the cult to use as money laundering. The surrounding landscape is diverse, with dense forests and rocky cliffs making it hard to escape the town without being hunted down by the cult occupying it. In some areas, the terrain is extremely challenging to navigate with steep inclines, narrow pathways, and rough terrain. |
| Layout / Structure | The town is laid out in a grid pattern, with evenly spaced streets and rectangular blocks. It has a central square with a fountain and park, surrounded by shops and businesses. Residential areas are located on the outskirts of town, with larger houses and yards. The buildings are mostly low-rise, with occasional taller buildings such as churches or offices. The town is surrounded by hills and forests, providing a natural boundary and scenic views. |
| Any other Significant Features |  |

### Example of Environment

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| --- | --- | --- | --- | --- |
| |  |  | | --- | --- | |  |  | |  |  |   Images  <https://assetstore.unity.com/packages/3d/props/low-poly-house-interior-exterior-216310>  Unity asset store, low poly example  [Steam Community :: Low Poly Forces](https://www.google.com/url?sa=i&url=https%3A%2F%2Fsteamcommunity.com%2Fapp%2F1268150%2Fallnews%2F&psig=AOvVaw1cok2osbX7psSM8G0YPnGF&ust=1680275569417000&source=images&cd=vfe&ved=0CBAQjhxqFwoTCKC36bX4g_4CFQAAAAAdAAAAABAE)  Low poly example of bedroom  <https://assetstore.unity.com/packages/templates/systems/low-poly-war-pack-124419>  Unity asset store, low poly example  [Low Poly Town Pack - 3D model by Zoey (@ZoeyK) [b436d36] - Sketchfab](https://www.google.com/url?sa=i&url=https%3A%2F%2Fsketchfab.com%2F3d-models%2Flow-poly-town-pack-b436d365db354c1690ada6711ddc1a9e&psig=AOvVaw0beAUCLHaUiXh7OTDMowiQ&ust=1680278001945000&source=images&cd=vfe&ved=0CBAQjhxqFwoTCMiUoL6BhP4CFQAAAAAdAAAAABAE)  Low poly town example |
| Description |
| The buildings are made up of simple shapes, such as cubes and cylinders, and have flat, muted textures. The terrain surrounding the town is also made up of simple shapes, with rolling hills and flat plains. Despite the simplicity of the graphics, the town still manages to convey a sense of place and character, with each building and street having a distinct look and feel. The low poly style adds charm and personality to the game, making it visually interesting and appealing. |

## Gameplay Experience

The game is a first-person action-adventure game set in a small urban town in America. The player takes on the role of an ex-military man on a mission to save his wife, a journalist whom a dangerous cult leader kidnapped.

The gameplay involves exploring the town, searching for clues and resources to aid the rescue mission, and engaging in combat with the cult's followers and leaders. The player must use various weapons, from firearms to melee weapons, to overcome the cult's various defenses and obstacles.

As the game progresses, the player will face increasingly challenging enemies and obstacles, requiring them to strategically utilize their skills and resources to overcome them. The game also incorporates elements of stealth and puzzle-solving, adding depth and variety to the gameplay experience.

Throughout the game, the player will uncover more about the cult's beliefs and practices and the motivations behind their actions. Ultimately, the goal is to rescue the protagonist's wife and end the cult's reign of terror over the town.

