PROJECT REWRITE

GAME DESIGN DOCUMENT

LUCY LESIRE

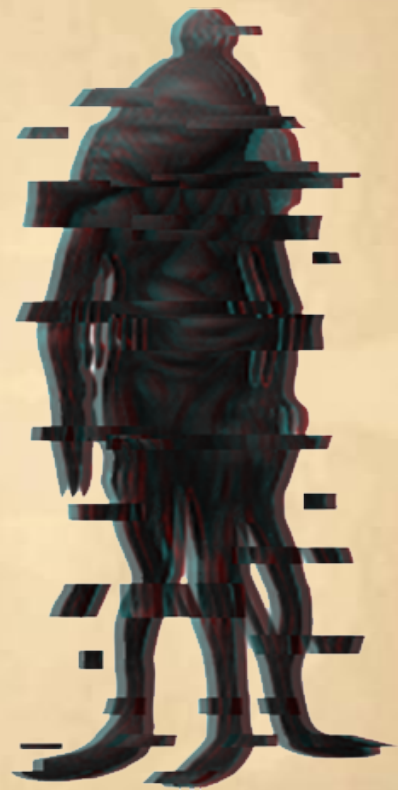MATHIAS RADDER

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SENNE DE BOECK

FLORIAN HEYNEN

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1 Introduction

Project rewrite is a horror puzzle game where you are stuck in a military laboratory that you have to escape.

At the start of your journey, you will find a portable device that can make you travel between the past and the present. With this device you can interact with past and present to escape the lab.

You can use this mechanic to access places that are not accessible in the other timeline and interact with objects that will change the present time. Doors previously closed can be found open and hazards standing in your way disabled.

You are not alone of course; a monster lurks around these abandoned halls and you're not the only one that can time travel. You'll be seeing a spectral copy of the monster when you and it aren't in the same timeline. The monster's movement limitations only count in the world it's physically in. Be careful! His spectral form can move through walls and places you can't and will keep looking for you and hunting you down.

1.1 Team

Mathias Radder
Programmer

Florian Heynen
Sound

Senne De Boeck
Design

Lucy Lesire
Programmer

Kobie Caestecker
Art

Jasper Mathy
Art

1.2 Pitch

Stay out of the hands of the lurking monster while escaping dark and scary rooms. You got a time travel device to switch back and forth in time, use this to your advantage!

1.3 USP

- Our game makes use of a Time Travel mechanic. This is unique in horror games and makes a more interesting map design. Together with the puzzle aspect this makes a unique experience.
- Unlike a typical horror game where you are constantly faced with hard programmed events of meeting enemies, our game gives the monster a new look by giving it a patrol system to search around the map. This can be used to sneak through or keep you on your toes when you're not hiding.

2 Target Audience & Context

2.1 Target Platform & Audience

Our target platform is PC, where we aim to publish on Steam. As target audience, we aim for 16 to 35-year-olds that are looking for a horror experience.

Joran is 19, he likes to play horror games late at night because it gives him a nice thrill. He chooses to play Project Rewrite as it is a good combination of thrill and action. He isn't scared of anything, so he doesn't mind the jumps cares.

Loriana is a 22-year-old streamer who enjoys playing horror games on stream. Loriana fears horror and gets jump-scared often in Project Rewrite. She doesn't mind getting scared because her viewers like it.

Kai is 27, in their youth they saw a lot of YouTube videos about playing horror games and now when they are older, got their own horror games. After work Kai plays some Project Rewrite to "Relax".

Jana and Luke are 16, Luke is very scared of horror and anything to do with darkness. Jana loves anything mysterious and scary. Jana forces Luke to play Project Rewrite with her. Jana enjoys watching Luke get scared, whereas Luke just wants the game to be over quickly.

2.2 Setting

The main setting of the game is a military laboratory bunker.
With the time travel mechanic the map will look very different depending on the time.
It will be visible in a 1960's type of bunker where everything is mostly intact (Element Level: Past). But also in a later year like 2020 where the map is damaged and not exactly the same anymore (Element Level: Present). The bunker has been abandoned for 60 years and this will be shown in the art.

2.3 Expected Rating

The game is aimed to be PEGI16 with some action and violence, but no blood and gore.

It will also feature the fear rating because it will include horror effects.

2.4 Genre Analysis

The game is a first-person Horror game.
This genre includes some major titles like "Alien Isolation" or "Resident Evil 7". These are some AAA horror games and it's not comparable to the scale we make, but it's good to understand the genre.
Looking through similar games we notice that the Time Travel mechanic stands out as something unique and different than other games.

3 Camera & Controls

3.1 Camera

What is it:
The camera perspective will be first person in our game. The camera will be at head height and the player will be able to see their arms, including items in those arms.

Might be add on:

- The player will also be able to peek around corners.
- Peek through holes, like keyhole of a door, cracks in a wall.

Below you can find a reference from the game "Bioshock" (2007):

3.2 Controls

Below you can find the controls for controller:

Hold: Sprint

Hold: Time travel device
Tap: time travel

Use item

Menu

Inventory

Hold down: Sprint
Move
Inventory: Select

Interact

Time Travel

Crouch

Movement interact

Menu up

Menu left

Menu down

Menu right

Looking around
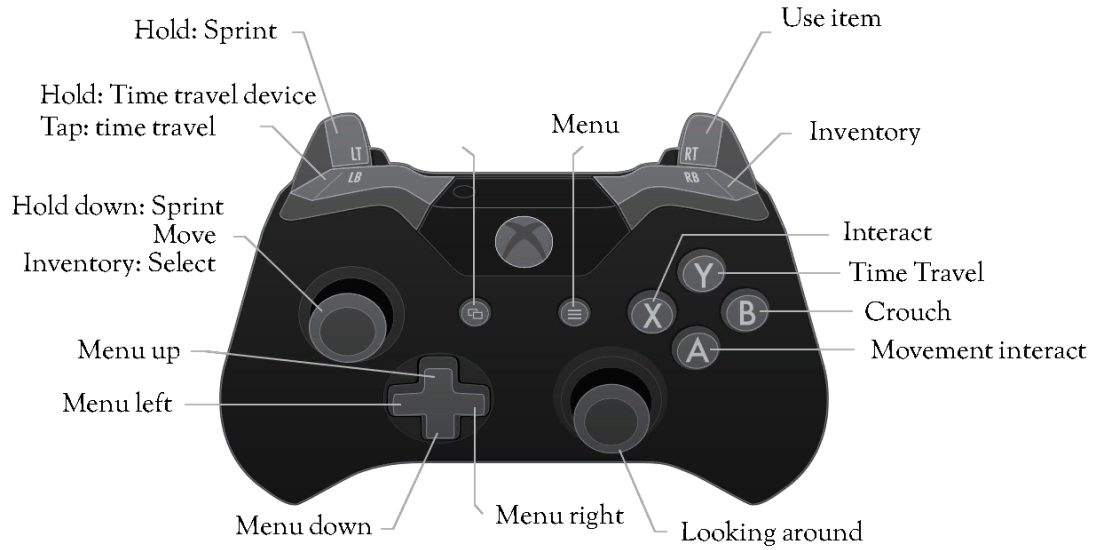
Below you can find the controls for keyboard:

Hold: Inventory

Menu

Move

Interact

Time Travel

Use item

Hold: Access time travel device

Sprint

Crouch

Look around

Movement Interact
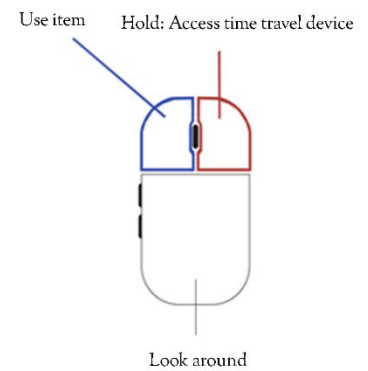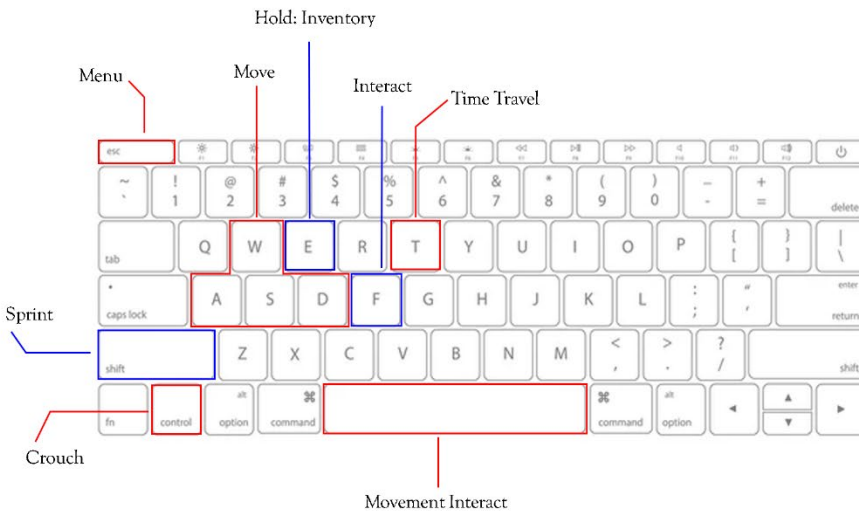
4 Game Loop

This is where we talk about the going of the game. What states there are and what events.

4.1 Menus loop

4.1.1 Main Menu Loop

Below you can find the menu loop
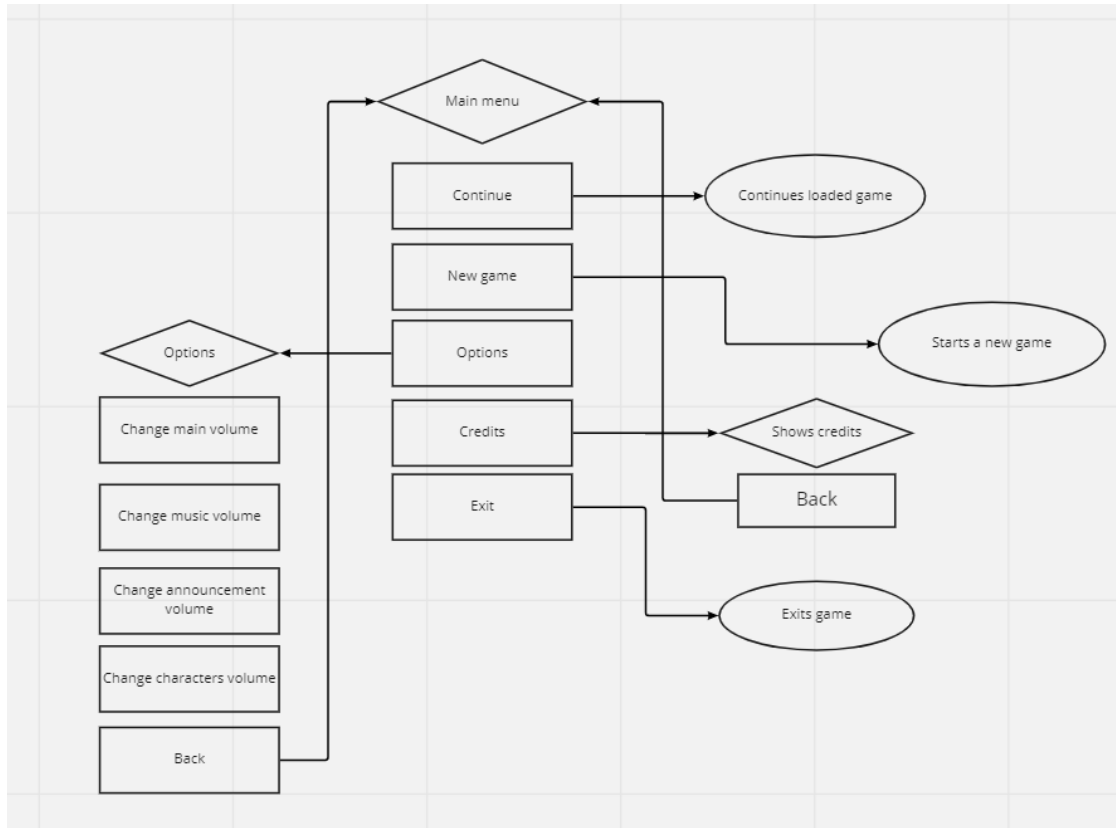
4.1.2 In Game Menu Loop

The game does not pause when you go to the in-game menu.

