**qwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxrertyuiopasdfghjklzxcvbnmrtyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmrtyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmrtyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmrtyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmrtyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmrtyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmrtyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnmqwertyuiopasdfghjklzxcvbnm**

|  |
| --- |
| GCDD Theme: “Threat”  By Leonard Roll  6/12/2015  Leonard Roll |

Table of Contents

[Concept 2](#_Toc422370485)

[Genre 2](#_Toc422370486)

[Objective 2](#_Toc422370487)

[Mechanic 2](#_Toc422370488)

[Characters 2](#_Toc422370489)

[Main Character 2](#_Toc422370490)

[Villain 2](#_Toc422370491)

[Theme 2](#_Toc422370492)

[Gameplay 2](#_Toc422370493)

[Design Document 3](#_Toc422370494)

[Title Screen 3](#_Toc422370495)

[H.U.D 3](#_Toc422370496)

# Concept

## Genre

This is going to be a thriller game as I want to make the player feel the tension as the killer gets closer to finding you.

## Objective

A hide and seek game where you are the victim and are running away from the house you are trapped in. The objective is to find the keys and escape from the house whilst avoiding the serial killer who thinks you are playing a game of hide and seek. The game will end once you manage to escape the area.

## Mechanic

This is going to be a first person game; where the main mechanic will be managing you’re stress level. Your stress will slowly drive you insane, this will lead to the character doing things that they wouldn’t normally do. This forces you to stop and calm down. By calming down you have the choice to close your eyes and map out what you have seen this makes it so there is a reward for the risk you are taking.

## Characters

### Main Character

You are a captured victim of this serial killer who got bored of doing the same thing and so he gives you a chance to escape by playing a game of hide and seek. You are scared as you have been stuck for weeks.

### Villain

The serial killer, who is bored and is playing a simple game of hide and seek with you. He will just walk around whistling trying to find you.

## Theme

The theme of the game will be dark and eerie. Where you are stuck in a fairly old house, the house is quiet and makes everything around seem louder.

## Gameplay

You are stuck in a house and you need to find the keys to the front door which you don’t know where that is. Whilst looking for the key you need to remember and map out the area or take the risk and stop to look at the map. You can hide under objects such as beds, cabinets and other objects. The aim is avoid the killer while finding the key. However the killer will lock every room that he visits and so if he locks the room with the key or you are in the room when he locks it. The game will end.

The stress bar is an important mechanic as the more stressed the character gets; the character will start doing more seemingly random things, such as blurry vision, louder heartbeats, inconsistent running, falling over and more. This is supposed to be a game of management of your stress an avoiding getting caught.

# Design Document

## Title Screen

The title screen will be a simple menu which will have

## H.U.D

The H.U.D must be simple and not too cluttered so that you can see most of the objects. The interface will be like fallout so whatever you point the simplistic cross-hair at will show if you can interact with the object and then you just need to press the action button.

### H.U.D Design