### Gameplay Systems Employed

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| Movement- Boots on the ground first person shooter. | Acrobatic Movement- Acrobatic movement will be used in the game to allow the player to traverse the game world in unique and challenging ways. The player can climb walls, swing on ropes, slide under obstacles, or perform parkour-style moves to reach new areas or evade enemies. | Stealth Movement- The game uses stealth movement to remove enemies when you don’t want a big gun fight. Stealth can also take out enemies with melee weapons from behind. |
| Ranged Combat- The game will use ranged combat in several ways to provide the player with different options for engaging with enemies.  The player can use various firearms, such as pistols, shotguns, and assault rifles, to engage enemies from a distance. These weapons are effective at dealing high amounts of damage to individual targets, but they also make noise that can alert nearby enemies. | Bows- The bow can be an effective and versatile weapon in the game, offering the player a stealthy option for taking out enemies from a distance. However, the bow requires more skill and precision to use effectively than other ranged weapons, making it more challenging to master. | AOE – Bomb- Bombs can be used to take out large numbers of enemies in a small space. |
| Resources – You will need to manage resources such as bullets, health packs and food to survive against enemy NPCs. | Health Pickup- Health pick up can be found in houses or on enemy bodies that have been killed through looting. Possible health pickups are Food, Water and Health packs. | Ammo- Ammo can be found on NPC bodies and in houses with gun cabinets. You will need to conserve ammo to survive and may want to use stealth tactics to kill NPCs with melee weapons. |
| Patrol / Guard – Guards will be used to defend certain areas of importance on the map. For example, where the NPC Cult Leader is leading from and possible supply areas. | Health- Health can be healed through 2 options, food and health packs. Food will regain up to 80% of your original health, whereas Health packs will fully give you back to max health. | Destroy all NPCS / Remove Obstacle- Destroy all NPCs / Remove Obstacle is a game mechanic that can add variety and challenge to gameplay. For example, the player may need to remove an obstacle such as a fallen tree or boulder to progress to the next level or area. Destroying all NPCs can also be a goal or objective in certain game modes or levels, requiring the player to defeat all enemies before progressing. Additionally, this mechanic can create tension and urgency in the gameplay, where the player must act quickly to prevent NPCs from reaching or attacking them. |
| Object Interaction- Certain objects will have the ability to interact with them to help win levels. | Push- Certain objects can be pushed and picked up to get to places that would not be possible without extra help. | Pickup / drop – Picking up and dropping objects can give you a strategical advantage over the NPCs if used correctly. Objects can be used to get high advantages on NPCs. |
| Object Interaction Triggers- Object Interaction Triggers in the game can be used to create interactive elements that enhance the gameplay experience. For example, the player may need to interact with switches, levers, or buttons to progress through the game world or solve puzzles. Object Interaction Triggers can also trigger events or environmental changes, such as opening a door, activating a trap, or revealing a hidden path. | Place Trigger Object- Place Trigger Object can be used in the game to create specific areas or zones that trigger events or actions when the player enters or interacts with them. For example, a Place Trigger Object could be used to create a "safe zone" where the player can rest and recover health, or to trigger the appearance of enemies when the player enters a specific area. Place Trigger Objects can also create invisible barriers that prevent the player from progressing until certain conditions are met, such as finding a key or defeating all the enemies in an area. | Enable / Disable Object - The "Enable/Disable Object" function can create challenges for the player by allowing them to manipulate the environment in certain ways. For example, the player may need to disable a security system to progress through a level or enable a bridge to cross a gap. By enabling or disabling objects, the player can alter the environment to their advantage or disadvantage and must use strategy and problem-solving skills to determine the best way to progress through the game. |
| Navigation- The player will have access to a map and compass to help them navigate the town and find their way to different locations. The map will show the town's layout, while the compass will help the player orient themselves and navigate towards their objectives. | Wayfinding- The player can also use environmental clues to navigate the town. For example, they might use landmarks or buildings to orient themselves or follow footprints or other signs to track down a target. | Moveable Objects - Moveable objects in the game can create puzzles and obstacles for the player to solve and overcome. For example, the player may need to move crates or barrels to reach a higher platform or block a hazard. Moveable objects can also be used strategically in combat, such as pushing objects to create cover or blocking enemy paths. Overall, movable objects add a layer of interactivity and strategy to the gameplay, requiring the player to use their problem-solving skills and creativity to progress through the game world. |
| Simple NPC communication – We will use message panels to communicate to NPCs and PCs inside the game. | NPC Guide – Certain NPCs can give information and guide your PC in the right direction to find and defeat the final boss. | NPC Object Giver – In our game the NPC object giver is a shop clerk with information and upgrades for weapons to give to the PC. The NPC object giver will give the player an item or ability that upgrades their character. For example, they can give the player a better weapon or armor to help them in combat. |
| NPC Chase/ Attack- Different NPCs will perform different types of tasks. For example, some NPCs will be aggressive and want to attack/chase your PC and others could be willing to help your PC and team up or give information about the boss. | Load Scene - The game can use loading screens to transition between different levels or areas of the game. For example, if the player enters a new building or underground tunnel, the game may need to load new assets and data before allowing the player to continue. | Destructible Cover- Destructible cover can be used in the game to create a dynamic and interactive environment for the player. For example, the player may take cover behind a concrete barrier or a wooden crate, but if it gets damaged by enemy fire or explosions, it may become ineffective or even collapse. This creates a sense of urgency and forces the player to constantly adapt and reposition themselves to stay alive. |
| Goal Reached Trigger- When the player completes a mission, the game can use a Goal Reached Trigger to trigger a cutscene or to unlock new areas or abilities in the game. | Checkpoints- Checkpoints in the game can be used to save the player's progress and provide a safety net for the player in case they die or fail a mission. | Moving Platforms – Moveable platforms can be used in the game to create platforming challenges and puzzles for the player. For example, the player will need to move a platform to reach a higher area, cross a gap, or access a hidden location. These platforms could be controlled by the player or activated by a switch or lever. |
| Destroy NPC / Object- drop item / Remove Obstacle - The "Destroy NPC / Object- drop item / Remove Obstacle" function can be used in the game to create challenges for the player by requiring them to defeat certain NPCs or destroy specific objects in order to progress through the game. These defeated NPCs or destroyed objects may drop important items or provide access to previously blocked areas. The function can also be used to remove obstacles in the game world, such as fallen trees or rocks, that may be blocking the player's path. By using this function strategically, the game can create engaging challenges for the player that require a combination of combat, puzzle-solving, and exploration skills. | Navigation messages - Navigation messages can be used in the game to guide the player through the game world and provide hints on how to progress. These messages could be displayed as text or icons on the screen or through a voiceover from a character. |  |

### Gameplay Challenges

The main type of gameplay challenges can be grouped into several categories: combat, navigation, exploration, puzzle-solving, and decision-making. Combat challenges involve defeating enemies, requiring the player to use weapons and abilities effectively. Navigation challenges involve traversing the game world, including parkour, platforming, and stealth. Exploration challenges involve finding hidden items and secrets in the game world. Puzzle-solving challenges involve solving puzzles to progress in the game. Decision-making challenges involve making choices that affect the game's storyline and outcome. By providing a variety of challenges in each category, game designers can create engaging and dynamic gameplay experiences for the player.