Below you can find the In Game Menu loop
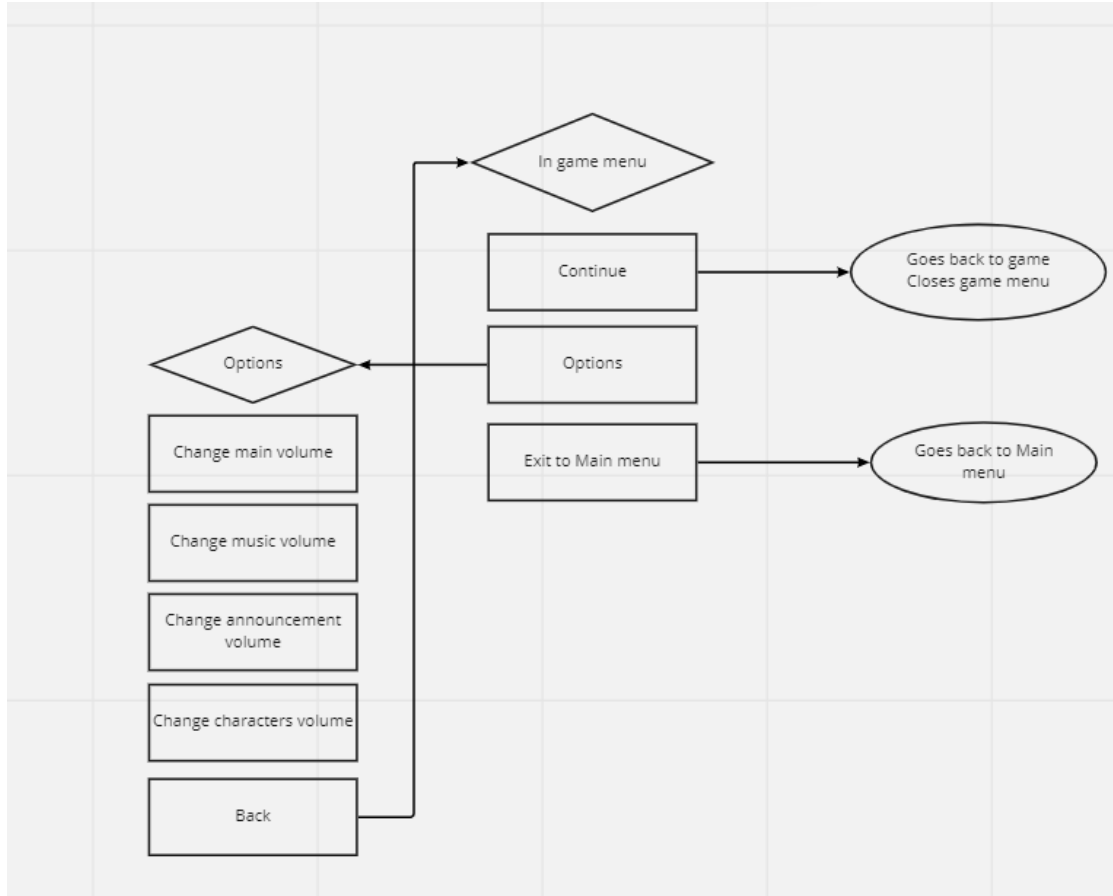
4.2 Level loop

4.2.1 Game mode
- This is where we check the puzzles of the level.
- But also decides the patrolling of the monster.

4.2.2 Game state
- Changes the state of the level.
- Resets the level if the player dies. Communicates with the level, so that the level knows that it needs to be reset. Example: The game state calls the resets functions of the objects.

- Keeps the progress of the player, while they go through the level.
- Sets setting of the level. By saying what part of the level is busy or safer.

4.2.3 Checkpoint

What is it:
Whenever you spawn, you start at the furthest checkpoint in the level that you last visited. This happens when you start the level, continue the level or respawned.

Why: it is to load the game whenever the player quits it or dies. So that the player doesn't have to go all the way through the level(s) again to reach that point.

Mechanic: The game remembers your furthest checkpoint and you spawn there when you die or continue the game.
Most of the checkpoints are placed in a safe area, so that the player is not in danger immediately. They will also help communicate with the resets to the game state. Element System: Game state

Input:
On death respawns.
On continue you spawn.

Below you can find a reference from the game "Alien isolation":

5 Player

5.1 Movement

Here we will talk about all the of the movement of the Player.

5.1.1 Walking

What is it:
Our player can walk around like any other person.

Mechanic:
Using the controls the player walks at a normal pace in the x and y axis. When the player walks from idle, it is instantly in its max walking speed and when you stop walking it stops instantly. So, the player does not have a slope of acceleration or deacceleration when walking.

Input:
WASD to move.
Left joystick to move.

Below you can find a reference from the game "Life is Strange 2" (2018):

5.1.2 Running

What is it:
When pressing the run button, your character starts running like any other person would run.

Why:
We want to create an escape moment for the player when its chased and a double-edged blade that it comes with it. Because you can quickly run through a room, but the downside is that you make more sound and are less nimble then walking.

Mechanic: (in testing stage)
When pressing the run button, you start accelerating until you are at max run speed. This will take x seconds to get to the max speed. When you stop running, you quickly deaccelerate to the other movement you wan to do. The speed of the deacceleration depends on the movement you wan to do. Standing still or crouching is faster, but you will for x time make more noise. Like if you are catching your breath. When deaccelerating to walking is the slowest. But you make no extra loud noise.
What is still not decided: Will there be a stamina bar?

Input:
WASD and Shift to run.
LS and Left Joystick to run.

Below you can find a reference from the game "Outlast" (2013):

5.1.3 Crouching/Sneaking

What is it:
In the game you can crouch around. While doing that, you are more silent and can access different places where you couldn't when you were walking.

Why:
This is to give the stealth to the horror game and at the same time, adding more different movements to access smaller places. This can give the player more ways to go through the level and puzzles.

Mechanic:
When you crouch, you become smaller and can go under tables to hide and into other tiny places. Your crouch speed is slower than your walk speed, when you press the run button you crouch faster but still slower than your walk speed.
When crouching, you are more silent then walking. But you are a bit louder when you sprint and crouch, still less loud then walking. Like walking, the movement is instant so no acceleration or deacceleration even when you are sprint crouching.

Input:
Control (Hold) to Crouch.
B (Tap) to Crouch.

Below you can find a reference from the game "The Last of Us Part II" (2020):

5.1.4 Movement Interactions

What is it:
Some movement in the game can only be done when you use the "Movement Interaction" button. It is used for vaulting, climbing on and into things.

Why:
To create a more diverse movement in the game to escape the monster and adding verticality to the game. This can make the path the player needs to make more fun and diverse.

Mechanic:
When you are at a wall or fence that you can vault over, you press the "movement interaction" button. This locks the player into an animation that moves the player according to the movement interaction. For this instance, it is to vault over. But it can also be climbing on a box and more.

Input:
Space to use movement interactions.
A to use movement interactions.

Below you can find a reference from the game "The Last of Us Part II" (2020):

5.2 Player Time Travel

In our game the player will be able to time travel by using their time travel device Element Object: Time Travel Device . When accessing the time travel device, the player will be able to see if it can currently time travel. If the player can, a short animation will play where the player warps from one time to the other. After time travelling the player will not be able to time travel again for a short cooldown.

Why:
Letting the player time travel a lot is what makes our game unique compared to other horror games. Any puzzle we make becomes more interesting, the moment you let the player time travel from present to past and vise versa. Example: a locked door is in front of you, so you go to the past and find the key for that door to continue.
A lot of the detail in the environment can give info to the room, past and present. Example: in the present there is an empty med kit case on the wall, now you know where the med kit is in the past. So, you can use it when you are low on health.

Mechanic: (in test stage)
For time travel, there are two maps where the player can time travel.
When the player is in one time, an actor is in the other time at the same position as the player should be in that time. The actor is like a ghost and can move through walls, this is to communicate to the player if the place where the player wants to time travel is safe or not.
When time travelling, it takes x seconds to fully time travel. After you have time travelled, it takes x seconds to time travel again.
When the player wants to time travel, certain conditions need to be met:
Collision:

- When the player is not under or in a table, vent, or locker.
- The actor from the other side is not overlapping with anything.
  (like rubble, doors, walls, tables and more)
- The player is in a trap or against a wall. (Wall thing can be changed later)

Monster:

- If the monster is too close to the player, the time travel device is disrupted and can't be used until they are further apart.

Time travel Device:

- The player can only time travel when the cooldown of the time travel device is over.
- You cannot time travel when you are already in the duration of time travelling.

Movement:

- You can only time travel when you stand still, so not while crouching too.
- This also counts when you are in an interactive movement.

Input:
LMB/T to time travel
Left trigger to time travel

Below you can find some inspiration coming from the game "Life is Strange" (2015):

5.3 Interactions

What is it:
Whilst playing the game, the player can interact with certain items (Element Folder: Types of Items), trap levers and valves (Element Object: Lever & Element Object: Gas Valve) and puzzle elements (Element Chapter: Puzzles). The player can do so by using the interaction key (F).
For items, the item will be added to the players inventory (Element System: Inventory).
For trap levers and valves, the trap will activate or deactivate upon interaction.
For puzzle elements, the puzzle will progress to the next point when interacted upon.

Why:
Having interactions in our game gives our player more to do around the level, from picking up items to turning on and off traps and so much more.

Input:
E/F to interact
Face button up to interact

Below you can find some reference for interactions, from the game "Memories of Mars".

5.4 Picking up items

What is it:
The player can pick up and use various items scattered throughout the world. To pick up items the player has to interact with them by using the interaction button (F).

When the player looks at an item, the item gets highlighted.

After picking the item up, it will appear in the players inventory, however if the player is not holding anything else it will instantly appear in their hand.

Why:
Having the ability for the player to pick up items, we can add more diversity in our items, from flashlights to med kits to keys (Element Folder: Types of Items). This brings more tactic thinking to the player, they have to know what items they can pickup and what items they can use where.

Input:
E/F to interact
Face button up to interact

Below you can find a reference for Picking up items, from the game "Fortnite (2017)".

5.5 Throwing Items

What is it:
During the game, the player can use certain throwable items (Element Object: Throwables), to lure the monster to the location of impact. The player can use these items by selecting them in their inventory (Element System: Inventory) and then using their right hand to throw them.

Why:
Having throwing items in our game gives the player a way to distract the monster without being hurt themselves.

Input:
RMB to throw items.
Right Trigger to throw items.

Below you can find a reference on how throwing rocks would work from "A Plague Tale: Innocence" (2019):
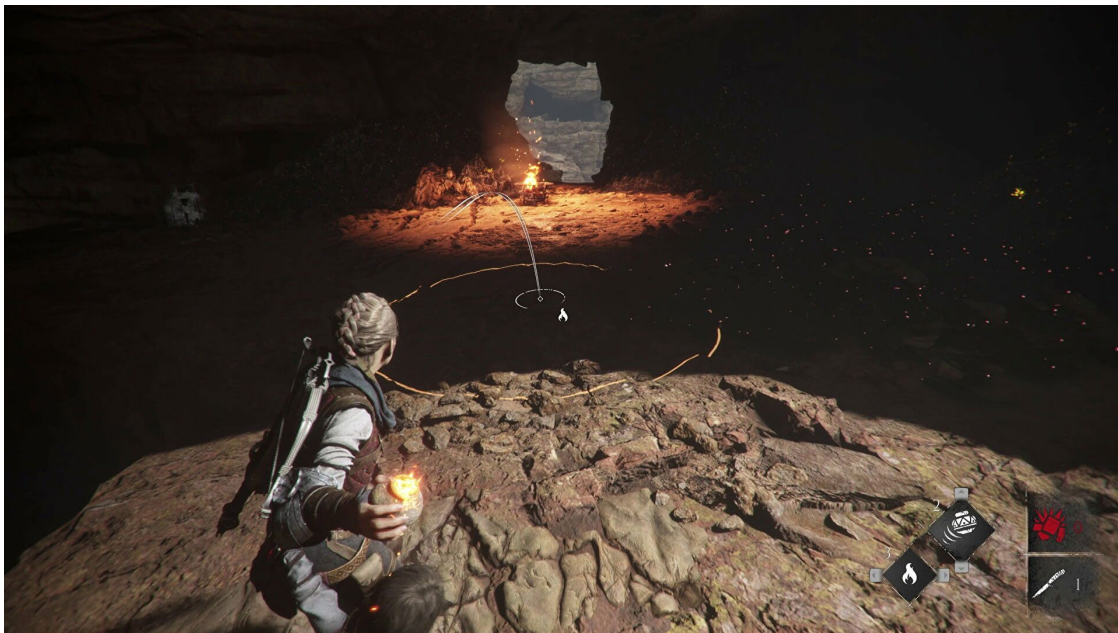
5.6 Hiding

What is it:
In our game the player will be able to hide inside of locker or under tables, they can do this by interacting with the locker or table. When the player is hidden, they will be safe from the monster. However, if the monster sees the player go into a locker or under a table, it will drag the player out and kill it.

