

TESKAZ



Apocrypha of TESKAZ

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Revision history—

02/11/2023- GDD start.

06/11/2023- Loading screens, posters and fonts

09/11/2023- Discussions on game beat map, game flowchart, ethical considerations

11/11/2023- game flowchart, world overview, inventory system, health system, combat.

15/11/2023- general meeting on progression, concept art (beast/boss), music and SFX list, HUD elements, document layout refreshed.

Game goals-

- Clean up and restock the hit superstore Teskaz after hours.
- Make sure all the customers have left.
- Avoid the beast.
- Survive until the store opens.
- Horror game Achievements.
- Horror narrative.
- First person 3D Low poly horror art style.
- Discover secrets

Game's "high concept"—

Low poly 3D horror, character is a worker at Teskaz Superstore, restocking shelves the night before Black Friday. The Monster stalks and hunts them. Can you survive- and keep your job in the process?

Who, What, How?

Demographic—

Expected PEGI 18+ game, horror narrative, horror subject matter, a lot of gore/body horror.

Teskaz is a game for indie horror and horror fans alike especially horror fans that appreciate a low poly 3d indie style horror game where the frights. Fans of vintage horror films might also be particularly drawn to Teskaz almost vintage slasher feel regarding style.

What—

Teskaz is a first-person horror game with low poly 3D graphics set in the hit supermarket Teskaz. Set the night before black Friday you play as Alex, a desperate employee who took up a restocking position. As the night progresses strange events unfold the horrors of Teskaz. Gameplay: Explore the Teskaz supermarket, clean areas with the tools at your disposal, restock shelves, escort rogue NPCs and escape from the beast hunting you!

How—

- An all-new spine-chilling horror game with a unique setting with a horrifying low polygon art style. Clean, restock, run, hide and survive.
- This creature has never been seen before, a new and deadly horror.
- Immersive atmosphere with simulation like elements.
- CRT filter that will give the game that semi vintage feel which will complement the
- The game will be prototyped and created in the Unity game engine.

Platform and Technical Requirements

Platform: PC

Type: Single player horror game (no multiplayer functionality)

Minimum Technical requirements:

OS: Windows 10

Processor: Intel i3 @ 3.2ghz

Memory: 8 GB RAM

Graphics: a modern dedicated graphics card

Storage: 1700 MB available space

Game will not be very demanding in terms of technical requirements due to the low-poly art style and only having one level.

Gameplay types: Stealth, Investigative, Escape, Simulation

Story overview—

You are Alex, a Teskaz Employee who has been scheduled for a late-night re-stocking shift the night before Black Friday. As you re-stock shelves, clean the floors and escort rogue customers out of the building you start to notice some unusual activity around the store. As the activity increases you start to notice a lanky figure stalking through the store. As the figure's interest turns towards you, you must run and hide to escape while still completing your job.

How are you communicating the story? Movies? Cutscenes? In-game?

- The story will mostly be communicated through in-game text boxes (character's inner thoughts and dialogue) and notes. There will also be a beginning and end cutscene.
- Notes scattered throughout the levels of Teskaz
- Inner thoughts displayed via text boxes.
- Dialogue displayed via text boxes.
- Specific events that take you through the game.
- Visual storytelling coupled with audio cues
- Beginning and end game cutscenes Visual/text

Publisher concerns—

List all potential legal, social or ethical issues not covered in other sections and how these can be mitigated.
Is there any social stereotyping, bias, or prejudice?

Legal considerations

Social considerations

- We should be cautious of already existing mythology when creating the beast. Although it is not illegal to use monsters from mythology since most mythological creatures were mostly written more than 75 years ago but in regard to cultural/mythological appropriation of other cultures mythological creatures could be seen as disrespectful if the creature, spirit or entity is portrayed in a way not faithful to their respective cultures.
- The portrayal of certain classes of people being portrayed in a certain way could be perceived as too political could turn away some publishers from not wanting to promote any socio political messages.

Mitigation:

Ethical considerations

- Is there consideration of representation?

No, though we should be cautious of already existing mythology when creating the beast.