### Game Challenges

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| --- | --- |
| **Challenge Type** | **How to Succeed** |
| Environmental Traversal | Environmental traversal can pose challenges for the player, such as navigating hazardous terrain, climbing unstable structures, or crossing narrow ledges. To overcome these obstacles, the player may need to use tools and abilities, plan their route, and solve puzzles. Environmental traversal adds a strategic and challenging aspect to the gameplay, requiring the player to think creatively and use their skills to progress through the game world. |
| Shooting mechanics | Shooting mechanics in a game can create challenges for the player in several ways. A few examples of how shooting mechanics could create challenges for the player in your game include.  Limited Ammo: If the player has limited ammo for their weapons, they will need to use it wisely and carefully to avoid running out of bullets during combat. This can create a challenge as the player must choose when to use their ammo and when to conserve it.  Accuracy: If the player's aim is not very accurate, it will be harder for them to hit their targets, especially if the enemies are moving around quickly. This can create a challenge as the player must take the time to aim carefully and adjust their aim if necessary.  In order to overcome these challenges, the PC will have to practice their aim and be conservative with how much ammo they use in certain situations in order to not run out in the middle of a fight. |
| Unlocking game objects | Unlocking game objects in a game can be challenging for the player. They may need to complete specific tasks or meet certain conditions to access them. To overcome these challenges, the player will need to improve their skills, explore the game world, and follow non-linear paths. Game designers can create engaging gameplay experiences by providing a variety of unlockable objects and challenges. |
| Movement | Movement mechanics in the game can create challenges for the player by presenting various obstacles and hazards that the player needs to navigate around. Enemies may also be present, forcing the player to balance their movements with combat. If the environment is hazardous, the player will need to be careful when moving around to avoid taking damage. Time limits can also create pressure, forcing the player to move quickly and efficiently. Overall, movement mechanics can create engaging and exciting gameplay experiences, as long as they are challenging but not too difficult. There are several ways the player can overcome the challenges presented by movement mechanics in a game. For example, skill development the more the player practices and develops their skills in movement mechanics, the easier it will be for them to navigate around obstacles, avoid enemies, and move quickly through the environment. |
| Exploration | Exploration challenges in the game can come in various forms, such as obstacles, traps, enemies, or puzzles. To overcome these challenges, the player will need to use a combination of skills, such as problem-solving, critical thinking, and exploration. The game will also provide the player with various tools and abilities, such as maps or grappling hooks, to help them progress through the game. |
|  |  |

## Aural Experience:

For this Game, both due to its setting and art-style we wanted to create a contradictory feel to its music and ambience. We wanted a jovial and lighthearted start to the game, when the story and player progresses, they would inevitably uncover more to the dark secrets of this town, the same jovial music will turn dark and unsettling as a result.

For the start of the game and other game aspects like the shop vendor I wanted an upbeat feel to tie in with the town and its art style. As such I have chosen a music style reminiscent of doo-wop, 1940’s-50’/s type music. We felt this would match well with the style of the game as the town is meant to be in American Suburbia. The low-poly environment would not match well with continuous tension-building music or horror-type soundtracks as the theme itself should give the player a hint of the game being self-aware and not 100% serious. Even if the setting is present, Suburbia America is still synonymous with that era of time (the war years/post war), where towns are seen as close-knit and are very much stereo-typed as being the ‘American dream’ which is linked heavily to this type of music. Not only this but doo-wop and blues music of this era also has a religious connotation as ‘Rhythm and Blues is the end product of Gospel’ (Ostrom, n.d.). With our story revolving around religious cultists, this creates a relationship between story and soundtrack that not only ties the two together but also gives it character.

Similar to Bioshock, as the story progresses and twists, so too will the Music, the sound will distort and change to become more eerie and almost damaged, like an old record player. The music will then also represent where our PC is in our story, as things become more sinister, so too will our soundtrack develop. Which should evoke the same kind of emotions that we are trying to convey in-game.

The aural experience also needs to lean on religious styles and influences due to the cult’s Prescence in-game. This would include organs and choirs in certain sections of the soundtrack. Such as for the boss reveal, this would not only fit the scene but give the final boss some character and reverence. But not just in soundtrack, but in things such as the NPCs/Enemies, as they will be religiously motivated, it makes sense to give them some depth, for example preaching religious text in their general dialogue or pc interaction.