Why:
Hiding is perfect for a horror game, it allows the player to have a "safe point" where they can't be hurt by the monster. On the other hand, they also cannot move, so it is a perfect balance.

Input:
Space to hide/get out of hiding.
A to hide/get out of hiding.

Below you can find a reference on how this will work from the game "Dead by Daylight (2016)".

5.7 Player health

What is it:
The player has health points to survive damage during the game.

Why:
It is to give the player another chance to escape and make use of the map more, by finding med kits.

Mechanic:
The player can be damaged on these conditions:

- The monster hits you with an attack.
- An activated trap hits the player.

The player can heal by interacting with med kits. When the player health goes to zero, the player dies, and it is game over.

Input:
You can lose health by being hit by the monster.
You can gain health by using a med kit.

Below you can find a reference on how this works in the game "Fortnite (2017)".

6 Monster

A malevolent entity that has a spectral image of itself that follows its exact movement in the timeline the monster doesn't reside in. The monster roams the bunker looking for the player. It can be alarmed by noise made and actively hunts the player when found.

Below you can find some reference for the monster from various shows and games including (Stranger things, The Forest, Pirates of the Caribbean, ...):
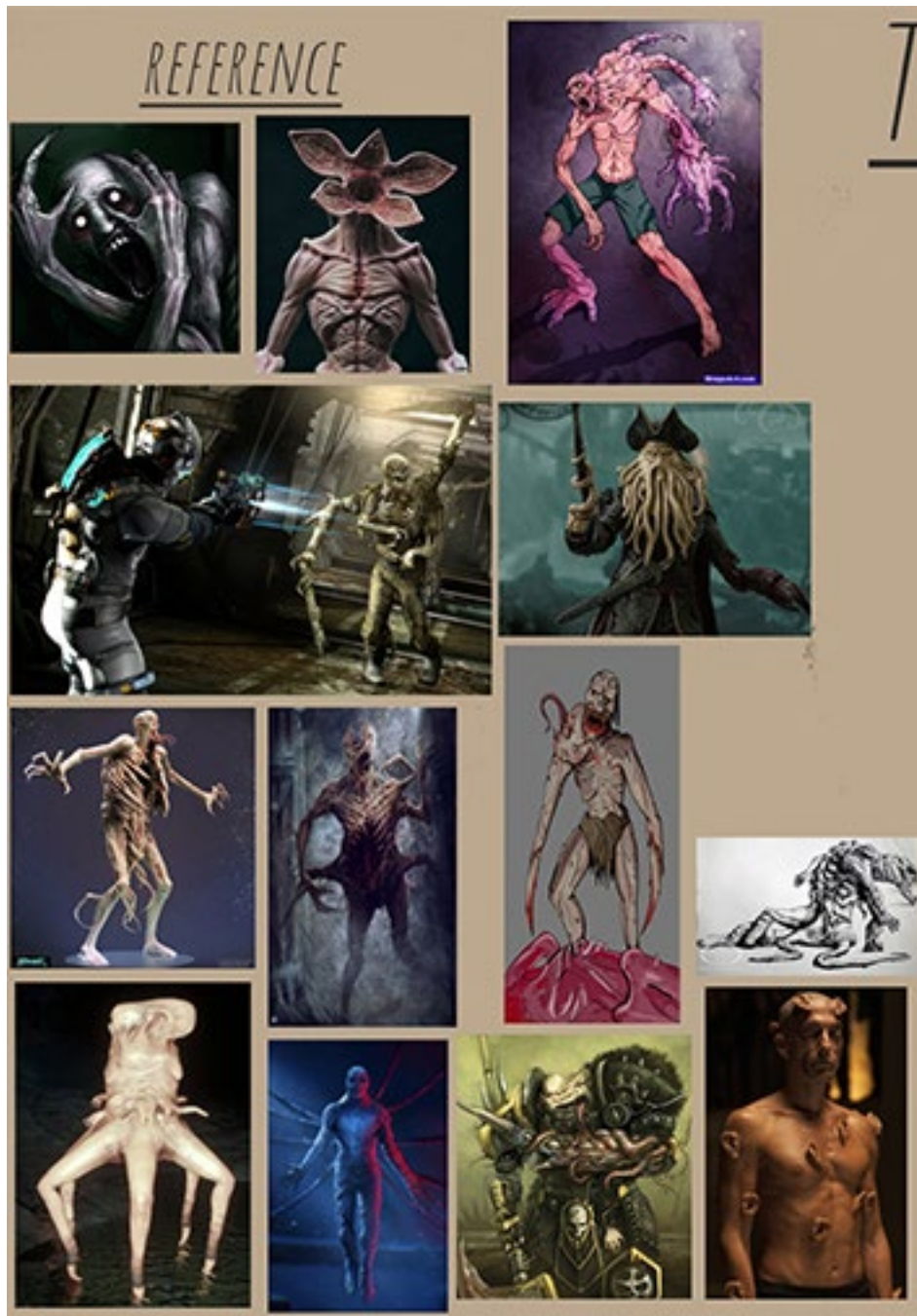
Below you can find some AI generated concept art of how the monster should look

6.1 AI

What is it:
The monster AI is defined in a few steps, which can be find as sub elements under this element.

Below you can find a flowchart of how the AI will work.

```
                                                    ┌─────────┐
                                                    │  Start  │
                                                    └─────────┘
                                                         │
                                     Yes                 ▼
                          ┌───────────────────────◇ See player? ◇
                          │                        ◇             ◇
                          ▼                             │ No
                    ┌──────────────┐                    │
                    │ Chase player │                    │
                    └──────────────┘                    │
                          │                             ▼
                          ▼                Yes    ◇ Hear noise? ◇
                    ┌──────────────┐  ┌──────────◇              ◇
                    │ Saw player   │  │               │ No
                    │ = true       │  │               │
                    └──────────────┘  │               │
                          │           ▼               ▼
                          │     ┌──────────────┐  ◇  Saw   ◇
                          │     │ Chase Noise  │  ◇ player  ◇
                          │     └──────────────┘  ◇ = true? ◇
                          │           │   Yes         │ No
                          │           │  ┌────────────┘
                          │           │  │
                          │           ▼  ▼
                          │     ┌──────────────┐
                          │     │ Go to last   │
                          │     │ seen player  │
                          │     │ position     │
                          │     └──────────────┘
                          │           │
                          │           ▼
                          │     ┌──────────────┐
                          │     │ Saw Player   │
                          │     │ = false      │
                          │     │ Lost player  │
                          │     │ = true       │
                          │     └──────────────┘
                          │           │
                          │           ▼           Yes    ◇  Lost   ◇
                          │     ┌───────────────────────◇ player   ◇
                          │     │                        ◇ = true?  ◇
                          │     ▼                             │ No
                          │  ┌──────────────┐                │
                          │  │ Wander around│                ▼
                          │  │ current      │          ◇ Player  ◇
                          │  │ position     │   Yes    ◇ close by ◇
                          │  └──────────────┘  ┌──────◇ spectral?◇
                          │        │           │           │ No
                          │        ▼           │           │
                          │  ┌──────────────┐  │           ▼
                          │  │ Lost player  │  │      ┌──────────┐
                          │  │ = false      │  │      │  Patrol  │
                          │  └──────────────┘  │      └──────────┘
                          │        │           │           │
                          └────────┴───────────┴───────────┘
```
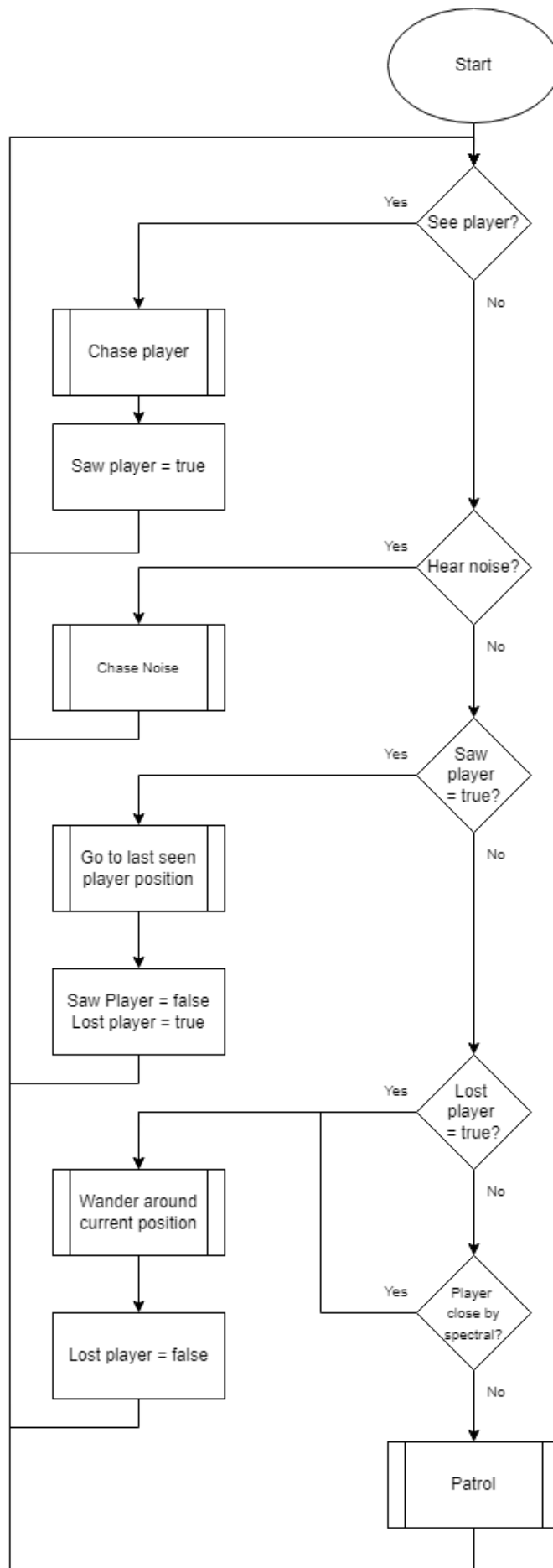
6.1.1 AI Chase

When:

- When the monster has a direct line of sight with the player.
- When the monster can hear the player
- When the player is very close by to the monster

What:
The monster will chase the player by moving towards the player location, as long as the monster keeps line of sight, it will keep moving towards the player.

Below you can find a reference from the game "Amnesia":

6.1.2 AI Last position

When:

- When the player lost line of sight for longer than 1s

What:

- The monster will move towards the location where it last saw the player. This could be on a corner where the player ran behind.

6.1.3 AI Wander

When:

- When the monster has moved to the last location the player had been seen and does not see the player anymore.
- When the player is close to the spectral version of the monster.

What:
Wander around in an area around the last location or the spectral close by location. The wander will last for 5s where the monster will randomly move in a small radius around the trigger location.

6.1.4 AI Patrol

When:

- When none of the other AI states are triggered.

What:
In the patrol the monster will walk from patrol point to patrol point.

Below you can find a reference from the game "Alien isolation":

6.2 Monster Time Travel

Mechanic:
For time travel, there are two maps where the monster can time travel.
When the player is in one time, the spectral version is in the other time at the same position as the monster should be in that time. This version is like a ghost and can move through walls, this is to communicate to the player where the monster currently is in the other time. It will also communicate to the monster whether or not it can time travel.

When time travelling, it takes x seconds to fully time travel. After the monster has time travelled, it's real and spectral version will swap times.
When the monster wants to time travel, certain conditions need to be met:

Collision:

- The spectral version from the other side is not overlapping with anything.
  (like rubble, doors, walls, tables and more)

Movement:

- The monster can only time travel when it is standing still.

The monster can time travel in two ways, both ways are in a different form.

Real form:

- They can time travel in their real form when they see the player time travel, then they will follow the player.

Spectral form:

- When the spectral form comes close to the player, it will time travel to the player's time to follow pursuit of the player.

