Quod Exspiravit

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Design Document

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Game Concept:

Introduction:
A cursed traveler has found themselves outside time and space in the presence of something sinister, they know nothing about. They must navigate this place to escape or become what they fear most.

Description:
1920's character pilot. Finds portal to another realm inside of a cave next to where he landed from ejecting from his plane. and must escape.

(Google Images)

Key Features:
Stealth, Small puzzles, Jump Scares(spooky bits), 1st person, 3D, real time inventory, AI (Adaptive AI), Multiple endings, Powers.

System Requirements:
Moderate

Supporting Technology: *Unsure
Screen Space Reflections - Higher quality reflections when rendering
Particle Systems - to be used for smoke and small stuff
HDRP - Enable the ability to have better resolutions when rendering
Advanced Dissolve - To be used to make our lantern shine through walls and unlock secrets.
Mixamo - Animation web page that allows us to animate models easily.
*Qlearning - potential for AI learning.

Level Design:

The overall layout will feel like a castle/mansion. There will be walls surrounding the entire "campus" while in those walls there will be different buildings and areas for the player to explore and collect items and do puzzles to progress. Think forsaken fortress from Wind Waker and metroid prime mixed together. The player is thrust into this environment, not knowing anything about it and must escape. Hopefully adding to the suspense the player will feel being immersed in such a large, grand environment with no knowledge of it.

There will be items and such laid throughout the level allowing the player to progress through an area, get an item and use that item to unlock a new area or item. Thus the player will have to back track at certain points to progress further.

Lighting is going to play a valuable role in making the player feel helpless and scared. When the player first walks into this place they will be greeted into a brightly lit area with stunning marble, windows, and crazy architecture. After finding a lantern the environment will become dark and ominous.

The architecture will look similar to the dwarven arch. Shown in Lord of the Rings. The rooms will be vast and fairly empty, with the lantern the player will be able to see objects and people revealing that the place is not so empty after all. Dead ends will be memorable so that players will make that connection when finding the item that unlocks that path.

Story:

After crashing and finding themselves in a mysterious place this traveler must find their way out. Along the way there will be many choices for the traveler, good and bad.

Timeline of Progression Events:

Game starts with animation of player character crashing in the mountains in a small bi-plane. Player character enters a cave and finds a mysterious door. Entering through the door the player character finds themselves in a large brightly lit palace/mansion, and cannot leave. Player gains control over the player character at this point.

- After exploring for some time, the player will find an unlocked room with the lantern item. After picking up the lantern, the level becomes dark.

- Player finds a room with a desk containing lockpicks. This will logically lead them through some previously encountered locked doors.

- Player will find a lens for their lantern in a particular room. After finding the lens the enemy npc will engage in its first real attack. The player can die at this point.

- The player will find a room with a full-size mirror. If the player attaches the lens to the lantern, and points it at the mirror they will see that there is a door behind the mirror. The player can pick up and throw an object in the room to break the mirror. After breaking it, the player will pick up a shard of the mirror that will allow them to peek around corners, and after entering the room the player will find another lens for their lantern that allows them to see new things in the level.

- The player will have an option to take a particular item that will grant the player supernatural powers. After this they will be presented with a decision to attack an npc or leave it alone. This will affect the outcome of their game.

Game Mechanics:

Stealth:
The user will be able to enter stealth mode which will cause their player character to sneak and when near a corner they will have the option to peek around corners by pressing another key. *CTRL to crouch Q to peek

> To indicate the that the user is in stealth and close enough to a wall the player character's hand will be placed on the wall to show that they are pressed against the wall.
> The player will be able to use a mirror to peek once they have found the item.
> Sneaking near a wall will not attach the player character to the wall, it will just offer contextual actions based on their position.

Mirror item - Will be found somewhere in the level. This allows the player to peak around a corner for threats, without exposing the players position.

Lenses: There will be two lens items that the player will find throughout the game. The first lens will allow the player to see through special walls and find items, clues and doors behind them. The second lens will allow the player to see invisible npc enemies at a later point in the game.