### Audio Specification:

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| --- | --- | --- |
|  | **Style** | **Examples** |
| **Music** | 1. Start/Title Screen: Doo-wop 2. Exploration: Background music and distorted soundtracks from radios and such. 3. Sneaking/Near Enemies: Bioshock type soundtrack 4. In-Combat: Bioshock type soundtrack 5. Boss Reveal/Showdown: Grand organ | 1. (Little Anthony &amp; the imperials – tears on my pillow 2007) 2. (Screamin Jay Hawkins – I put A spell on you 2007) 3. (Bioshock 1 ost [full] 2013) [23:55] 4. (Bioshock 1 ost [full] 2013) [01:30:00] 5. (Epic church organ | classical cinematic organ music | Rafael Krux 2022) (Krux, 2022) |
|  |  |  |
| **Environment / Ambient Sounds** | 1. Distorted human speech for NPC ambience. 2. Breakdown of public order 3. Eerie silence in some locations | 1. Distant screaming/howling. Close mumbling and murmuring. (0815, 2022)  2. Crackling fire from burning debris. Pings from heated metal.  3. No wildlife sounds. (0815, 2022) |
|  |  |  |
| **Sound Effects** | NPC:   * Religious fervor in speech. * Grunts/cries. * Taunts. * Movement. * Interaction.   PC:   * Movement. * Gun play. * Melee. * Interaction. * Response to damage.   Other:   * Car noise. | NPC:   * Recital of Holy Verses in ambience and attacks. These would change on NPC state. (Attacking asking for power, wounded asking for salvation) (blenderfan, 2022) * Grunt for attacking and cries for wounding/killing. (Ranner, 2022) * Banging weapons on metal/Armor to taunt PC. * Footsteps audible, both for ambience and for PC utility when indoors. * NPC interaction sounds (opening doors etc.) will be used for PC utility.   PC:   * Running/crouched/walking. Different pace for each with varying design depending on environment. (vmgraw, 2021) * Firing/Reloading/movement sound when running and ADS. (gattoangus, 2021) * Sound on melee connection with object. (Flesh/metal) * Searching through container. Unlocking locks. Picking up items. (Different sound for each item, paper for maps, metal for first aid box etc. (BiblicalBricksProductions, 2022) * Grunt/cry when taking damage.   Other:   * Engine hum, horn, door open/close. (MGB at exhaust start drive shift | royalty free music – pixabay Accessed: 30 March, 2023) |
|  |  |  |
| **Other** | 1. Interface buttons 2. Settings sliders | 1. Small button indication noise when player hovers or clicks on button. 2. Different sound affects for each slider. Soundtrack for music; NPC sound affect for gameplay and ambience/wind for environment. |

## Interface Experience:

The interface style needs to be functional first. Each element needs to be clear in its intended purpose to reduce confusion from the Players perspective.

The main screen will depict a welcome sign to a town, as this is where the PC will start their journey. It will be styled in the same low-poly art-style as the rest of the Game and will give players an idea of what kind of experience they will be in for. The sign will have a gloomy slogan to foreshadow the town’s future issues and cult presence.

The main screen options will again be in the same sort of sign style that will hang down from the title of the Billboard above.

The Players HUD, again, will be simple in its design. Each element must contrast with the current environment being displayed, and each will have its own simple logo to show what it represents. This will include a low poly compass to match the art style and give navigation assistance to the player, a hotkey bar with a silhouette of each weapon, a bullet counter with an icon that would change depending on the gun or item you use. For example, a regular bullet when holding a pistol or a grenade icon when swapping to a throwable.

The Map HUD will just be a pow poly map in the hands of the PC, with the current background environment paused and greyed out to make sure the focus is on the map. Similarly, the pause menu will focus its elements in the middle of the screen with the background greyed out. The pause menu will have each button in a similar style as the start screen to keep its theme.

To keep with the Horror/Thriller theme for the icons and HUD elements, we will be using a ripped/dirty paper behind each element as if the Character is keeping track of their objectives and ammo, etc. Similarly, for the in-game pause menu, we will again have the option elements superimposed onto this dirty and well-worn notepad to link both HUD and options to increase player immersion, while keeping each element clear and concise.

### Interface Prototypes:

|  |
| --- |
| ***Start Screen Wireframe***  *Simple and direct menu screen depicting each button that the user can click on. The background will be a low poly environment. The Game title and slogan will be situated on a Town welcome sign and each button with be hanging in the same style, like you would have hanging from a shop or pub.* |
| ***Start Screen Mock-up*** |
| ***Options Menu***  *The options will feature most of the same elements as the main screen. Once the user clicks on options, the player perspective will flip to the backside of the welcome sign and each Options element will copy the same style of the original menu.* |
| ***Options Mock-up*** |
| ***Pause Menu***  *Pause menu to feature torn and worn paper as the texture for each element. Current in-game perspective will be paused and greyed out to focus on the current window.* |
| ***Pause Menu Mock-up*** |
| ***In-Game HUD***  *In-game HUD will feature a variety of elements:*   * *The low-poly environment and items will be shown in the background.* * *Your current weapon will be displayed towards the right of the screen.* * *There will be a low-poly compass at the top-right for navigation.* * *A hotkey bar at the top-left, this will include gun silhouettes and an equip indicator, with worn paper backing it.* * *The same worn paper will be used for the bullet indicator at the bottom right of the screen. This will include a numerical value to show current and total bullets. As well as an icon to display what kind of bullet is being used (handgun, rifle etc.)* * *A simple green health bar will be displayed at the bottom center.* * *The objective area will use a word notepad background and simple sans serif text to reduce distorting due to the fonts size.* |
| ***In-Game Mock-up*** |
| ***Map HUD***  *Map HUD will reveal a simple live map texture. This will include all building of current location; roads, paths, and streets; key locations and environment.* |
| ***Map HUD Mock-up*** |