Below you can find a top-down reference of how this would work.
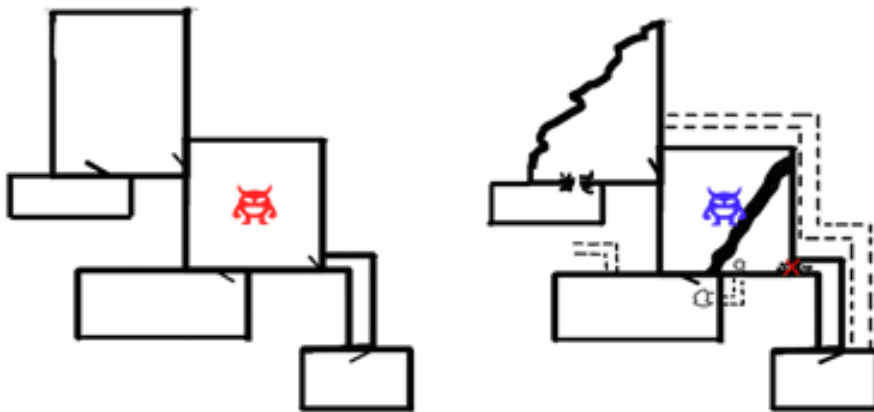
Below you can find some concept art of how the monster would look in real and spectral form.
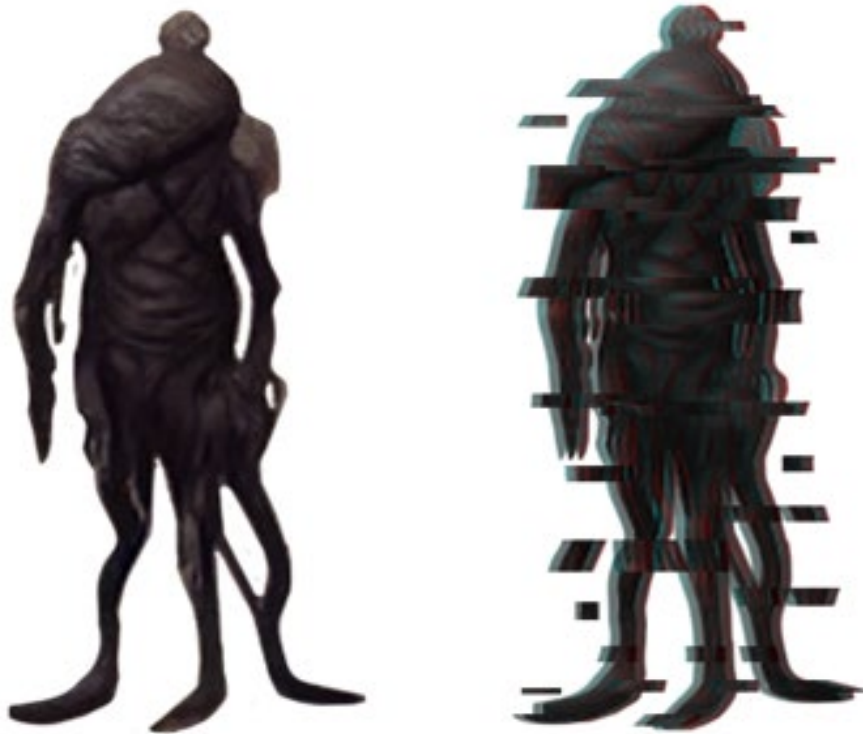
Below you can find a reference on how it would look if the Monster time travels. The reference comes from "Yoru's Ultimate" in the game "Valorant 2020".

6.3 Attack

What is it:
When the monster is close enough to the player, it will do a melee attack towards the player. When hit it will leave the player wounded. After the attack the monster will do a screech, allowing for the player to run away quickly.

When the player finds themselves inside of a locker or under a table, and the monster notices them, they will attack with a unique animation where they pull out and devour the player, killing them instantly.

Why:
Since our game is a horror game, there have to be dangers in the game, on of those dangers is dying. With an attack by the monster, the player loses health and possibly dies.

Below you can find a reference of this attack, from the game "Deadspace (2008)":

Below you can find a reference of a monster dragging the player out of a locker, from the game "Dead by Daylight (2016)"

6.4 Stun

What is it:
The Monster generally avoids traps. But when chasing a noise or the player it can run over and trigger the traps. This renders the monster stunned for a few seconds and allows the player an easier escape. When stunned the monster can still attack if the player is close enough.

Why:
We have the stun in our game since it adds a level of intelligence and smart thinking for the player. When the player lures the monster right, it can be hit by a trap and be stunned, allowing for the player to get some time to escape.

The stun can be compared to a root (Morgana's Q) in in the game "League of Legends" (2009):

6.5 Spectral Form

What is it:
Since our game works with 2 times, we want to be able to show the monster in both times. In the time the monster currently is, the player can find a real form. In the other time the player can find the Spectral form. The spectral form is technically harmless but can come to the players time if the player comes close enough.

Why:
By having our monster in both times, it is extremely challenging for the player to complete the game, since they always need to watch out for the monster. It also offers more gameplay variety to the player.

Mechanic:

- **Time Travel:**
    - See (Element Mechanic: Monster Time Travel), the spectral form can time travel when it is close enough to the player. The time travel will be triggered after a small delay of standing still.
- **Player detection:**
    - When the player is near the monster, but not close enough to time travel, the monster will wander around for a few moments, trying to get close enough to time travel.

The spectral form would work like the images of the past in the game "Déraciné 2018".

Image reformatted for non-VR display

Below you can find some temporary art of how the spectral form would look:
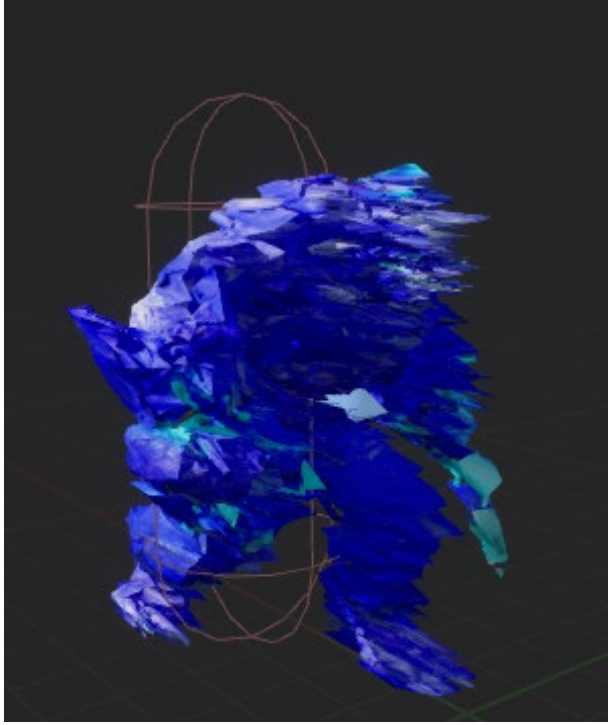
7 Items

Here we talk about items and the inventory.

7.1 Inventory

What is it:
Any picked up item Element Folder: Types of Items will be displayed in the Inventory Menu, this menu will be a radial menu where you can select an item by hovering over it and exiting the menu. Being inside the inventory does not pause the game.

Why:
This allows the player to store multiple items at once and possibly change items during the game.

Mechanic: (in testing stage)

- **Equipping:**
- The player can select an item by moving over to the item in the radial menu and closing the inventory.

Below you can find a reference from the game "Monster Hunter: World" (2018):

7.2 Types of Items

There are different types of items found and used in the game.

7.2.1 Time Travel Device

A wristband-like device on the player character's left arm that gives you the ability to travel to another timeline. It also informs the player when it is/isn't possible to switch timelines.

More info is explained in Element Mechanic: Player Time Travel
Visuals explained in Element System: Time Travel device as UI

Below you can find some reference pictures of how this device could look:
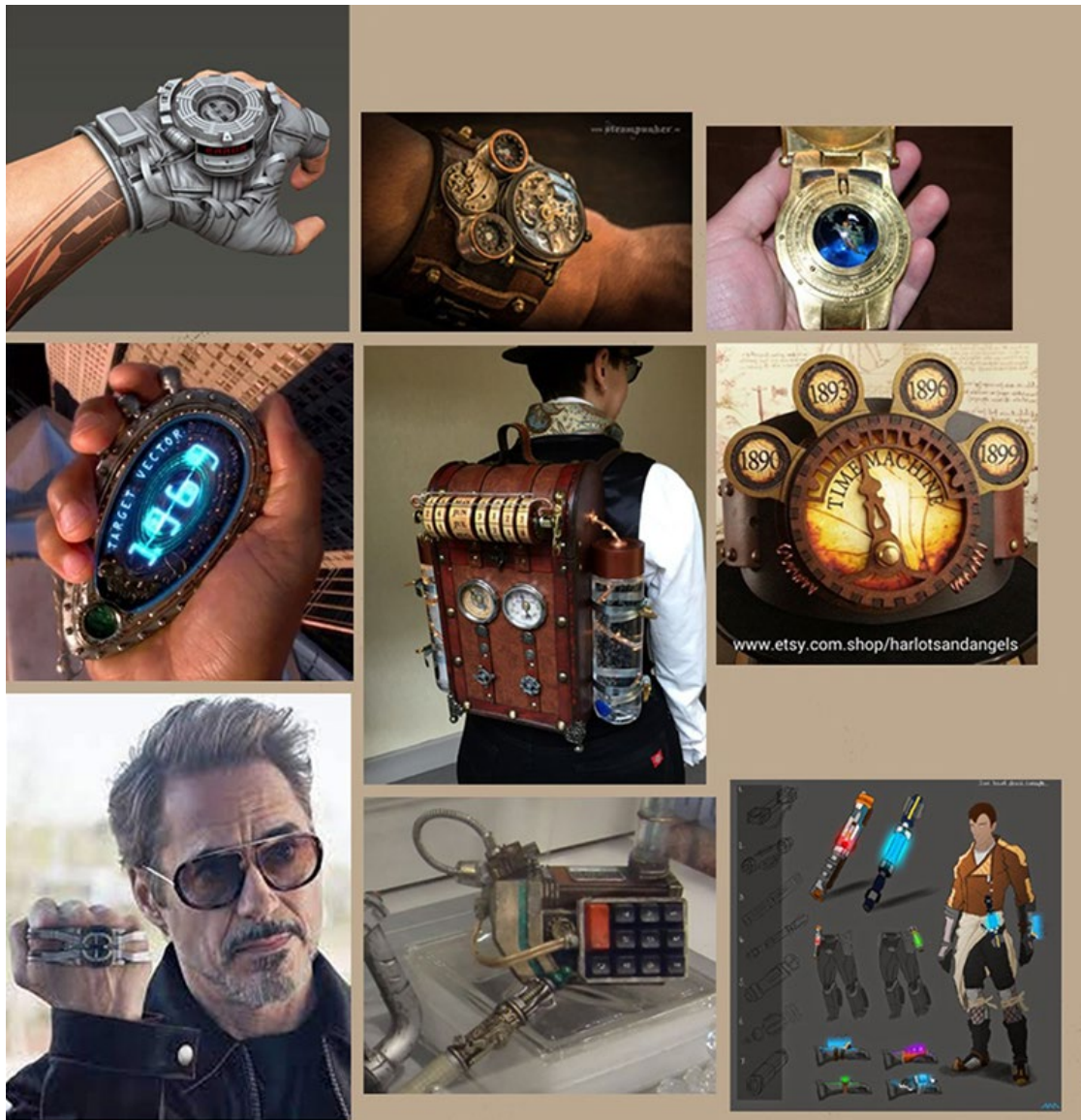
7.2.2 Pick-ups

7.2.2.1 Flashlight

What is it:
The flashlight can be used to illuminate darker areas of the map.
Or the flashlight is a part of the time travel device. Element Object: Time Travel Device

Why:
We chose to add a flashlight because it allows us to make some areas of the map very dark and keep a way to traverse the map as the player. It can also help with the horror aspect to create jump-scares.

Mechanic: (in testing stage)

Batteries:
The flashlight will work with batteries. If it has a full battery, it will be fully charged and be able to be used for long time. The longer you use it, the less battery you will have. If you are out of batteries, the flashlight will stop working. The player will be able to pick up batteries in the map.

Inventory:
When the flashlight is picked up, it will be placed in the inventory. The player can select the flashlight in the inventory to equip it.

Below you can find a reference on how the flashlight will work from the game "Deadfall Adventures" (2013):

7.2.2.1.1 Batteries

What is it:
Batteries can be picked-up by the player and used to refill the flashlight. When the player has enough batteries, they can use the flashlight.

Why:
This allows us to give the player a bit more to do. It also makes the flashlight a little harder to use since the player has to watch out to not use all power at once.

Batteries and the flashlight reloading would work like the batteries and reload of the "Ray Gun" in the game franchise "Call of Duty: Black Ops Zombies".

What is it:
A one-time use item that can heal the player after being hit. After picking up the med kit, it will find itself inside the players inventory (Element System: Inventory). When the player selects the med kit out of their inventory, they can choose to use it. This will trigger an animation where the player uses the med kit to patch up their wounds.

Why:
With med kits, we can make it so that the player has a little more health and loses health after being attacked. In order for the player to heal, they need to find a med kit and heal themselves.