There are few characters within the game, the Player Character, some lost customers, and the Beast. For this reason, we do not need to consider representation – however any human characters that are made we will attempt to diversify, without conforming to stereotypes.

- Does the theme of the game generate any ethical questions? The large amount of blood and gore may make some players uncomfortable.

Game controls—

Provide an overview of the controls. List specific moves the player will be doing, but don't go into detail on the actual moves ... yet.

The controls – Keyboard and mouse.

- WASD for directional movement
 - Mouse for camera direction
 - Shift to run
 - Control to crouch
 - Left Mouse buttons to interact, pick up, put down, etc.
 - scroll wheel and 1 & 2 to switch between inventory items
 - Left hand inventory scrolls between items, scroll wheel up
- Show an image of a controller, touchscreen, or keyboard with corresponding control mapping.

Technological requirements—

Keep this information brief because many of these features will be included in the game's technical design document (TDD).

- Provide a rationale for the tools, used and any scripting languages employed, are there alternatives? Teskaz will be made with the multi-platform game engine Unity, the scripting languages we will be using is C++ and 3dsMax & Blender will be used to model the low-poly models of Teskaz. Other tools like GIMP the free to use imaging software will be used for texturing and other processes to help modeling. Alternatives tools, Photoshop for the same functionality as GIMP but arguably has more resources.
- What are the key technical features of the game, e.g. pathfinding, VR/AR, NPC AI etc. and what alternatives exist to implement them? The key technical features of Teskaz will be the NPC pathfinding and AI that will be implemented for both the escort NPC's and most importantly for the Beast and potential enemies.
- What additional research / prototypes are required to identify the optimal technology in each case?

Front end of the game—

Indicate what credit screens will be shown when the game is first turned on, including the following:

- Publisher:
- Studio logo:
- Licensors:
- Third-party software manufacturers:
- Legal screen:

Attract mode description (if applicable)—

Give a description of what in-game material will be shown if the game is left idle on the start screen.