### Interface Elements:

|  |  |
| --- | --- |
| **Element** | **Description** |
| **Menu Title** | The title is superimposed onto a metal textured plane to simulate a real-world sign. The font being used is in the style of a 1950’s American advertisement. The sign is rusted and old looking, giving the feel that this town is almost stuck in time. |
| **Menu Buttons** | Simple menu buttons in the style of the towns Welcome style. With a white metal texture and rusted finished. Text should be with a Sans Serif font to reduce distortion but still keep in line with styling decision. |
| **Menu Sliders** | Sliders in options again will have same style as the menu buttons with a metal texture, with a darker gradient to depict level of element that the user has chosen. |
| **Compass/Indicator** | Simple low-poly element to be used. Style to be same as gameplay as if it were an item being used by the PC. |
| **Bullet Count** | Text will indicate current magazine size and total bullet count depending on the weapon. The colour of the text will be black/dark to contrast with the chosen background element. Font used will be in a sans serif style and embossed to create a slight 3D effect. |
| **Bullet Icon** | Bullet icon will change depending on the gun being used. This will give the player a quick way of determining the gun type if needed without taking too much focus away from the main gameplay. A standard bullet icon has been used. |
| **Background UI elements** | Dirtied and ripped paper has been used as the background elements for the UI. Torn paper has been used for the Weapon elements to make sure contrast between the foreground and environment is not lost. This will make sure each value is clear and readable to the player. An old notepad texture has been used for the objective background. Not only keeping the contrasting requirements but also to give some depth to the UI itself as if the PC has been writing down and keeping a note of his tasks he must complete. |
| **Health Indicator** | A green health bar will be placed center-bottom of the screen. As the PC takes damage the bar will reduce and once it gets low enough, a red vignette will be shown at the edges of the screen to make sure the player is aware of the damage being taken once HP is low. |
| **Weapon Hotkeys** | A simple weapon silhouette will be used as an indication of what weapon is currently in use and what weapons are currently available. Each weapon outline will appear at the top-left of the screen as soon as it’s available. If a weapon is currently being used by the PC a small dark circle with hover behind the icon. This gives a clear indicator to the Player what item is equipped. Again, the chosen color is dark against the muddied paper for contrasting purposes. |
| **Interaction Indicator** | When an interactable item or element within the game is present. A simple message providing the key the needs to be pressed will appear near said item, to give clear instruction to the player. |
| **Weapons** | To keep with the art style, each weapon will be low-poly. The models themselves will be good real-world representations of actual guns. However, much of the unnecessary detail and real-world texturing will not be used. |
| **Map** | The map will be a simple in-game option. A clear representation of the town, including buildings, streets and any key locations. The texture will be crinkled and frayed to simulate as if the PC has been folding and opening the map when used. |
| **Resume Elements** | Similar to the in-game UI background elements. The chosen elements are torn bits of paper. With a sepia color notepad, with clear contrasting lined paper on top to indicate each option. |

## Asset List:

|  |  |  |
| --- | --- | --- |
| **Asset** | **Description of Use** | **Source** |
| **Skybox Series Free - AVIONX** | *Skybox material used in box mash-up Unity renders for Main screen and In-Game examples.* | [Skybox Series Free | 2D Sky | Unity Asset Store](https://assetstore.unity.com/packages/2d/textures-materials/sky/skybox-series-free-103633) |
| **Billboard - Mariam Sarishvili** | *Used in the Main screen mock-up for the Game. Edited to display town’s welcome sign.* | [Billboard | 3D Urban | Unity Asset Store](https://assetstore.unity.com/packages/3d/environments/urban/billboard-9700) |
| **Low-Poly Guns Pack - Ishikawa1116** | *Asset imported in In-game mock example as currently equipped weapon.* | [[Sample] LOW-POLY GUNS PACK | 3D Guns | Unity Asset Store](https://assetstore.unity.com/packages/3d/props/guns/sample-low-poly-guns-pack-207957) |
| **Mobile Horror Menu - bermodgame** | *Various assets used in all mock-up examples.*  *Assets Used:*   * *Background paper elements.* * *Notepad element for pause and objective windows.* * *Health bar.* * *Bullet Icon.* * *Droid Sans Serif font.* | [mobile horror menu | 2D GUI | Unity Asset Store](https://assetstore.unity.com/packages/2d/gui/mobile-horror-menu-138911) |
| **POLYGON – Sampler Pack - Synty Studios** | *Used as background settings for the Main screen and In-game examples. Adventure demo scene edited to fit billboard, added roads and menu options. City demo scene used with FPS elements added for in-game mock-up.* | [POLYGON - Sampler Pack | 3D Environments | Unity Asset Store](https://assetstore.unity.com/packages/3d/environments/polygon-sampler-pack-207048) |
| **Air Americana Font** | *Air Americana font used for Main Title screen on Billboard.* | [Air Americana Font - 1001 Free Fonts](https://www.1001freefonts.com/air-americana.font) |
| **Example Map – Kennedy Sovine** | *Example map used for in-game mock-up.* | Student - Kennedy Sovine |
| **Low Poly Compass – 3dmoder** | *Compass image used as placeholder for in-game low-poly model.* | [3D model Low poly compass VR / AR / low-poly | CGTrader](https://www.cgtrader.com/3d-models/science/other/low-poly-compass) |
| **AR-15 Guns Clipart – Clip Art Library** | *Rifle silhouette used in in-game mock-up to represent current gun hotkey bar.* | [ar 15 clipart - Clip Art Library (clipart-library.com)](http://clipart-library.com/clipart/2026292.htm) |
| **Pistol silhouette - Natasha Sinegina** | *Pistol silhouette used in in-game mock-up to represent current gun hotkey bar.* | [Pistol silhouette - Free Vector Silhouettes | Creazilla](https://creazilla.com/nodes/1487-pistol-silhouette) |
| **Gun Clip Art – Clker.com** | *Sub machine gun silhouette used in in-game mock-up to represent current gun hotkey bar.* | [Gun Clip Art at Clker.com - vector clip art online, royalty free & public domain](http://www.clker.com/clipart-14826.html) |
| **Main title – Thomas Taylor** | *Main title created in photoshop using various assets. To apply to plane and superimpose on the billboard.* | Student – Thomas Taylor |
| **Options Screen – Thomas Taylor** | *Options Screen created in photoshop using various assets. To apply to plane and superimpose on back of billboard.* | Student – Thomas Taylor |