> The player will be able to shine the lantern on the main npc enemy with the second lens attached and this will cause the enemy to leave, though the enemy will adapt and if the player has the lens equipped the enemy will attack in a different way.

Door shadows - advanced dissolve to hide door until the player uses an item to see it.

Puzzles: Lock Picking(Real time) - Lockpicking using a tensioner and pick to bump tumblers. *uses advanced dissolve to show the inner mechanics of the lock. Similar to the lockpicking mechanic in Oblivion.
Move Items Around - Player approaches item presses interact button, the item enters their inventory and then the player can search their inventory for the item and place it at another place.
Keys - will be hidden around the level, keys will open specific locks.
Navigation puzzles - The level will be mazelike and require backtracking when keys are found or puzzles are solved.
Traps - The level will have traps like pitfalls, falling chandeliers, other falling things.

Scare Triggers - jump scares that are contextual to the area of the level, and trigger rarely.

Abilities: The player character can gain phantom-power like abilities over time. The player's appearance will be a visual indication of power level similar to Too Human.

Enemy: Inky spirit that can pass through walls *cloaked figure that moves like voldemort/quarrel in the unicorn blood drinking scene in harry potter 1.
Attack - The enemy grabs the player at close range and opens mouth as if preparing to bite. This animation takes up most of the player's screen and ends by fading to black. The player character wakes up at the most recent checkpoint after this happens.
Patrol - The enemy will patrol a particular path, or move to the location that the player was last seen. The enemy will pause at patrol points and look about searching for the player.
Idle - The enemy moves subtly as if breathing when idle. Every now and then the enemy will look around. The player can be detected when the enemy looks around.
Switching from monster to player - When the player has made sufficient choices to transform fully into the monster, they will take the form of, move like, and have some of the abilities of the monster.
Phase - When playing as the monster the player will be able to phase through walls.