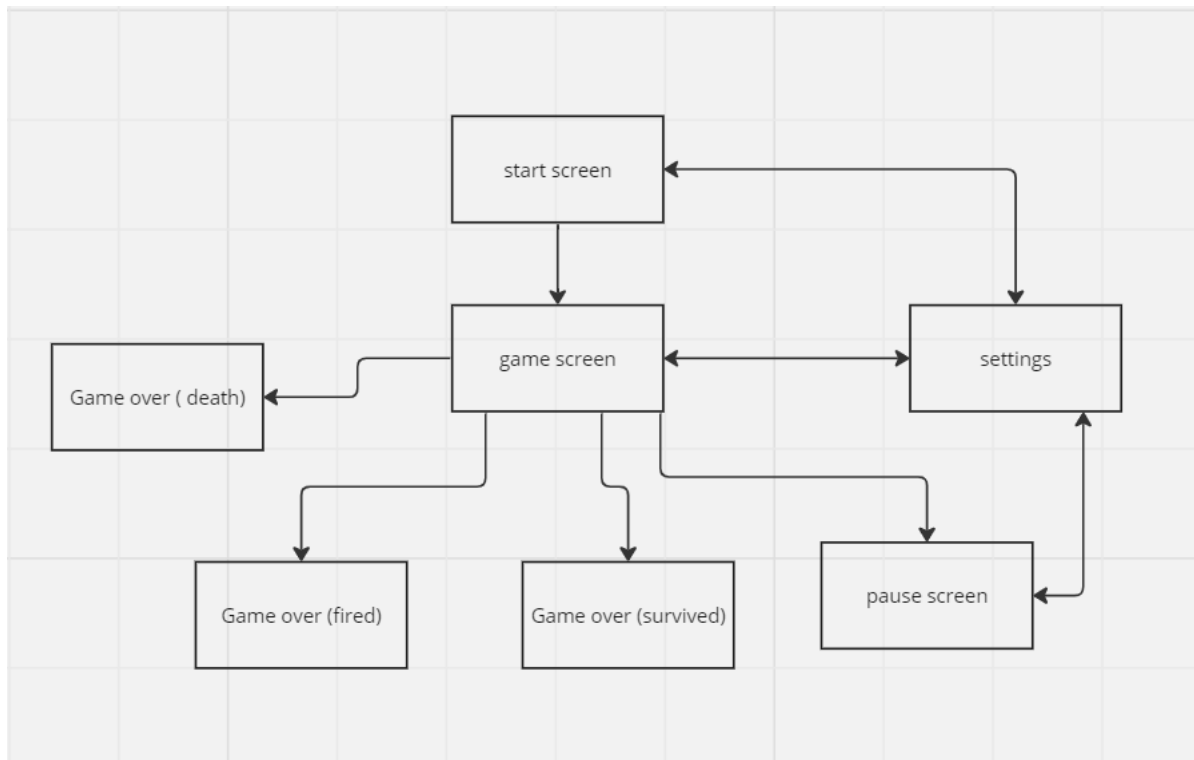
Title/start screen—

What is the first impression of the actual game? Include the following:

- An image of the title/start screen and any associated animation and graphics.
- A list of what selection options are available to the player.
- Save/load file—Describe how a game file is saved and loaded and naming conventions for the player.
- Player options—Include image, sound and music, and player interface details. Include details on connecting links to options:
 - Video, audio, music, and subtitle settings; contrast tool; and alternate control settings (airplane controls, feedback on/off, and so on)

Game flowchart—

Show how all the screens from “title/start screen” to “game over” connect with each other.



Loading screen—

Explain what the player sees when the game is loading. What images or information are presented?

The loading screen displays an ad for Tezkaz, a modified version of real billboard ads.

Game camera(s)—

Call out any specific camera types.

- What kind of camera is used? (First person, third person, forced scroll, locked camera, and so on.)

The game uses a first-person camera, that follows the mouse to control and explore the surroundings

- What is the logic system for the camera? Include the following:
 - Game-specific situations requiring unique cameras
 - Camera troubleshooting guide with examples of what the camera will do when encountering problems

HUD system—

Describe and/or illustrate how information will be presented on-screen to the player. Include images of all associated imagery such as health/status, power/fuel, money, timers, maps, plings, speedometer, lives/continues, targeting, and special view like “predator vision” or bullet-time.

Important objects- Task notes and the tasks have faint outlines (Yellow, or another light color). These outlines appear when the object is within a certain range of the player, to make sure they don't miss Important parts of the game. Examples – Managers note (Information on your jobs from the night from your manager); Reduced Section (a job you have to complete) and a Pentagon Stain (has to be mopped up)

Player character(s)—

Provide information about the player character (if applicable) including images, names, and relationships to other characters in the game.

The player character is called Alex, a Teskaz employee. Both Customer NPCs are strangers to Alex. Ganbold is Alex's manager they have a friendly but strictly professional relationship.

Player metrics—

List and detail the player character and provide metrics pertaining to movement, combat, context-sensitive moves (such as QTEs), health, player death, and idles.

Player skills—

The player can sprint and hide to avoid the creature. Otherwise, they can do their job where applicable.

Player inventory tools (equipment, spells, buffs, and so on)—

The player will have two set inventory slots. The left and the right hand. Below presents the items these hands are allowed to use and what they do.

Left-hand (Multiple items can be stored in this inventory slot and can be scrolled to using the mouse wheel):

- **Flashlight:** The flashlight is used to light up the dark areas in the level.
- **Keys:** There will be several keys that open certain doors to reveal new areas.
- **Collectables:** There will be several collectables in the form of comics littered throughout the levels of Teskaz and they will give players an incentive to explore Teskaz.
- **Notes and Audio tapes:** These items give more of the story of Teskaz and are completely optional to players who want to get more into the story/world of Teskaz

Right-hand (Items are stored in inventory one at a time, no multiple items):

- **Cleaning equipment:** Mops, brooms and chemicals are the three items that will be used to complete the cleaning tasks throughout Teskaz and defeat the horror of dirty floors and services.
- **Store products:** Whatever is on the store shelves can be found in the stock room and you'll need these items to be able to complete restock tasks.
- **Brooms/Mops:** Although Brooms and Mops fall under the cleaning equipment, they are also both unique because they can be used to defend yourself against the beast that lurks through the aisles. They are used as a one-time repellent (after use it breaks) to stun the beast and run!