## Narrative Experience

### Formal Structure of the Story:

* The Call to Adventure: The main character and his wife are drawn to the neighborhood by the promise of a new home. However, their arrival is dangerous and tragic as the cultists kidnap his wife. The main character is called to embark on a journey to rescue her.
* Refusal of the Call: The main character may initially refuse the call to action, feeling overwhelmed and unsure how to proceed. However, he ultimately decides to act and save his wife.
* Meeting the Mentor: Along the way, the main character encounters a kind non-cultist shopkeeper who provides him with guidance, supplies, and valuable information about the cultists' activities. This character serves as a mentor, helping the main character to navigate the challenges ahead.
* Crossing the Threshold: The main character must leave the safety of the house where he was initially trapped and venture out into the dangerous neighborhood, facing off against cultists and navigating obstacles along the way.
* Trials and Challenges: As the main character progresses through the game, he faces numerous challenges and trials, including battles with cultists, navigating through hazardous terrain, and discovering the sinister plans of the cult.
* Approach to the Inmost Cave: The main character learns that his wife is being held captive in the high school, which serves as the cult's stronghold. He must approach this dangerous location to rescue her.
* Ordeal: The final level occurs in high school, where the main character faces a fierce battle against the cult leader and their followers. The main character must overcome this final challenge to save his wife and end the cult's sinister plans.
* Resurrection: The main character emerges victorious from the battle, overcoming his greatest challenge and becoming a hero. He is reunited with his wife, and they escape the neighborhood together.
* Return: The main character and his wife return to their normal lives, having undergone a transformative journey. They have a newfound appreciation for each other and for the value of life, having faced and overcome great danger together.

ChatGPT helped with writing the plot and developing the environment. It helped expand upon the world and keep track of smaller details that could’ve been forgotten or overlooked. The basic story and plot was developed by us, but the smaller details were expanded upon by the AI.

### Story Structure

|  |  |
| --- | --- |
| **Act** | **Plot** |
| 1 | The game begins with David and Sheila moving to the small town to investigate the cult for Sheila’s work. Players will get a chance to see the town and get a feel of the atmosphere before they arrive at the neighborhood through a cutscene. The level ends with David and Sheila arriving at the new house they’re renting in the neighborhood and Sheila getting kidnapped. |
| David wakes up in the locked house and realizes that Sheila is missing. He must explore the house and find a way to escape. This level will serve as a tutorial for basic gameplay mechanics and controls. |
| After escaping the house, David finds himself in the neighborhood taken over by the cult. He must avoid the cultists patrolling the area and explore the neighborhood to gather information and clues about where Sheila might be held. |
| 2 | David explores the community park, looking for clues to Sheila’s whereabouts. The park has been taken over by cultists, and he must avoid their patrols and solve puzzles to progress. He overhears information about the community center by a cultist and decides to head there next. |
| He goes to the community center, which is still run by the non-cultist shopkeeper. The shopkeeper reveals that Sheila is being held in the high school, which has been converted into the cult’s headquarters. David must find a way to infiltrate the school. |
| David infiltrates the high school, which has been converted into a maze of living quarters and ritual spaces. He must shoot and kill the cultists and solve puzzles around the school. |
| 3 | David reaches the cult’s leader, Isaac Blackwell, in the auditorium of the school. They plan on sacrificing Sheila to their deity. David must fight his way through the cultists to stop their leader before it’s too late. This is the game’s climax. |
| David finally saves Sheila from being sacrificed, and the two must escape the high school before it collapses. This level serves as a denouement and provides closure to the story. |
| The game ends with David and Sheila leaving the town, successfully stopping the cult’s operations. They reflect on the events that have transpired and plan for their future. This level will provide additional closure and wrap up any loose ends. |

