Working Title: “Before Dark”

Design Doc

Published by: React Gaming

Things to rename:

Kid’s name: Pablo

Kid’s town name: Pure Meadow

Summary

“Before Dark” is a 3D third-person action-based puzzle platformer game which follows an imaginative young kid through an afternoon at the park. PABLO, the hero of our game, has one simple goal: get back home before the sun goes down. The experience of “Before Dark” revolves around the horizon that exists between PABLO’s active imagination and the real world. Help PABLO find remarkable weapons, defeat his foes, find the milk, and return safely home before the streetlights come on. “Before Dark” will run on PC both browser-based through itch.io, and locally by downloading the game from our GitHub.

Group

* Mike Gee is the group’s leader. He manages the project’s progress and quality while supporting the programmers.
* Angel Martinez is the lead artist and designer of character art as well as SFX, music, and voice.
* Bram Metz is the lead artist and designer of game environment and art style direction.
* Jordan Mese is a programmer specializing in design of mechanics.
* Courtland Crouchet is a programmer specializing in website design.
* Leopold Frilot is a programmer focusing on documentation.

Characters

* Pablo is the main character of the game and the character you will be playing as. He is the righteous protector of mankind and will stop at nothing to slay the vermin which threaten the sanctity of Pure Meadow. Well, at least that’s what he would tell you. Pablo is a creative, resourceful, eight-year-old kid playing at his local park. With a stick in his hand and a snack in his pocket, he will stop at nothing to complete the quest his mother gave him.
* Older brother is the driving force of the game. He presents Pablo with his main “quest” at the beginning of each playthrough and reminds Pablo that he needs to return before the streetlights turn on at regular intervals. The older brother also gives the level specific quest to find something located in one of the areas of interest in the park. He is represented by a disembodied voice from the foreground.
* Homeless man blocks passage through areas Pablo is not ready to tackle. The homeless man likes to play along with Pablo’s imaginary world and tells him what he needs to continue to the boss of the level. He is represented physically sitting on a park bench and will move the bench once Pablo has the necessary requirements.

Setting

The game takes place in a neighborhood park in Pure Meadow. The afternoon sun casts a soft orange glow over the large grassy area. The park is vast landscape with hills, trees, boulders, playground equipment, water fountains, winding sidewalks, and a few park benches which the homeless man likes to populate. Each “level” will be a different section of the park sectioned off by impassable terrain and the park bench which guards the entrance to the next level. As Pablo traverses through the levels, he will come closer and closer to the main road of the Pure Meadow neighborhood. Meanwhile time will pass, and light will dim, turning the pleasant afternoon shadows into something almost sinister.

Narrative

The story behind “Before Dark” is simple. Pablo, an 8-year-old boy, is playing in the park while his older brother watches over him. It’s getting late and the older brother reminds Pablo that they need to return home before it gets dark with all the groceries they had bought earlier in the day. Pablo turns this message into his own heroic quest. He grabs a stick and ventures forth through the park to find the groceries he had lost so that they may return home before the sun goes down and the streetlights turn on.

Core Game Loop

The player will appear at the start of the level and be told what to find by the older brother. The player will explore the area looking for the object, fighting “enemies” off along the way and finding “items” to help him on his journey. The player will then talk to the homeless man and be allowed into the boss room. After defeating the boss, the next level will start. After losing all health, the player may restart the level or quit the game. This will repeat until he has made it to the sidewalk or time has run out.

User Experience

The main experience we are trying to achieve is skill expression through combat and exploration.

Mechanics

The player will be able to walk, sprint, and jump. They will also be able to attack with weapons they pick up. There will be consumables for health gain and damage buffs. There will be a timer at the top right showing the time of day and how much time the player must finish the game.

Dynamics

// How will the experience change as the player progresses

Items found are retained. Enemies/bosses get harder as the time progresses and the shadows grow longer.

Enemies

// normal enemies

// bosses

Level Design

2-3 levels each have a very different layout and feel

* Level 1: Forest
* Level 2: Playground
* Level 3?

Art

// Short Description

Cell shaded style similar to ROR2

UI/Game Controls

// What does the user HUD look like?

Audio

// Description

Target Audience

Target Device/Platform

Development Plan

// Schedule

// Experimental Features to Try/Have Implemented