Mechanic: (in testing stage)

- **Healing:**

- The player can use a med kit to heal, this will take x amount of time, whilst this is happening an animation of the player healing themselves will be playing.

This will work similarly to how a med kit is used in the game "Fortnite" (2017):
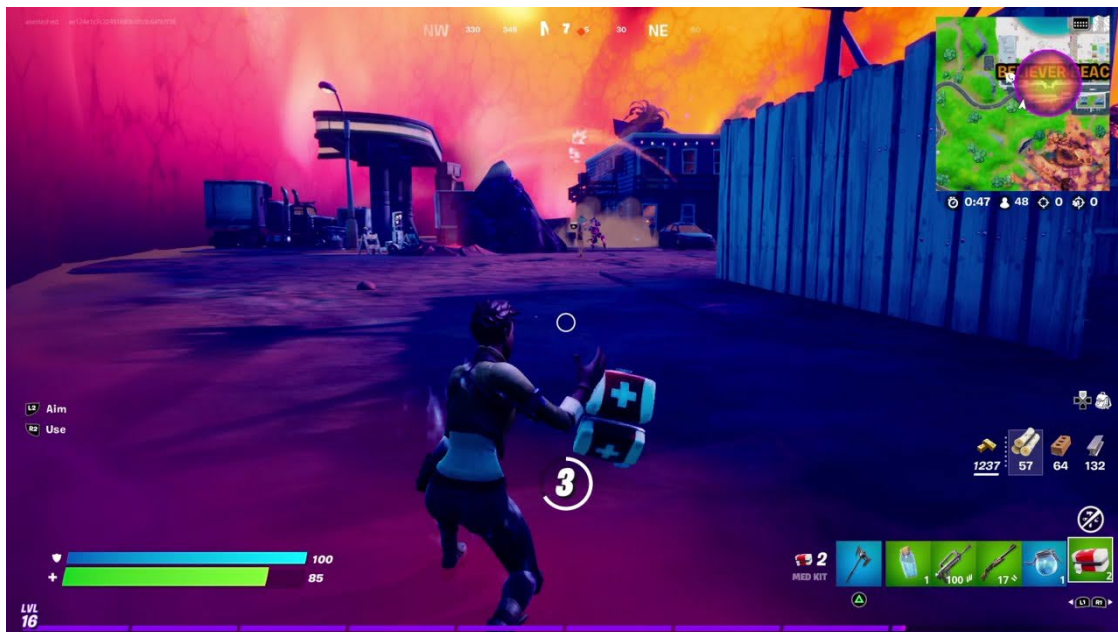
7.2.2.3 Key

What is it:
When the player is holding a key in their hand, they can use this key by pressing the use item button, if the player is close enough to a door, the key will unlock the door. Keys can be used for doors, lockers, drawers, ...

Why:
With key's the player will be able to unlock doors, this will open up new areas of the map, allowing for more diversity in the game. It also adds a puzzle element

Mechanic:

- **Using key:**
- The player can use the key to open doors.
- **Inventory:**
- When picking up a key, it gets added to the inventory, the player can choose to equip it by selecting it in the inventory menu.

This key will work like a key in the game "Skyrim" (2011):
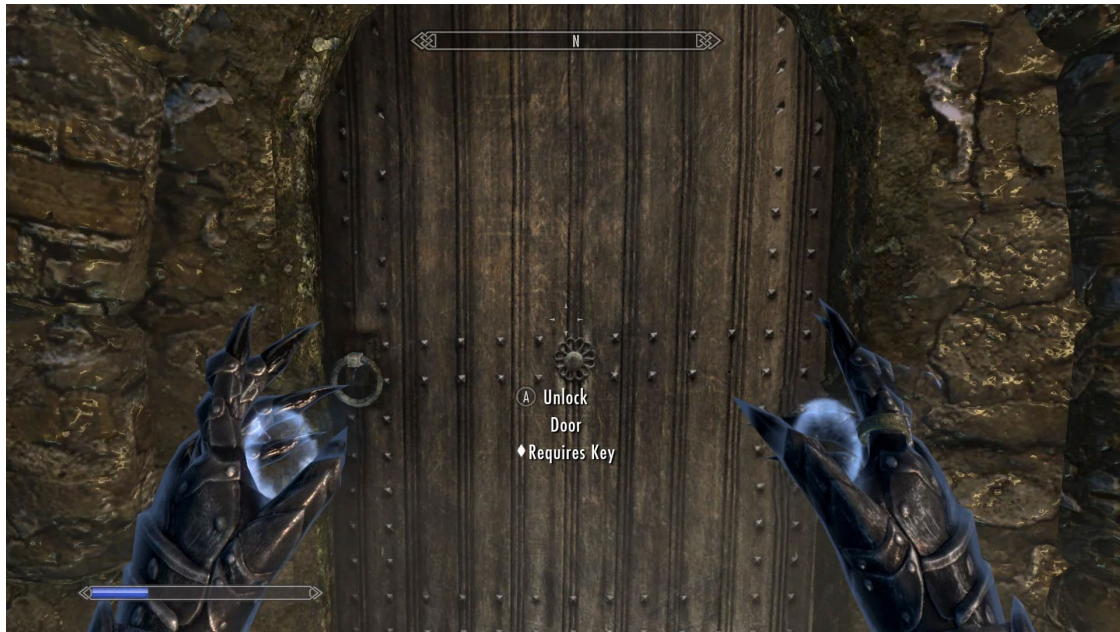
7.2.2.4 Throwables

What is it:
During the game the player can pick up certain throwable items, these can include: rock, pots, vials, ... When thrown they will make noise that the monster will chase. (Element Mechanic: Throwing Items).

Why:
The throwables allow the player to distract the monster, this way the player can proceed through the level easier, because the monster can be distracted.

Mechanic:

- **(Element Mechanic: Throwing Items)**

One of these items could be a pebble, as seen in the following reference.

8 Puzzles

The puzzle elements vary from levers to buttons and from sneaking to dodging, combined with the time travel aspect this gives a multiple design option.

Puzzles are designed to be straightforward, because the main aspect of the game is still horror. If the puzzles get too hard this would not be beneficial for the player. Sometimes the puzzle can be spread over multiple rooms, for example levers being in multiple rooms, but this will never require a lot of backtracking.

The time travel is mostly because aspects of the puzzle would be blocked or not visible or traps that can be disabled in the past so you can advance in the present.

This is a simple mockup where you would have to hit all the buttons to open the red door, after and later to advance you have to find the valve connected to the gas trap to close it. This would be done while the monster is roaming through the whole area to give that challenge.

Present

Gas trap

Button

Button

Closed door

Past

Valve

Button

Button

Button
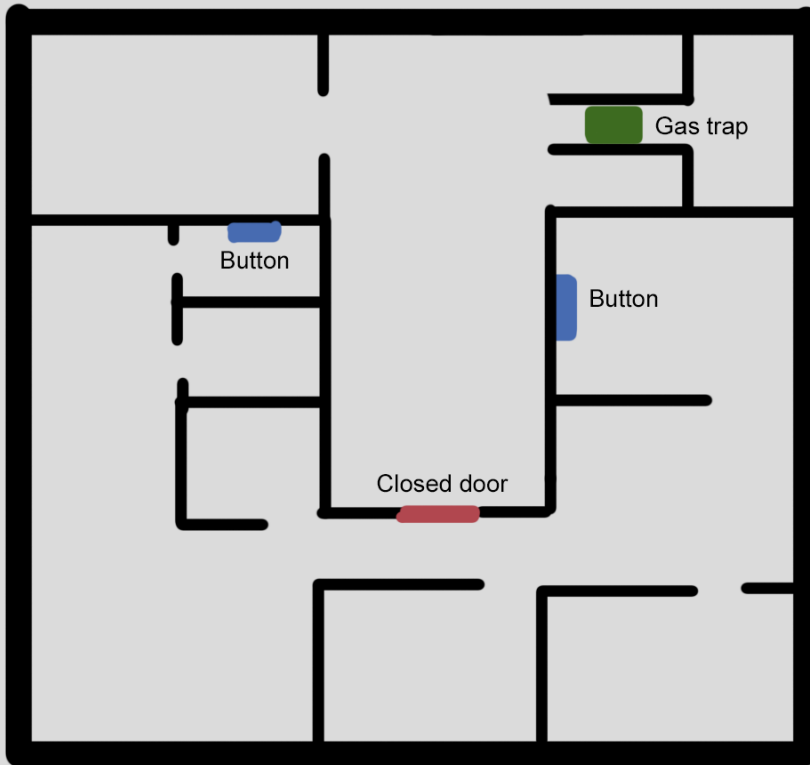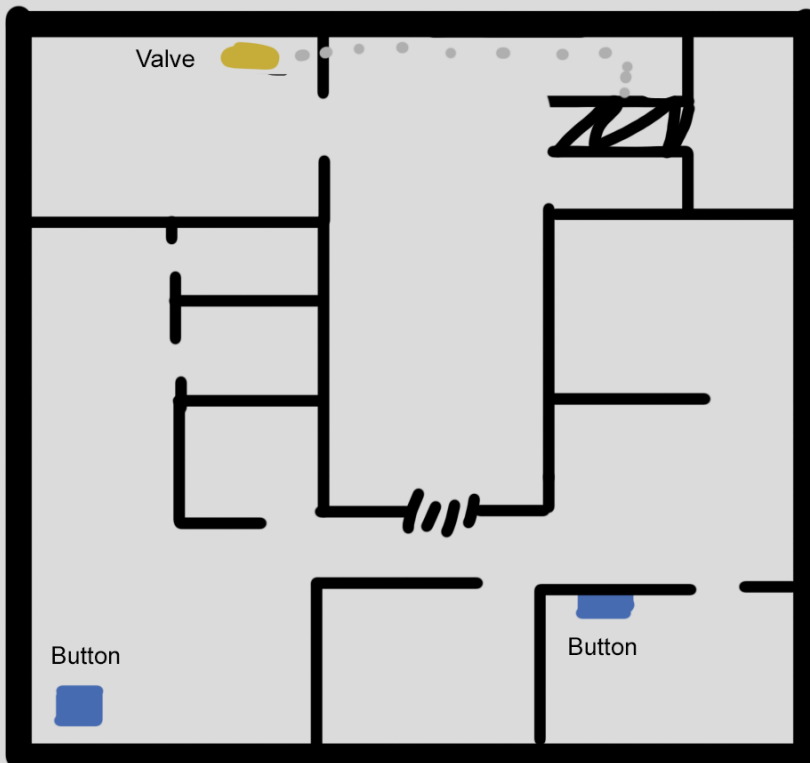
9 Map

Map is divided in different times "Present" and "Past", these maps will look different in texture, but mostly the same in layout. It can happen that a part of a map is blocked in one time.

9.1 Map Layout

When thinking about a map, we took reference from other first person horror games with a main enemy ai, which is close to our games.
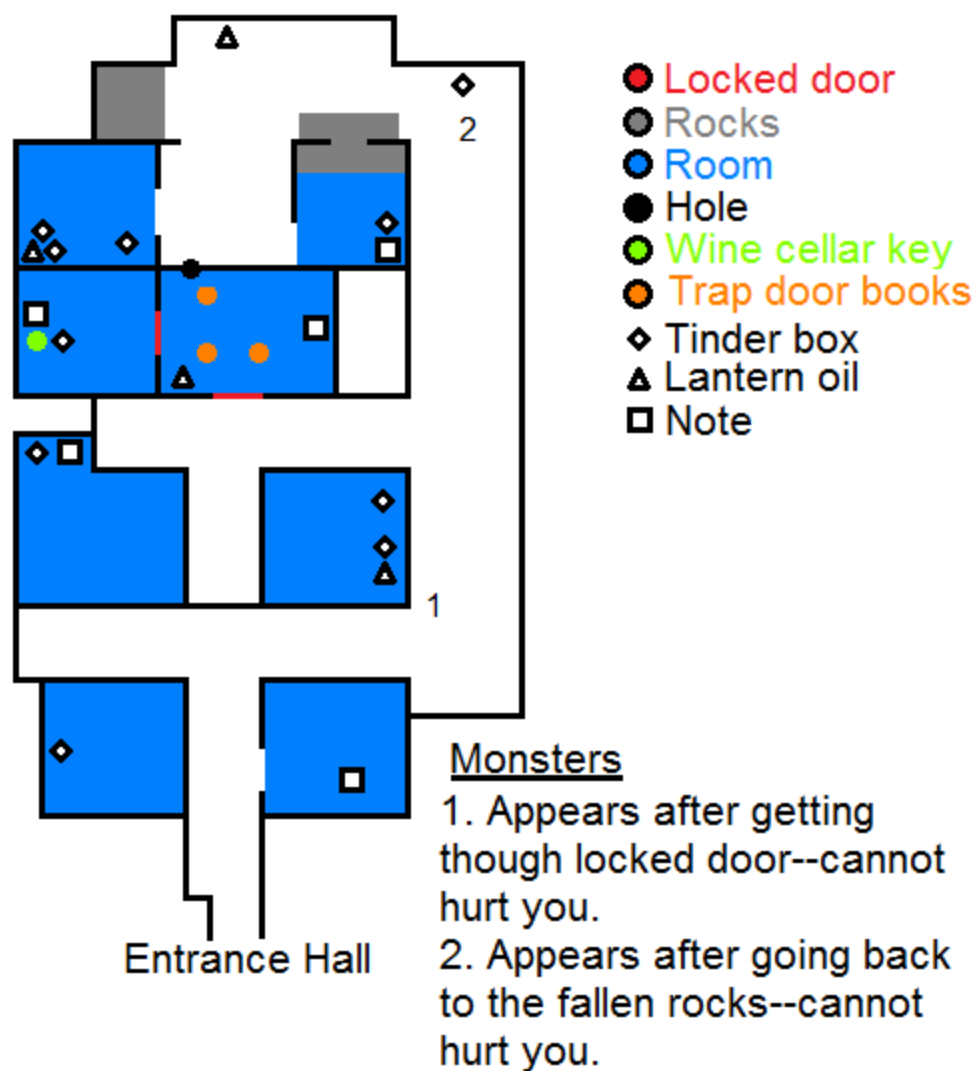Like:

- Amnesia
- Alien isolation
- Outlast
- Resident evil village
- Biohazard (begin part)

When making our map we take in mind:

- The monster can walk in almost all places where the player walks. So that means our monster movement around the map is limited and so our monster will be seen as not a hunter, but more a puzzle piece and obstacle on the map.
- Time travel in mind of size will make all of our maps doubled compared to other games, which means that our maps doesn't need to be as big. As it size is almost doubled with time travel.
- Time travel in traversing the level, we need to keep in mind that our map should make the player time travel quite a bit.
- Taking in mind that time travel can confuse the player, when entering every map it should be clear fast where the exit of the level is. Be by showing exit signs, a main hallway or an exit door.

Below you can find a reference from the game "Amnesia" found on the Amnesia wiki fandom:

Amnesia Map: Archives

- 🔴 Locked door
- ⚪ Rocks
- 🔵 Room
- ⚫ Hole
- 🟢 Wine cellar key
- 🟠 Trap door books
- ◇ Tinder box
- △ Lantern oil
- ▢ Note

2

1

Entrance Hall

Monsters

1. Appears after getting though locked door--cannot hurt you.
2. Appears after going back to the fallen rocks--cannot hurt you.

9.2 Different Times

9.2.1 Past

The past map will look clean and untouched, although some traps may be active because of an invasion of the bunker.
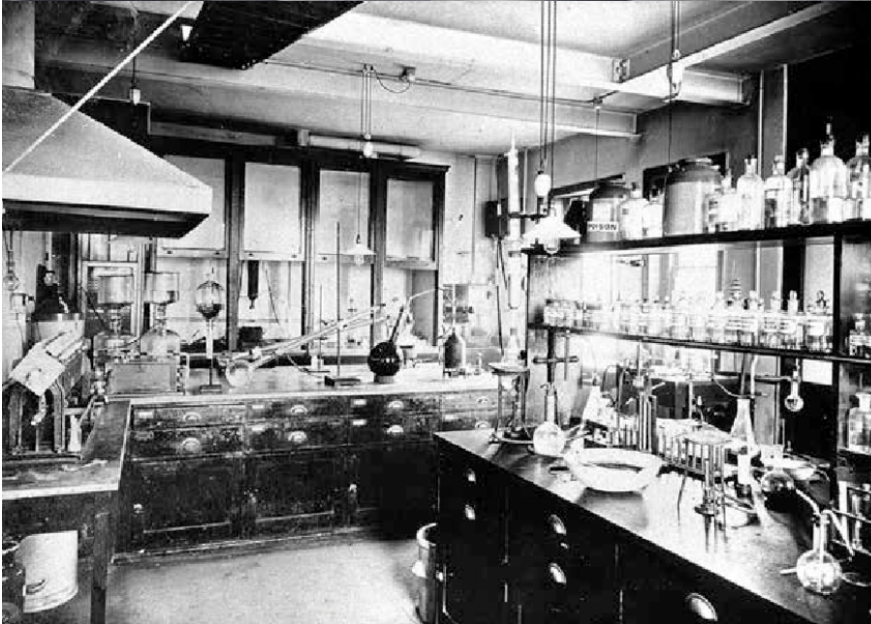
9.2.2 Present

In the present time the bunker will be old, and some parts may be completely destroyed. This will result in pathways being blocked by a lot of rubble, or new pathways looking to be formed in weaker walls.

10 World Objects

Below you can find all the world objects in the game.

10.1 Traps

Traps are scattered around the bunker. Some hinder the player's progress and others can hurt. These various traps are a roadblock for the player to disable or get around of. And some, if played right, can even be used to temporary slow down the monster.

10.1.1 Types of traps

10.1.1.1 Gas Trap

What is it:
The player can encounter a gas trap; this trap will create a cloud of gas that harms and slows the player. Some gas traps can be turned of by vials (Element Object: Gas Valve) near the gas trap. The gas trap will do slow damage over time to player. It also slows the monster when the monster is inside of it.

Why:
The gas trap is a good area of effect trap that does not only affect the player, but also the monster. It brings as common enemy to the game, that both the player and the monster have to avoid.

Mechanic:

- **Disarmament:**
- The player can disarm the trap by turning a valve (Element Object: Gas Valve), this will permanently disarm the trap.

The gas trap will work similarly like caustics signature ability in the game "Apex: Legends" (2019):
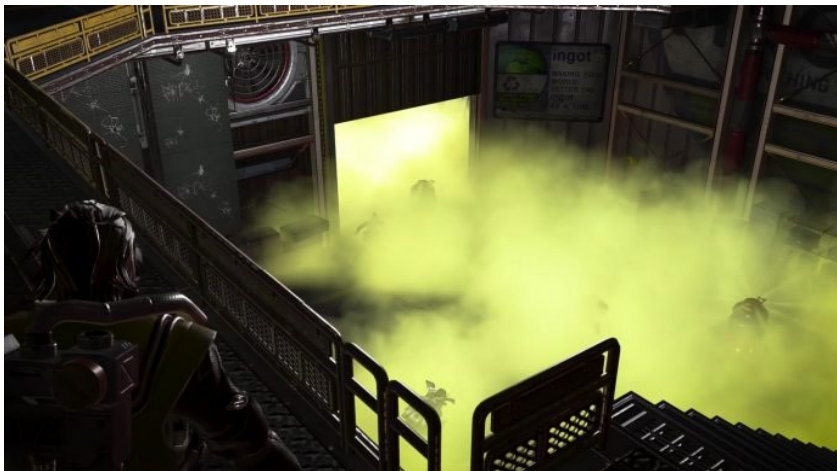
10.1.1.1.1 Gas Valve

What is it:

Valves are connected to gas traps (Element Object: Gas Trap), by closing all valves near a gas trap, the gas trap will stop working. The player can also choose to reopen a gas trap by re-interacting with the valves.

Why:

The Valve allows for the player to activate and deactivate gas traps. This way the player can use gas traps tactically to lure the monster and slow him.

The valve will work like a valve in the game "Raft" (2018):

10.1.1.2 Spike Trap

What is it:
Spike traps are our most common traps in the game. When walking over a spike trap the spikes will come out, killing the player instantly. When the monster triggers a spike trap, it will be stuck in place until the spikes go down (2s). Some spike traps can be turned of by nearby Levers (Element Object: Lever).

Why:
The spike trap is a good area of effect trap that does not only affect the player, but also the monster. It brings a common enemy to the game, that both the player and the monster have to avoid.

Mechanic:

- **Disarmament:**
- The player can disarm the trap by flipping a lever (Element Object: Lever), this will temporarily disarm the trap.

The spike trap gets inspiration from a spike trap in the game "Fortnite" (2017):
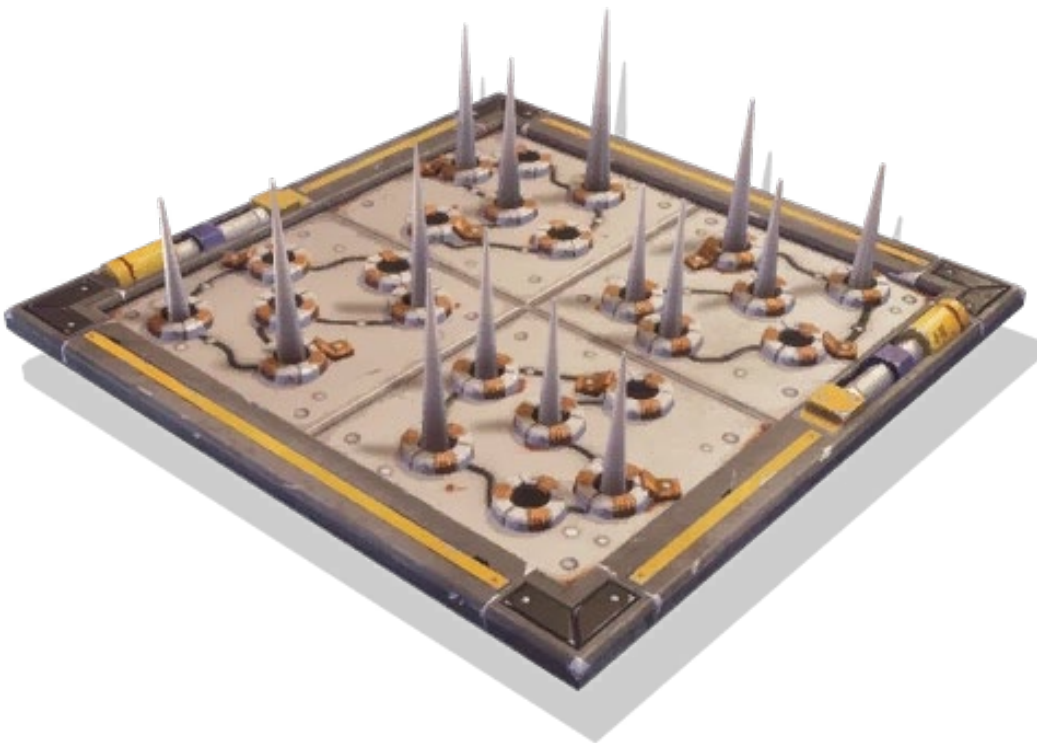
10.1.1.3 Tripwire

What is it:
The tripwire is a subtle trap found in corridors. The tripwire exists of a wire spanning the width of the corridor and is connected to an explosive.

Why:
The Tripwire is the most subtle of the traps. The player will have to pay extra attention when walking through the corridors. The player has two options when noticed. Disarm it and have that part of the corridor trap-free or go around and maybe trick the monster in running into it later.

Mechanic:
Disarmament:
The player can disarm this trap at the base of the explosives.
The tripwire can also explode when something touches the wire:

- The player or monster walks over the wire.
- The player throws something at the wire.

The tripwire explodes then, it will affect all those in the explosion area:

- The monster gets stunned for x seconds.
- The player takes damage or dies when affected in the radius. The closer the player is, the more damage it takes or just dies.
- If there is a breakable wall next to it, the wall will break.

After it exploded, the trip wire gets deleted

The tripwire will work similarly like a tripwire in the game "Minecraft" (2011):

10.1.1.4 Claymore

What is it:
A claymore is a trap that when someone walks in its sensors on the front it explodes. It strongly resembles a claymore in real life. You can also pick up and place the Claymore.

Why:
We want to give the player more obstacles, but also an obstacle that they can use to their advantage. This can be used to solve puzzles or strategically slow down the monster in its pursuit.

Mechanic: (in testing stage)
claymore on the ground:
when someone is in their sensors (in front of it) the claymore. When the player gets hit, the player takes x damage or dies depending on how far they are from the explosion, but when the monster gets hit, it stuns the monster for x seconds. You can also trigger the claymore by throwing an item in its sensors, cause it to explode. The explosion can effect certain walls that looks frail.
When the claymore explodes, it is also destroyed and cannot be interacted with.
When picked up:
You can pick the claymore up by interacting with it at the back, this shutdown the claymore sensors until its back placed on the ground by pressing the interaction button. When placed down it acts normal and its sensors are activated.