## Level Breakdown

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Act** |  | **Level Title** | **Level Goals and Objective** | **Level Purpose** | Level Plot Points | Level Locations |
| 1 | 1 | The Prologue | 1. Introduce the setting and game area.    1. Add a backstory for the player to understand and invest themselves into. 2. Enter the neighborhood.    1. Results in the wife being kidnapped | Introduce the town.  Introduce the main characters: David and Sheila | The player learns why they’re inside the town.  When they enter the new house, Sheila is kidnapped, and it sets up the PC’s motivation. | The town (viewed from inside the car)  The neighborhood (viewed from inside the car).  The house |
| 2 | Escape the House | 1. Figure out where the wife has gone. 2. Unlock weaponry. 3. Escape the house. 4. Teach the PC how to play the game and how to use inventory items to solve puzzles. | Introduce basic mechanics such as: jumping, crouching, shooting, and dodging.  Introduce the puzzle mechanics. | Sheila is missing (introduce the PC’s motivation).  Figure out why they kidnapped PC’s wife.  PC learns how to navigate the puzzles in the house and therefore the game.  Tutorial boss at the end. | The house. |
| 3 | Explore the Neighborhood | 1. Gather information about the cult through propaganda and abandoned houses. 2. Avoid cultists. 3. Find clues about where Sheila is held captive. 4. Explore the neighborhood. 5. Unlock the park. 6. Unlock new areas. 7. Avoid traps. 8. Unlock the community center. | Give the PC the chance to explore the neighborhood more properly and teach them how to sneak (or kill) the cultists in the park.  More puzzle solving skills to be able to get into the community center. | Find clues of where Sheila is.  Learning the layout of the neighborhood.  Getting a key to unlock the park.  Collect resources and gear up.  Solve puzzles in the park to unlock the community center. | The road behind the house.  Abandoned houses. |
|  | | | | | |  |
| 2 | 4 | The Park | 1. Find clues. 2. Avoid cultist patrols in the park. 3. Solve puzzles. 4. Find information to Solve the puzzle to get into the community center. 5. Defeat the mini boss in the park and get information about wife’s location. | Explore the community park and find information about Sheila’s whereabouts.  Introduce more advanced gameplay mechanics and challenges (hiding and seeking from enemies, solving puzzles that require more critical thinking, etc.).  Further immerse the player into the game world and provide a more challenging experience. | David enters the community park, which cultists have taken over.  PC must explore the park and find clues through notes or objects that tell the cult’s operations.  A mini boss in the park in the form of a tougher cultist.  David learns that his wife was taken to the community center next. | The park.  A fountain inside the park. |
| 5 | The Community Center | 1. Infiltrate the community center. 2. Gather information from the shopkeeper about the cult and Sheila’s whereabouts. 3. Solve puzzles. 4. Avoid cultists. 5. Acquire necessary items. 6. Gather information and necessary tools to progress further into the game. | Advance the story by providing the player with the information they need to progress to the next level.  Serve as a traditional phase between the exploration phase to the infiltration phase. | David goes to the community center to gather information about Sheila’s location.  The shopkeeper informs him that she is being held at the high school, which is now the cult’s HQ. | The community center.  The outside road area. |
| 6 | Infiltrate the High School | 1. Infiltrate the high school. 2. Avoid cultists patrolling the school. 3. Collect items. 4. Discover secrets. | Infiltrate the high school and find Sheila.  Introduce the final difficulty of the world. | David infiltrates the high school.  He learns more about the cult through environmental storytelling.  He finally makes it to the auditorium where the cult leader is. | The high school:  The auditorium  The hallways  The classrooms  The cafeteria.  The head office. |
|  | | | | | |  |
| 3 | 7 | The Showdown | Defeat the cult leader in a boss battle by using the skills and weaponry acquired in the game. | Serve as the final boss battle in the game. It is designed to be challenging and to provide a climax to the player’s journey. It is also intended to test the player’s skills and abilities.  Provide a sense of accomplishment and closure to the player as they defeat the final obstacle. | David confronts the cult’s leader in a boss battle.  After the battle, the cultists prepare to sacrifice Sheila.  David then must fight his way through the cultists and stop their leader before it is too late. | The auditorium. |
| 8 | Rescuing Sheila | 1. Fight through the cultists. 2. Stop the cult leader 3. Save Sheila. | Serve as the true final level and the game’s climax.  The player must face the ultimate challenge and overcome the final obstacle to achieve their goal.  Provide a sense of culmination and resolution to the game’s storyline. | David defeats the cult leader, but the battle isn’t fully over.  David must fight his way through the cultists in the auditorium before they sacrifice Sheila.  Once he finally kills Isaac, he can take Sheila and leave. | The auditorium. |
| 9 | The Epilogue | 1. Successfully escape the collapsing high school with Sheila. 2. Provide a satisfying conclusion to the game’s story arc. 3. Provide closure to the story and to allow the player to successfully complete the game’s mission. | Have the player control David as he rescues Sheila from the cult’s sacrifice ritual and escape from the collapsing high school.  Serves as a denouement to the story, providing closure and resolution. | David and Sheila escape the school.  With the cult gone, there is no reason for David and Sheila to remain in the town, so they pack up and leave the next day, saying goodbye to the shopkeeper who says he will help restore the town to its former glory.  The game ends with the player getting into the car and driving away. | The school.  The house (from the outside). |