Combat—

In Teskaz there is no true combat. There is only survival and if survival means using a broom or a mop and stunning the beasts that try to do you harm then that's what you must do.

Combat is extremely light in Tezkaz due to us deciding that we want our horror game to make you feel a sense of vulnerability since Alex (the player/protagonist) is only a human being and they are up against this other worldly entity. This will also play into the mechanics of the game since Alex only has one life and if the monster gets them then the game will end. The only way to prevent this is to use your mop/ broom to stun the monster, this will give the player the opportunity to run/hide.

The "stun" will be an active decision and will require a timed attack from the player. As for the animation, it will simply be the same animation as used for the cleaning animations. Once the attack lands the broom/mop will break and not exist in the players inventory any longer freeing up the right-hand

Power-ups/state modifiers—List power-ups and state modifiers. Show images and list what their effect and duration are.

The only state modifier will be the broom/mop that will allow the player to essentially have one extra "life" so the beast doesn't instantly kill the player.

Health—

There is no health tracking mechanic, if you are attacked by the beast you will die.

- **Lives** – The player has one life. Unless the broom or mop is equipped.
- **Death** – When the player is attacked by the beast there will be a death animation. There is only one possible way to die therefore there is only one type of death animation. The screen will fade to black and display a game over screen. The game over scene allows the player to continue from last checkpoint or re-start the game.
- **Checkpoint system**— There will be an autosave feature. The game will have a milestone save system where it will save after each task is completed.

Scoring (if applicable)—

Assign point values to actions and explain what happens when players reach them. How do players earn bonuses in the game (like chaining or combos)?

- **Leaderboard setup**—What does it look like? What stats are being tracked?
- **Achievements**—
 - One achievement for each ending
 - Achievements for finding secrets and easter eggs
 - Achievement for beating the game deathless

Collectibles/object sets—

Provide a list of all items in the game, where they can be found, and what they do. Provide images.

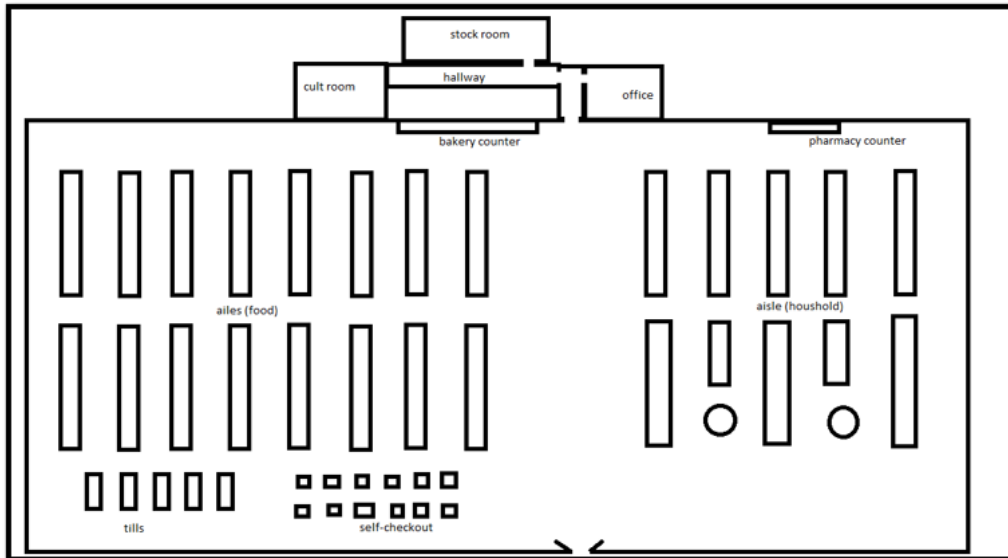
Collectibles come in the form of comic books which are going to be horror themed comic books which the player can optionally read if they want to.