Below you can find a mock-up of how the claymore would work in game.
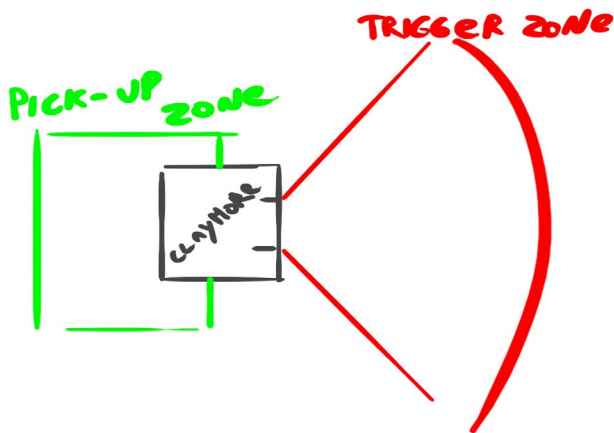
Below you can find a reference of how the claymore would look, from the game franchise "Call of Duty"

10.1.1.5 Big Fan

What is it:
A big rotating fan that blocks movement through some corridors. The fan needs to be shut down remotely to be able to pass through safely. Passing through deactivated fans requires the player to crouch. These are small locations where you are safe from the monster.

Why:
We will have the big fan in the game because it is a great obstacle that forces the players to utilize their movement to dodge the fans.

Mechanic:
On/Off switch:
The big fan will be able to be turned off by swapping a lever (Element Object: Lever).

The big fan will work like the fans in the game "Fall Guys: Ultimate Knockout" (2020):

10.1.1.6 Noisy hanging rope

What is it:
Certain loosing wiring from the ceiling or on purpose cans with wire from the ceiling. Mostly seen in hallways and when you walk in them, they make noise.

Why:
This mechanic has a lot of variety when it come to it. From being an obstacle or a risk to the player. But also, a notifier where the monster might be.

Mechanic:
It activates when it meets the player, monster, or an explosion. Relative to the velocity or force of the object that comes in contact with it, the ropes will make a lot of sound for x time.
This can attract the monster or notify the player.

10.2 Interactables

There are different interactable elements in the world that aren't traps or items that can't be picked up.

10.2.1 Types of interactables

10.2.1.1 Lever

What is it:
Near spike traps (Element Object: Lever), the player will be able to find a lever that turns of the spike trap. The player can also choose to re-flip the lever to re-enable it. This can also be used on other things, example: a puzzle.

Why:
Allowing the player to turn on/off traps gives a more tactical element to the game where the player needs to turn off traps for themselves but on for the monster.

This lever will work similarly like a lever in the game "We Were Here" (2017):

What is it:
Radios can be found in the game by the player when exploring. If the player wants, they can activate the radio and it will produce sound.
The types of sounds it makes can be categorized in 2 types:

1. Random Audio (Music, Static, Podcasts, …)
2. Hints for puzzles
   When a radio is active it will alert the monster and the monster will start moving towards the noise.

Why:
The radio is a simple, yet elegant tool for the player to use to distract the monster. They could activate a radio in 1 room to distract it away from another room where a puzzle has to be solved.

The hints that the radio gives can also help the player to complete a puzzle or a room, however they have to be careful since the monster will be attracted by the noise.

Mechanic:
Turn on/ Turn off radio.

The radio would work like a radio in the game "Fallout 4 (2015)".

10.2.1.3 Lockers

What is it:
In the game the player will be able to interact with lockers, they can be used to hide from the monster. While it won't look in the lockers itself it will drag you out of one if it sees you entering the locker.

Why:
Adding lockers to our game allows the player to hide from the monster. Tactical use of the lockers and hiding can help the player to be safe from the monster.

Mechanic:

- **Hiding:**
- The player can hide in lockers to be safe from the monster (Element Mechanic: Hiding)
- **Dragging out:**
- The monster can drag the player out of a locker if the monster sees the player enter (Element Mechanic: Attack).

You can find a reference on how it will work from "The evil within" (2014):
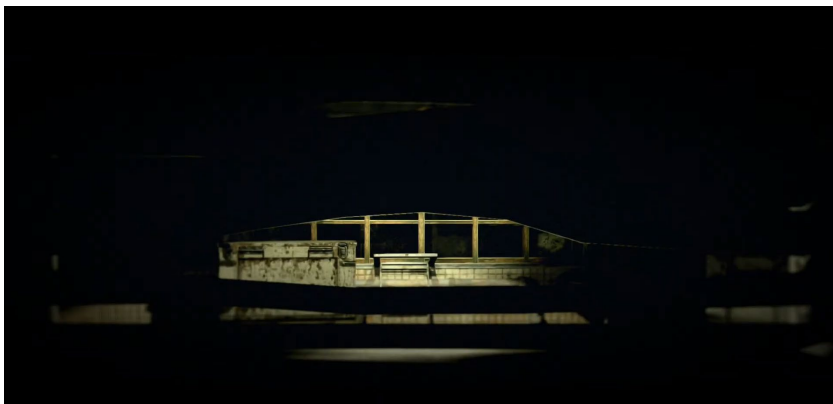
10.2.1.4 Breakable Wall

What is it:
A wall that can be broken by the monster, claymore and tripwire. It will depend on the wall that the monster can break it or not. When the wall is destroyed, you can walk through the opening.

Why:
We want to create a more interactable environment for our audience to play in. This also gives more ways to go through the level.

Mechanic:
At its normal state, the breakable wall acts like any other static wall in the game.
The wall breaks in x pieces when these events take place:

•   When it gets hit in the claymore or tripwire explosion.
•   The monster breaks the wall by attacking or going through it.
    This only happens with certain walls.
    After the wall breaks, you can walk through the rubble and the rubble will go away after x seconds.

Below you can find a reference from the game "Doom Eternal (2020)":
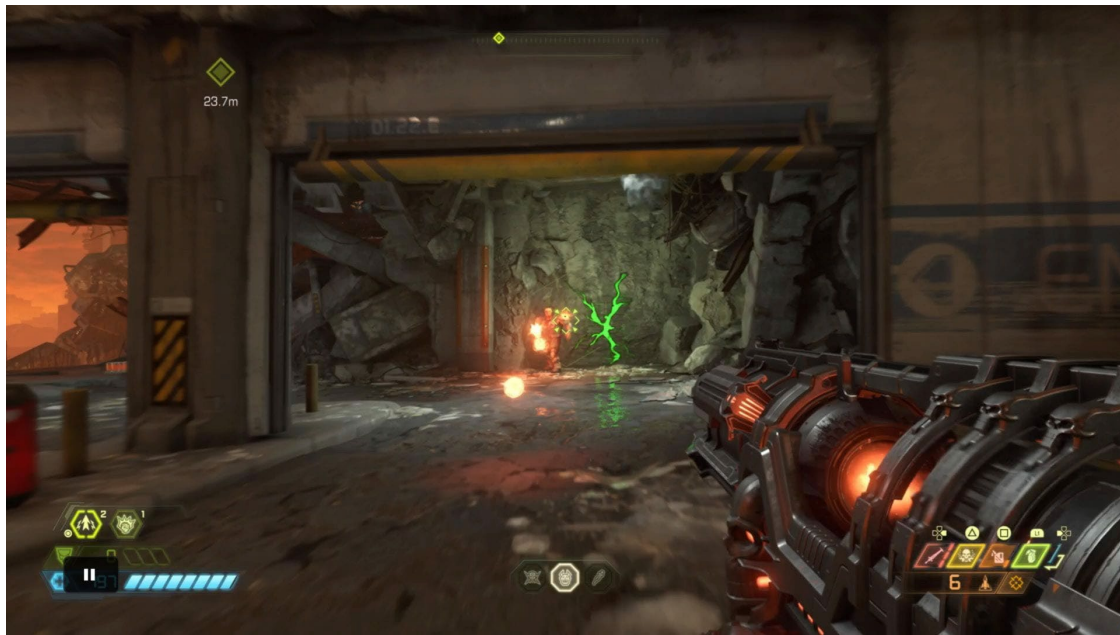
What is it:
You can hide under tables to hide from the monster, they can be used to hide from the monster. While it won't look under the table itself it will drag you out of one if it sees you going under one.

Why:
Adding tables to our game allows the player to hide from the monster. Tactical use of the tables and hiding can help the player to be safe from the monster.

Mechanic:

Hiding:

- The player can hide under tables to be safe from the monster (Mechanic: Hiding)

Dragging out:

- The monster can drag the player out of under the table if the monster sees the player enter (Mechanic: Attack).

Reference from Little Nightmares (2017)

10.3 Static World Objects

Here you will find all static world objects

10.3.1 Types of static world objects

Note that the items here can be visual different in each zone.

10.3.1.1 Normal Furniture

What is it:
In the game, the player will be able to find normal furniture like chairs, tables, closets.

Below you can find some reference from the game "Superliminal (2020)".

10.3.1.2 Laboratory furniture

What is it:
In the game the player finds themselves in a laboratory, so there will be Laboratory furniture.

Below you can find some inspiration from the game "Doom (2016)"

10.3.1.3 Storage supplies

What is it:
In the game the player will be able to find storage supplies like boxes, tools, crates, ...

Below you can find some reference from the game "Fallout: Shelter (2015)"

10.3.1.4 Office supplies

What is it:
In the game the player would be able to find some offices where the employees of the bunker would do some paperwork. These supplies include but are not limited to: "Tables, Pens, Papers, Drawers, ... ".

Below you can find some reference from the game "The Stanley Parable (2011)".

10.3.1.5 Cafeteria furniture

What is it:
Since the employees of the laboratory need to eat, there will be a cafeteria in our game. In the cafeteria the player will be able to find: " food rests, tables, chairs, cutlery, ... ".

Some inspiration will be drawn from the game "Fallout 4 (2015)".

10.3.1.6 Barracks furniture

What is it:
In the game the player will be able to find barracks where the laboratory employees sleep. In these barracks the player can find: "beds, pillows, closets, …".

Below is some reference on barracks from the game "Fallout 4 (2015)".

10.3.1.7 Metal detectors

What is it:
In a military laboratory, there would be metal detectors.

Below you can find some reference from the game "Insurgency (2014)".

10.3.1.8 Bathroom furniture

What is it:
In the laboratory bunker, there would be bathrooms that the player can find, in these bathrooms would be: "toilets, baths, stalls, ...".

Below you can find some reference from the game "Fallout 4 (2015)".

11 Story

You got trapped in the secret laboratory to be a test subject for cancer treatment. The doctor there did all sorts of experiments on the subjects. These experiments were all done under the radar because they were illegal. As things began going south with some of the test subjects, they got placed in an acid container that kept them alive, now know as cryofreezing, this method was more effective, but also illegal.

Our main character got put in the acid container around 1960 and stayed in there until 2022. An earthquake nearby gave the laboratory a good shake. This resolved in cabinets from the lab area falling over and hitting Subject 69's container. The glass shattered and subject 69 was freed. As 69 woke up, they realized the whole lab was destroyed and abandoned.

The monster still roaming the laboratory was a failed experiment from the doctor which led to abandonment of the lab. 69 found a weird gadget which turned out to be a time travel device inside the doctors' clothes. They think the doctor may have gotten stuck in the Quantum Realm.

Equipped with a time travel device and the goal to get out of here as fast as possible, 69 starts their journey.

11.1 Voice Tapes

What is it:
When exploring the level, the player will be able to find voice tapes that give information about what happened.

Why:
Having voice tapes in the game allows us to have a way to explain the lore of the game very easily.

They will look like audio tapes in the game "Raft" (2018):

12 Sound

12.1 Music

The game will feature dynamic music. There will be a different ambient music track for each time period. The music will change depending on the proximity of the Element Chapter: Monster, the closer the monster is the tension in the track will build. When the monster chases you, a new chaotic track will play and will build as it gets closer. there will also be several stingers to give feedback to the player:

• the monster notices you
• you escaped the monster
• Element Mechanic: Player Time Travel

12.2 Chapter: Voice

We will record voice lines for the audio tapes Element Mechanic: Voice Tapes. in these tapes, you will receive information about the story and the monster mechanics Element Chapter: Monster.

12.3 Chapter: Sound Effects

A lot of critical information will be given to the player through sound effects, like the distance to the monster and the state of traps, interactions...
The Monster can also be lured by loud sounds.

13 GUI

13.1 Time Travel device as UI

The time travel device gives a lot of info to replace the UI. Element Object: Time Travel Device
Like:

- The state that you can time travel: blocked, charging, is time travelling and disrupted.
- Health bar
- A bar for your stamina.

13.2 UI feedback for health and danger

- When taking damage, the screen will become bloodier.
- When the monster sees you, a visual static will be on your screen.

Below is some reference on how the static will look like.