# Key Game Objects

## Characters

|  |  |  |
| --- | --- | --- |
| Characters | Features | Level |
| PC: David Brent | David Brent is a physically imposing and impressive ex-military man who suffers from PTSD. He has a muscular and toned build, reflecting the rigorous training and experience he gained during his military service. He stands taller than most, with a serious and intense expression that conveys a sense of determination and strength. His face bears scars and signs of wear and tear, suggesting that he has faced and overcome many challenges in his life.  He is constantly alert and watchful, scanning his surroundings for potential threats. His eyes reflect his vigilance and focus, and his military training has honed his physical abilities, making him more than capable of handling whatever obstacles come his way. | All |
| NPC: Wife/ Sheila Boyle | As a journalist, Sheila Boyle is used to blending in with her surroundings. She has a petite frame and short, dark hair that she often styles into a messy bun. Her bright green eyes were always alert, taking in the details of the world around her.  Her latest investigation took her to a small town in rural America, where she had been researching a secretive cult that had been operating in the area for decades. She had a nose for the truth and an unshakeable determination to expose it, even if it meant putting herself in danger. | 1, 7-9 |
| NPC: Cult Leader/ Isaac Blackwell | The cult leader is a towering figure with an imposing presence, standing at least 6'5" with a muscular build. His face is chiseled, with a prominent jawline and high cheekbones. His hair is long and unkempt, falling in thick strands around his face, and his beard is full and bushy.  His eyes are piercing and seem to look straight through you, with an intense gaze that demands respect and obedience. He wears loose-fitting robes or tunics in dark or earthy colors, symbolizing his connection to nature and the earth.  The cult leader exudes an aura of mysticism and power, commanding the loyalty and devotion of his followers through his sheer force of personality and the promise of enlightenment and salvation. | 8-9 |
| NPC: Cult Members | The cult members are a diverse group of individuals who have been drawn to the cult's beliefs and practices. They come from all walks of life and all ages, from young children to elderly adults. However, most members are born into the cult and radicalized from a young age. They all wear masks that cover their faces, obscuring their identities and adding to the sense of mystery and foreboding that surrounds the cult. | All |

## Weapons

|  |  |  |
| --- | --- | --- |
| Weapon | Features | Level |
| Crossbow | A crossbow could be useful in medium to close range combat for a silent weapon to take out enemies without being heard. Found in houses for hunting.  20m Range, 30 HP Damage, 1Sec Cooldown | 1 |
| Knife | A knife could be a useful close-quarters weapon or tool for cutting through obstacles. Your character could potentially find one in a kitchen or in a sporting goods.  0.5m range, 20 HP Damage, 2 Sec Cooldown | 1 |
| Baseball bat | A common household item that could be used as a makeshift weapon. Your character could find one in a sporting goods store, or even in a garage or basement.  1m range, 15 HP Damage, 2 Sec Cooldown. | 1-6 |
| Pistol | A handgun could be a common weapon found in many urban areas. Your character could potentially find one in a pawn shop or gun store, or even on a fallen enemy.  100m range, 40 HP Damage, 1 Sec Cooldown. | 1-6 |
| Shotgun | A shotgun could be useful in close quarters combat or for taking down larger groups of enemies. Your character could potentially find one in a sporting goods store or in a police station armory.  15m range, 60 HP Damage, 1 Sec Cooldown. | 4-6 |
| Rifle | A rifle can provide your character with a longer-range option for taking out enemies. He could potentially find one in a hunting store or in a gun enthusiast's home.  500m range, 80 HP Damage, 4 Sec Cooldown. | 4-6 |
| Assault Rifle | A fully automatic AR that can be used from medium range to take out enemies. Most likely found on cult members.  200m range, 45 HP Damage, 0.8 sec Cooldown. | 4-6 |
|  |  |  |

## Object / Items

|  |  |  |
| --- | --- | --- |
| Weapon | Features | Level |
| Stackable Crate | 10 kg 1m Cube, can be carried, pushed & dropped | All |
| Gun cabinet key | 50 grams, 6 inches, can be carried & dropped  Used to get access to weapons and fight the enemy | All |
| Door Key | 40 grams, 4 inches, can be carried & dropped  Used to get into locked areas | All |
| Stackable box | 8kg 1m cube, can be carried, pushed & dropped.  Used to get into places too high up | All |
| Key fob for park | 50 grams, 5 inches, can be carried & dropped. Used to enter the locked park | 1-3 |
| Health packs | 100 grams, 10 inches, can be carried & dropped.  Used to fully heal a player back to full health | All |
| Food | 40 grams, 5 inches, can be carried & dropped. Used to slowly heal a player back to 80% health. | All |
| Water | 40 grams, 5 inches, can be carried & dropped. Used to rehydrate the PC and increase stamina. | All |

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# Appendices

## Group Contributions

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| --- | --- |
| **Team Member** | **Sections Contributed to** |
| Esme Wilson | Design Decisions and Visual Experience. |
| Kennedy Sovine | Narrative Experience: Level Breakdown and Story Structure; Prototype Images |
| Michael Clarke | Game play and key game objects and Environment experience |
| Michaella Eleonore | Game idea |
| Tom Taylor | Ui/UX & aural experience. |

## Prototype Images