Player: The player character is a 1920's pilot dressed in clothing typical to the time as well as a helmet and pair of goggles.
Finding clues - The player will find different lenses that can reveal clues and secrets in the environment.
Walking - The player character will default to a somewhat brisk walk speed and will walk slowly when sneaking.
Running - The player character will run at a difficult to control speed to simulate the character running in fear.
Attacking - The player character will be able to pick up small or medium sized objects in the area and throw them. This will be able to break objects. This attack will not affect the monster.
Switching into the monster - The player will face situations where they will have a choice to take a positive or negative action. If the player takes all of the negative actions they will transform into the monster. Each negative action gives the player a new supernatural ability. Choosing the positive choice will not immediately reward the player with new abilities or items.
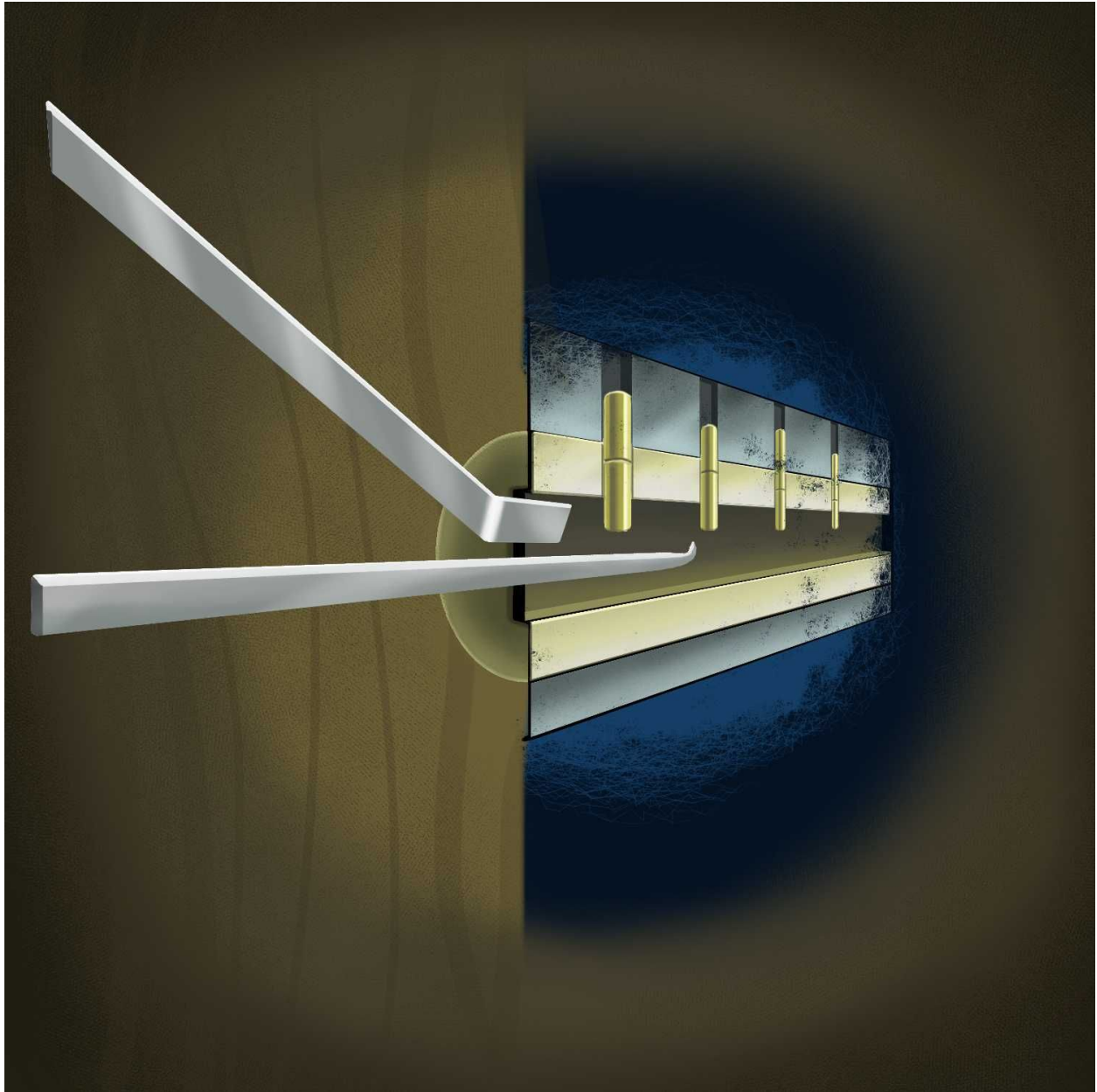
Player UI:

The player inventory will be a diegetic inventory so as not to take the player out of the game experience. The player will press a button to initiate the inventory mode. In this mode the player character's hand will hover over the pouches on the characters body, and the player will be able to move the mouse to select different pockets. The player character's hand will move to hover over the pocket the player selects to indicate which pocket is being selected. Pockets in the inventory will only carry limited items, and certain items will only be able to be carried in larger or smaller pockets depending on the item.

The player's lantern will also hang on the player character's belt and the player will be able to equip or remove the lantern in the inventory mode. When the player opens a pocket by clicking on it, in the case of smaller pockets, the player character will reach into the pocket return their hand near the camera holding all the items in that pocket. The player will then be able to click on an object to equip it. In the case of large pockets the player character will open the pocket and the camera will zoom in to show the items in it, the player can then click to select an item.

Inventory:

Lockpicking: Will be done in real time (A.I will not pause) giving the player a more suspenseful experience.

Concept art by Rees
Concept of the in game lockpicking puzzle.

Visual Art:

Models required - Player, Lantern, Hand held mirror, Wall decor, Monster/Enemy, Inventory Pack, Map, Keys, Doors, Door locks, Lenses, Lamp Oil, Plane, Ghosts.

