

# Game Design Document

## Haunted House

Launch Date -

**Lea Gabay**

### **Confidential Disclaimer**

This Game Design Document has been prepared for review by Lea Gabay. All information is confidential and proprietary and should not be shared without written permission.

## **Overview of the Game**

It is a virtual reality, single-player, haunted, escape room game. The player will be acting as Lauren Smittens, a journalist, who is required to go to a house to investigate some unusual happenings. After entering the house, she gets locked from the outside and is found a clue nearby which provides her instructions on how to solve the puzzles in the house and how to get out of the house and escape.

There are a total of 3 puzzles, and you would have to solve the puzzles in a certain order and will not be able to proceed to the next area until you solve them. It's the players' job to escape the house as soon as possible because the area be giving the creeps.

### **References:**

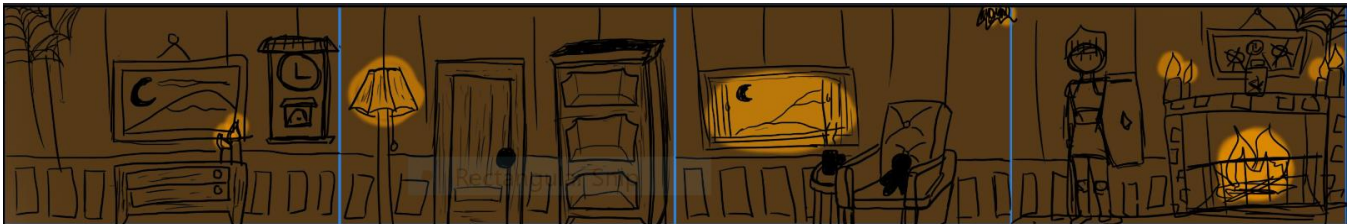
Inspired by Resident Evil Village

Here are some inspirational references from the game:





#### Actual Game Concept Sketch:



#### Unique Selling Points

Gaming Platform: Virtual Reality

Genre: Horror, Supernatural happenings, Escape Room (3 puzzles)

This game is compelling to play because it feeds people's thrill for scares due to the inbuilt 360 sound system in the game, making it more immersive for the player.

The difficulty of the game will be simple but will be inspired by the puzzles in Resident Evil Village.

There is a compelling story which is about the history of the house and finding out why unusual events happen there.

#### Game loop

- 1) Enter the house
- 2) Heard the door lock behind her
- 3) Receives a clue on how to escape the house
- 4) Explore the room

- 5) Solve the puzzle
- 6) Progress to the next room
- 7) Steps 6 and 7 repeat until all 4 puzzles are solved
- 8) At the end, the main door opens magically, and the player escapes the house

The player will be moving around the virtual environment by teleportation.

### **1<sup>st</sup> Puzzle – Main Doorway Area**

Players will have to find a drawing of how the environment should be like and will have to arrange the items in the right order on the shelf and have the environment arranged exactly as how is described.

Example,

The paintings must be turned in a certain sequence.

After solving the puzzle, there will be a music cue allowing us to open the board on the floor. There, the players can hear that the lock of the door of the next area is opened.

### **2<sup>nd</sup> Puzzle – Bedroom Area**

According to the clue, the players are required to find a certain haunted object depicted in the clue. They would have to search everywhere in that room for that object. Once it is found, a spooky cue will be in effect and the door to the next area would be unlocked with a click automatically.

### **3<sup>rd</sup> Puzzle – Window and armchair Area, Guard Statue and Creepy Fireplace Area**

According to the environment hints outside of the house, the players can find different statues around these two areas to put on the guard statue. Furthermore, the order will be shown in the paper cue given to the players and players will have to turn each unique statue in a specific order to the guard statue. After solving the puzzle, the main door will be unlocked and the players can escape.

## **Gameplay Scope**

The game lasts for about 20 minutes before the timer runs out and the player will have a game over.

There are a total of 3 levels (3 puzzles) of different varieties.

The average playtime is 1 hour.

The objective is to solve each puzzle before the timer runs out and figure out the history and discover the reasons for the unusual events' occurrences.