Date: Past

AIState: Chase 2

TT Charges: 0

TTS Switch 1

Recharging   2,545
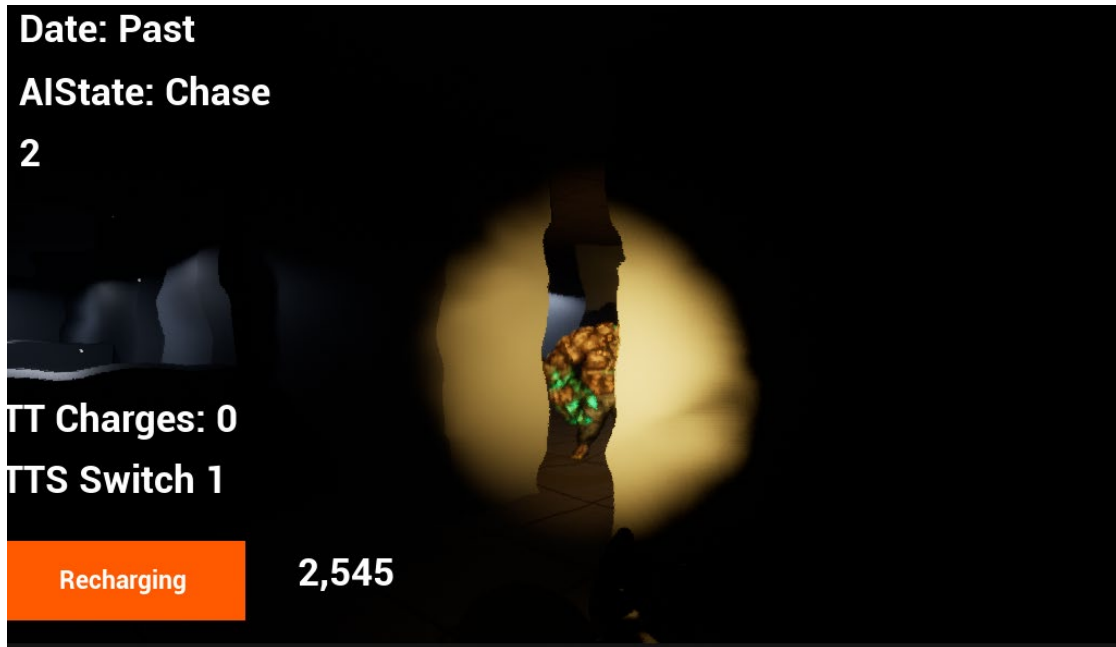
13.3 Main Menu

What is it:
In the game we will have a main menu (Element System: Main Menu Loop).
The menu will have the following options to advance in the game:

- Continue button
- New game button
- Exit button
- Options button

It will also feature a logo and some jump scare effect.

Below you can find a mockup of how the menu would look.
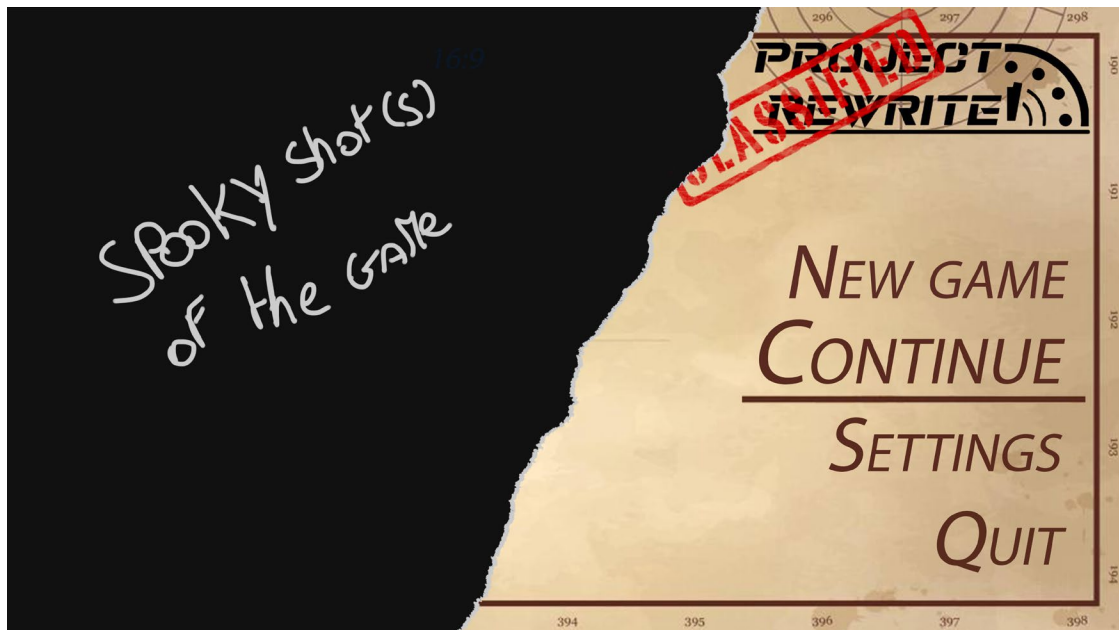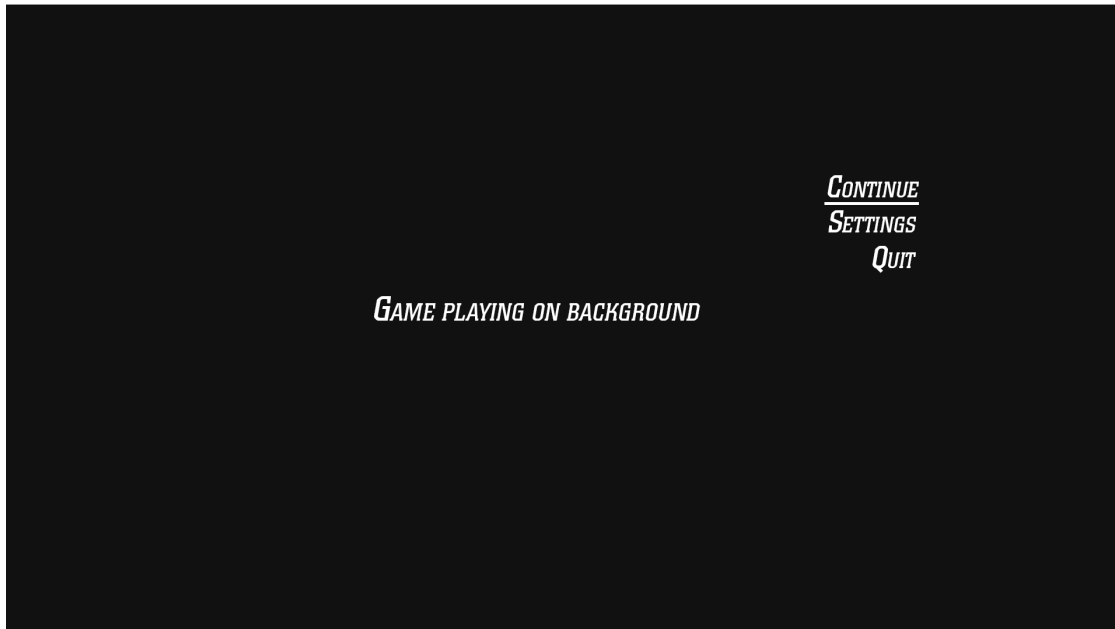
13.4 In game Menu

What is it:
In the game the player will be able to access an in-game menu that does not pause the game.
In this menu the player can choose from the following options:

- Continue game
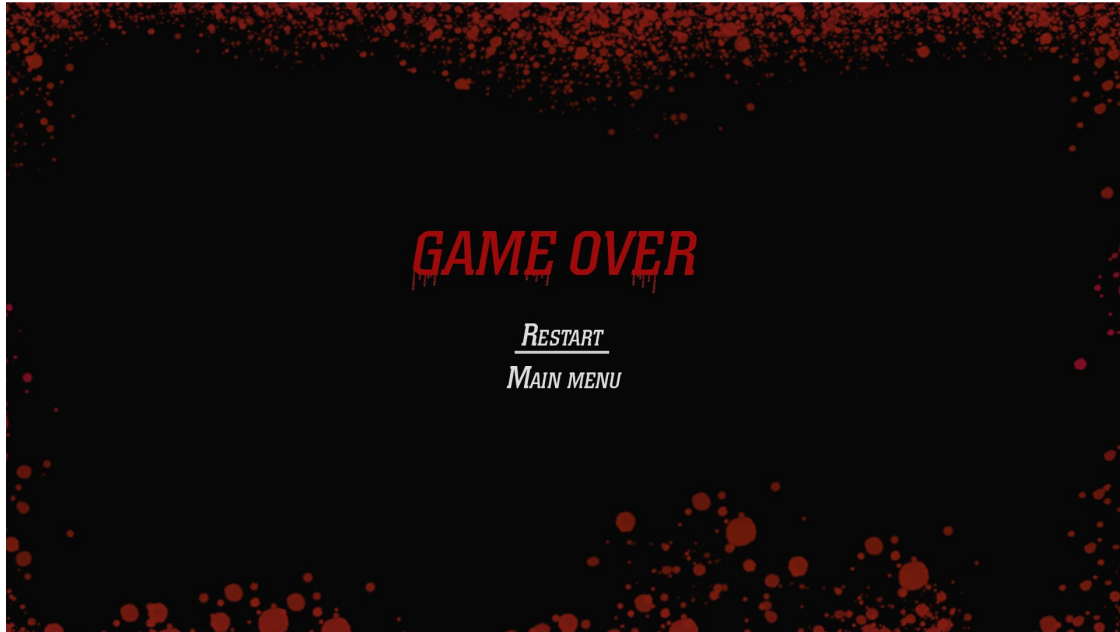- Return to Menu
- Options

The in-game menu may feature jumps cares

13.5 Game Over Menu

When the player dies, the game over menu will be shown.
The game over menu will feature the following items:

- A game over text
- Return to Menu button
- Restart Game button
- Jump scare

13.6 End Game Menu

When the player completes the game, they will be greeted with an end game menu. The end game menu will feature the following items:

- End game text
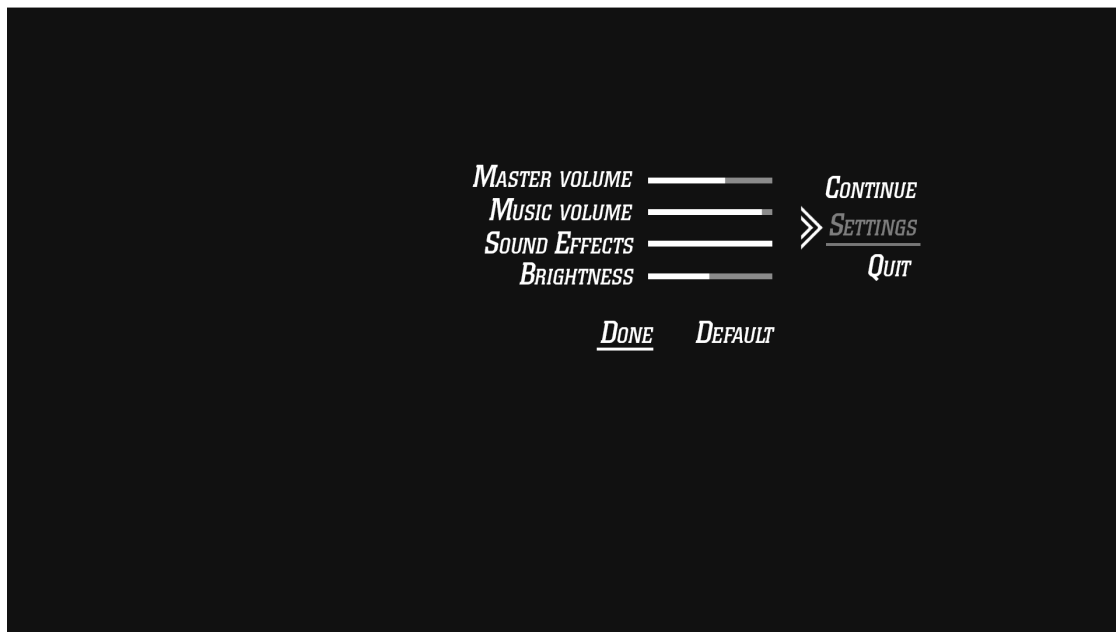- Restart Game button
- Return to Menu button

13.7 Options Menu

What is it:
In the game we will have an options menu.
In the options menu the player will be able to change the following settings:

- Master Volume
- Sound Effect Volume
- Music Volume
- Brightness Slider

13.8 Interactables

If the player comes close enough to an interactable and looks at it, the item will get an outline displaying it can be interacted with. This is visual feedback that's better than a prompt of text.

Reference from Call of Duty: Warzone (2020):