

Game Design Document (GDD)

GitHub Repository: [Github-Final-Project-Team_404](#)

Video Demo: [Video_Demo-Final-Project-Team_404](#)

I. Game Overview

- **Title:** University 404
- **Genre:** Psychological Horror, Anomaly Spotting, Walking Simulator
- **Target Platform:** PC (Windows)
- **Engine:** Unity 2022.3 (URP)
- **Target Audience:** Horror game players, university students, fans of *The Exit 8*
- **Estimated Playtime:** 15–20 minutes
- **Game Goal:** The player must identify anomalies correctly in an infinite university hallway to progress from Exit 0 to Exit 10. One wrong decision resets progress.

II. Story & Setting

- **Story Overview:** The player is trapped in a mysterious Cambodian university hallway that loops endlessly. The building feels abandoned and unsettling, with a history linked to an old university that once served as a hospital during wartime (fiction).
- **Main Challenge:** The hallway looks almost the same every time. The player must carefully observe the environment and decide whether it is Normal or contains an Anomaly.

III. Core Gameplay

- **Player Abilities & Interactions**
 - Walk and run through the hallway
 - Observe environmental details
 - Interact with doors or objects (limited)
 - Make decisions based on anomalies
- **Enemies / Obstacles**
 - No direct enemies
 - Psychological pressure and subtle horror elements
 - Visual and audio anomalies designed to confuse the player
- **Win / Lose Conditions**
 - Win: Reach Exit 10 by making correct decisions
 - Lose: Making a wrong choice resets progress back to Exit 0

IV. Gameplay Flow

- **Menu**
 - Start Button
 - Quit Button
 - Help Button

- **Gameplay**
 - Start at Exit 0
 - Walk from Start Zone to Exit Door
 - Decide:
 - + **Normal:** Walk forward and exit
 - + **Anomaly:** Turn around and run back
- **End/ Result**
 - Reach Exit 10 → Game completed
 - Wrong decision → Progress reset

V. Art Direction

- **Visual Style**
 - Semi-realistic environment
 - Old university interior
 - Grey, liminal, and unsettling atmosphere
 - Inspired by abandoned educational buildings
- **Key Assets**
 - University hallway models
 - Wooden classroom doors
 - Ceiling
 - Reflective floor (Karo)
 - Environmental props (Stairs, Chair, posters, brain, ghost head ...)

VI. Audio

- **Music Style**
 - Ambient psychological horror
 - Low, slow, tension-building background sounds

VII. Technical Requirements

- **Engine:** Unity (3D, URP)
- **Platform:** PC (Windows)
- **Key Systems:**
 - FPS movement controller
 - Infinite hallway loop system
 - Anomaly detection logic
 - Exit counter system
- **Controls:**
 - Move: WASD
 - Run: Shift + Move
 - Look: Mouse
 - Interact(Open door): E
- **Tools Used:**
 - ProBuilder / ProGrid
 - C# scripts
 - Cinemachine
 - Mixamo
 - GitHub for version control

VIII. Scope

- **Main scenes :** There are 3
 - Menu Scene : 1 scene
 - Game Scene (Main Scene): 14 Scenes display randomly
 - Win Scene: 1 scene
- Single hallway environment with loop system
- Around 15 anomalies (easy, medium, hard)
- Free assets allowed
- Optimized to run smoothly on school laptops