The playable character would be Lauren Smittens and you will not be able to customise her or upgrade them.

## Art Style

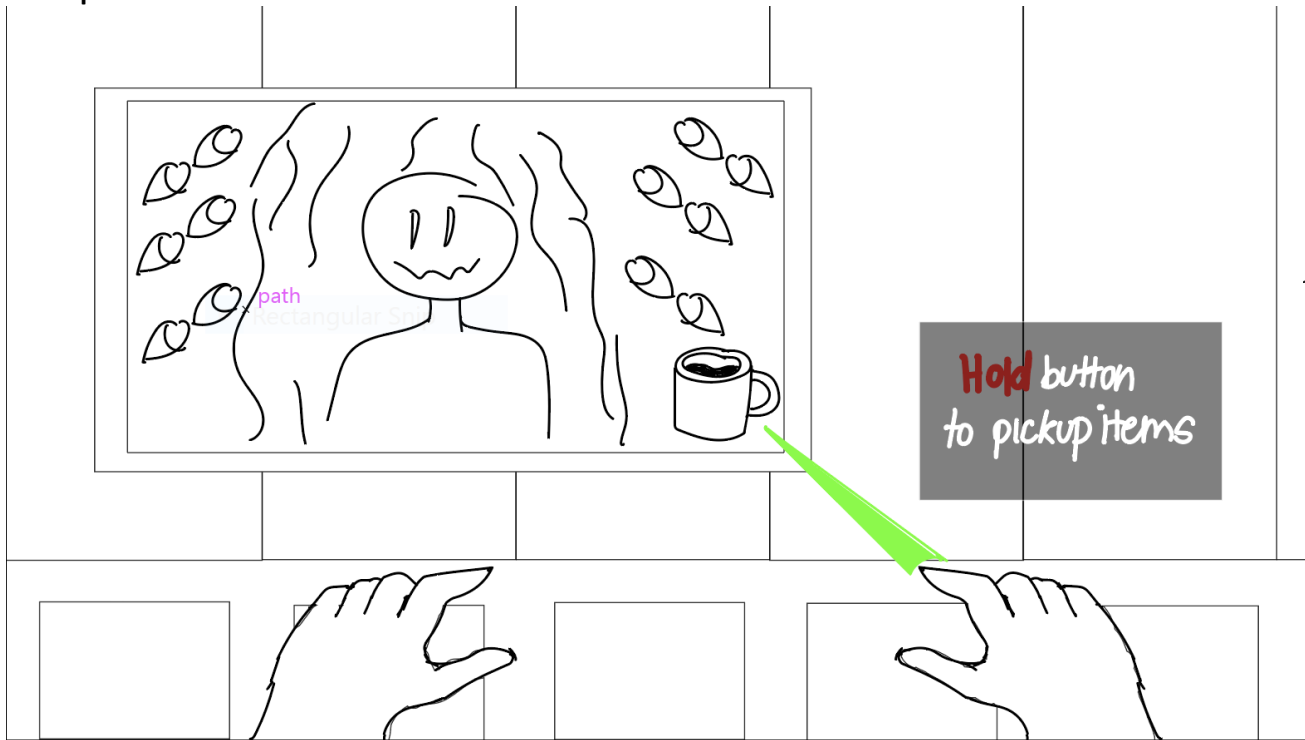
You can also link to a different area it lives in.

The art style I have taken up is Unreal Realism which is based on supernatural entities in the horror aspect.

### References of Models & Environment:



### Concept Sketch of the UI Interface of the Game:



### Player Profiles Stories

- Sarah is a play-to-win gamer who likes to be the best and enjoys games that require a timer and prefer completing them in the fastest time possible. She will repeat the game repeatedly until she is satisfied with her score in escaping the house. She is 16 years old and is a student in secondary school.
- Max is a bench player who does not prioritize VR, but they see the medium as a way to enhance casual gaming experiences. He will casually play it and immerse himself in the gameplay and may invite others to try it next time if he has a good user experience. He is 20 years old and is a student in college.

### Milestone Schedule

Visually represented by a Gantt chart.