> Player- The player is a 1920's pilot. Dressed with leather jumpsuit lined with fur and leather cap and goggles. This jumpsuit has a multitude of pockets on its front side.
>
> Lantern - 1860's police lantern.
>
> Monster - wispy, ghost like, inky, no legs
>
> Keys - typical skeleton key
>
> Door Locks - a door lock, but cut in half so as to see its insides.
>
> Lenses - To be used in conjunction with the lantern to do different things. Like telescope lenses.
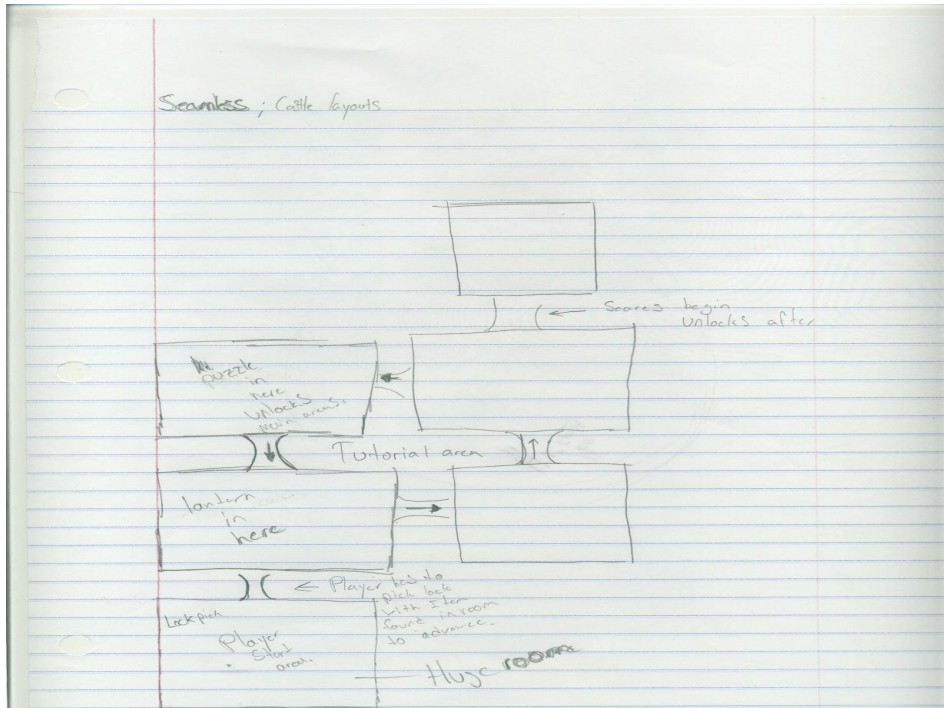>
> Lamp oil - A standard metal refuel tin labeled "Lamp oil". Nothing super time specific.
>
> Plane - 1928 French plane. Flew french air transatlantic flights during the late 20's.