Game progression outline—

Provide an overview of all game levels. Insert a beat chart here. Show how gameplay and story intertwines. Indicate introduction of major elements such as enemies, bosses, rewards, items, puzzles, or twists to the story.

World overview/level select/navigation screen—

Provide images and a control scheme showing how the player will navigate. List locations and where they lead to. Provide sound and music requirements.



Players will navigate the game using WASD and the mouse. The map's main area is the supermarket floor, where most of the gameplay will take place. There is a small hallway connected to the supermarket floor marked with an employee-only sign, connected to this is the office, where the player can collect and drop off their cleaning equipment, and the stock room, which contains any stock that will need to be replaced throughout the game. At the end of the hallway is a locked door, the key to which can be found hidden on the supermarket floor, this room contains the secret origins of the beast.

Game levels—

List each of the levels mentioned in the world overview including name, short description, major gameplay, enemies, and items found in the level. Describe how the level relates to the story if applicable. Include a list of time of day, color guide, and music needs.

General enemy rules—

List behaviour types (patroller, flyer, and so on) and how the behaviour type AI operates. Describe spawn and defeat parameters. List reward rules.

Level-specific enemies—

Provide an image and description of the enemy and where it appears in the game. List all movement and attack patterns and ways the player can defeat the enemy. Describe any combination attacks or encounters between different types of enemies. Describe what happens when the enemy is defeated and what the player gets for doing so.

Bosses—

Provide an image and description of each boss and its environment. Describe the encounter and what it will be like to play it. List all movement, attack patterns, and ways the player can defeat the boss. Describe what happens when the boss is defeated and what the player gets for doing so.

The Beast- The main Enemy and 'Boss' of the game [Image of Tezkas here]. Its environment is most of the game, any of the 'Public' parts of Tezkas. The boss is present for most of the latter parts of the game, however there are some more specific times where it will encounter you – however, in all of these, its behavior (and the gameplay) remains the same. Fighting the Beast is about stealth, avoiding the beast rather than confronting it.

NPCs—

List characters in the game. Provide descriptions, images, and where they appear. List what function they serve in the overall context of the game. List what rewards or items they are associated with.

-Grandma, an old lady who got lost during the day and remained after closing. She jumpscares you accidentally, and then you have to escort her out of the store as part of your job.

-The Beast, a hostile creature that wants you dead. You must avoid it whilst completing your tasks to beat the game.

- Middle-aged man, A middle-aged man that accidentally got locked in after closing. He attempts to find you and asks you to escort him out.

-Manager Ganbold, he is your manager. He leaves you a list of tasks and was the one who allowed you to take up the night shift.

Minigames—

List the types of minigames and provide illustrations showing each game type. Describe how to play and use control schemes. List what original and repurposed game elements the minigames require. List what levels the games are found on and what rewards they yield.

Monetization—

Describe how monetization will work over the course of the game. Show the interface for purchasing content. List purchasable items and estimated cost.

Downloadable content—

List the DLC. Give estimated time frame for content release.

Music and SFX

—List all music needs. Describe the tone or feeling of each piece. List on what level the music is needed, and don't forget the title, pause, and option screens as well as end credits.

- Footsteps
- Ambience (AC whirring, fridges and freezers buzzing, etc.)
- When picking up or putting down items
- Beast jump scare
- Cleaning
- Light switches
- Doors opening and closing

Other screens—

Describe this unlockable content accessed from the title screen. Make sure to include image, sound and music, and player interface details. Possible screens include

- **Credits**—Include names, job titles, a team photo, or images of the studio at work.
- **Bonus material**—Include images of screens. Explain how the player will interact with the interface and activate this material (unlockable, Easter eggs, and so on).
 - List all alternate costumes or weapons, cheats, art galleries, video players, and special features such as commentary, interviews, deleted material, documentaries, and gag reels.

Appendix(es)

This is the place where long lists go, including player animation, enemy animation, sound effects, music, cutscene scripts, in-game text, and VO scripts.

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