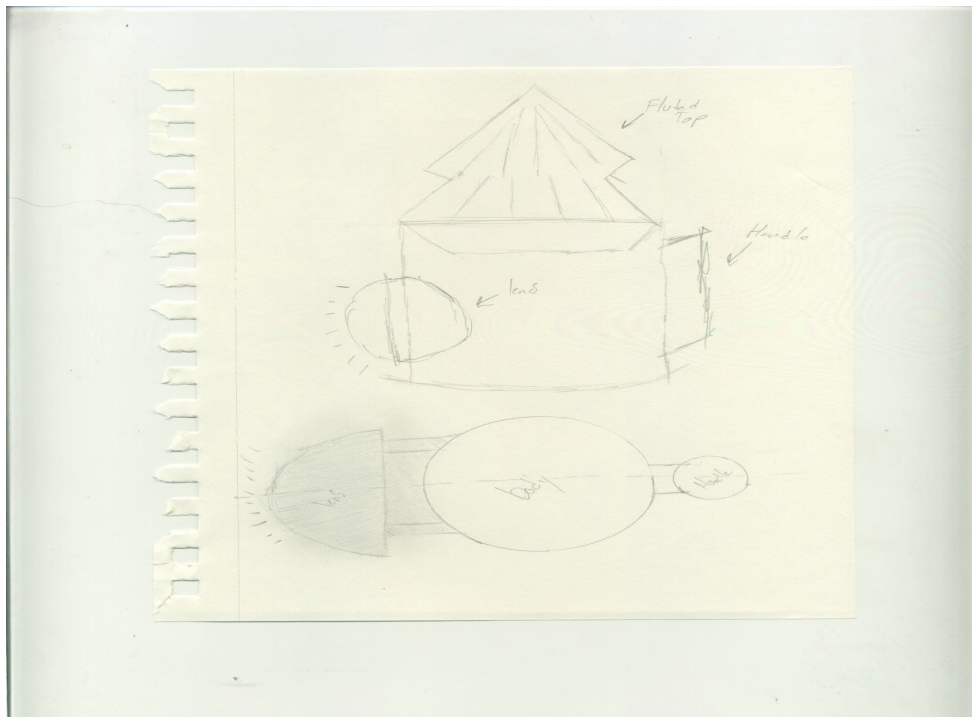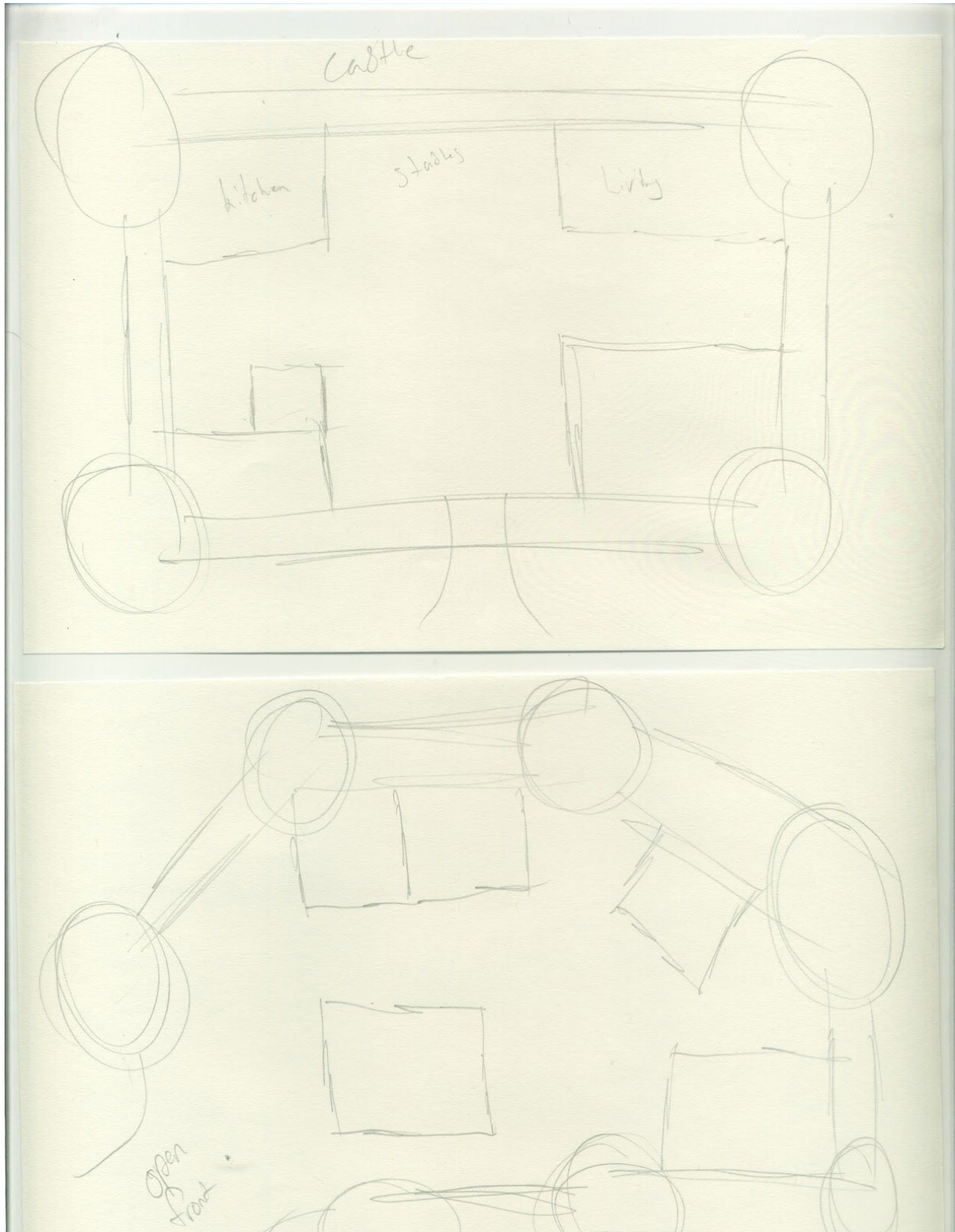www.lightsportaircraftpilot.com
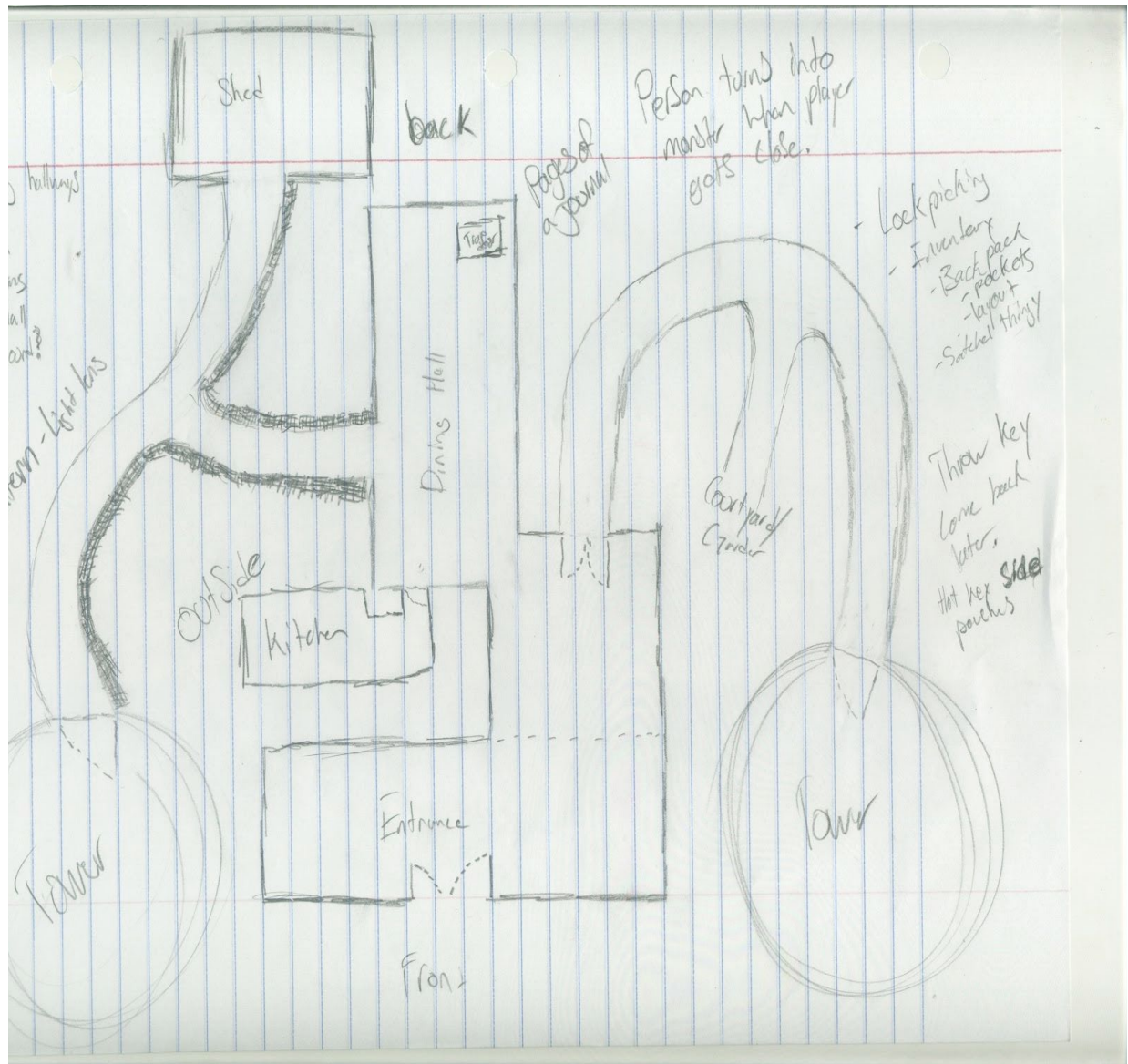
Concept art by Marcus
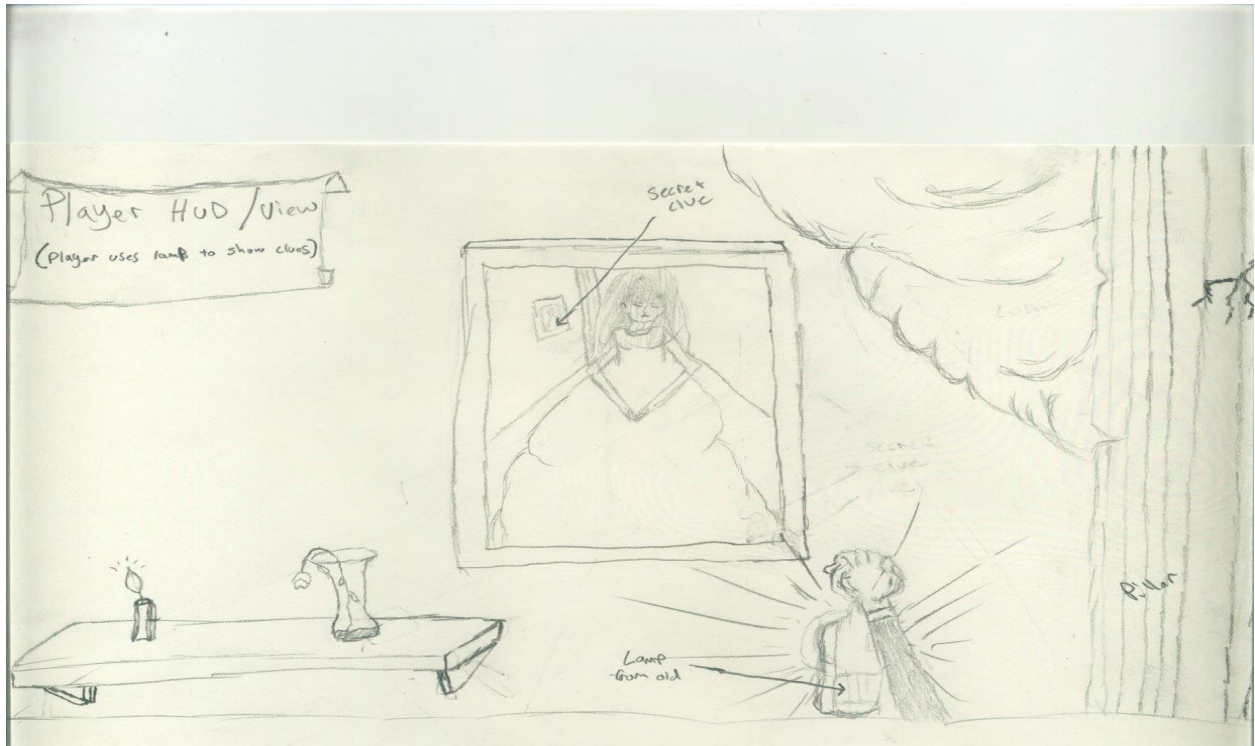Concept idea of Map from an eagle eye view.

Concept art by Marcus
Concept of level layout.

Concept art by Marcus
Concept Idea of the Lamp item.

Concept art by Marcus
Concept of map layout.

Concept art by Shane
Concept of player view using lamp item.

Concept art by Shane
Concept of player view, player is in sneaking mode, with an option to peak around the corner.