GDD (Game Design Document)

*Clear Vision* (Working Title)

Version 1.0

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I. Design History

3/28/2013 – GDD created, although game has been under development since August of 2012.

II. Game Overview

1. Game Concept
   1. A somewhat linear single player campaign designed to immerse the player into a world of mixed realities and force the player to feel fear and learn how to defeat that fear.
2. Feature Set
3. Genre
   1. Horror/Fantasy, Survival.
4. Target Audience
   1. Casual gamers, thrill-seekers, horror fans.
5. Game Flow Summary
   1. The flow from level to level is as seamless as possible. Objectives are given and the player must complete the objective to move forward, but in their own way and pace. The player will start out confused, descending down from the hotel room, and will continue to go deeper underground until a turning point is reached. Up until this point most of the levels will be very dark and disturbing. At this turning point the player will begin an ascent, gaining new powers, until he/she has reached the limit of outer space. The final level will consist of being in outer space and perhaps the astral plane.
6. Look and Feel
   1. Varies. Some environments are dark and eerie, while others are bright and fantastical. Much of the time the general feeling is surreal, to simulate dreams. The lighting is a crucial part of any environment.
7. Project Scope
   1. Number of locations: 10+
   2. Number of levels: ~10
   3. Number of NPCs: Several enemy NPCs, and a few friendly NPCs
   4. Number of weapons: 5-10, the main weapon the player carries is modifiable

III. Gameplay and Mechanics

1. Gameplay
   1. Game Progression
   2. Mission/Challenge Structure
   3. Puzzle Structure
      1. Lock and Key – Doors that require a key to bypass. This key can be retrieved from a hidden area, a dead monster, etc.
      2. a
   4. Objectives
   5. Play Flow
2. Mechanics (What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.)
   1. Physics
   2. Movement
      1. General Movement
         1. The W, S, A, and D keys are the default movement keys, but all the key bindings can be changed.
         2. Movement is a slow walking speed, however the player can sprint for a short time, or use a stimulant injection to run even faster and for a longer period of time.
      2. Other Movement
         1. Climbing ladders is done by activating the ladder with the action command and using forward and backward to ascend/descend.
   3. Objects
      1. Picking Up Objects
         1. If an object can be picked up, the reticule will change accordingly when hovered over it. The player can then press ‘E’ to pick it up, and if the inventory has room, it is stored, and the object disappears.
      2. Moving Objects
   4. Inventory – the player has a storage device such as a backpack which can store a limited number of certain items.
      1. Items that can be stored:
         1. Health packs
         2. Stim packs
         3. Small throwable items, such as stones, books, etc.
         4. Flashlight batteries
         5. Keys and lock picks
         6. Flares
   5. Actions – the player can press the ‘E’ key to send an action command to an object. If the object accepts the action command, it will carry out its predefined action.
      1. Switches and Buttons – Switches can be linked to any DynamicObject, and can be used to turn it on and off.
      2. Picking Up, Carrying, and Dropping
      3. Talking
      4. Reading
   6. Combat
   7. Economy
3. Game Options
4. Replaying and Saving
   1. The player can save the game at any point by going to the pause menu and using the save function. There is also a quick save and quick load ability.
   2. A new game can be started, as well as a level select option, once those levels have been played at least once.
5. Cheats and Easter Eggs
   1. Cheats will be available like in the old school days (unlimited flashlight batteries, health, etc). The health and similar components however will be protected from run-time hacking.

IV. Story, Setting, and Character(s)

1. Story and Narrative - Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.
   1. Back Story
      1. In the near future (2040-2100), an aimless man is spending the night in a very expensive hotel.
   2. Plot Elements
   3. Game Progression
   4. License Considerations
   5. Cut Scenes
      1. #1
         1. Actors, storyboard, script, etc.
      2. #2
2. Game World
   1. Area #1
      1. General Description
      2. Physical Characteristics
      3. Levels that use this area
      4. Connections to other areas
   2. Area #2
   3. Etc.
3. Characters
   1. Character #1
      1. Back story
      2. Personality
      3. Look
      4. Special Abilities
      5. Relevance to game story
      6. Relationship to other characters

V. Levels

1. Level #1
   1. Synopsis
   2. Intro Material
      1. The player starts at the window of the hotel room, staring out into the city. There is a bottle of liquor and a shot glass on the counter under the window, implying the player is drunk. The vision begins to blur, and the player is told to go to sleep.
   3. Objectives
      1. Go to sleep – find the bed and activate it using E to enter sleep.
      2. Find glasses – find the glasses which are somewhere in the living room.
   4. Physical Description
   5. Map
   6. Critical Path
   7. Encounters
   8. Level Walkthrough
   9. Closing Material
2. Level #2
3. Level #3

VI. Interface

1. Visual System
   1. HUD – What controls
   2. Menus
   3. Rendering System – OGRE and MyGUI
   4. Camera
   5. Lighting Models
2. Control System – How does the player control the game? Specific commands?
3. Audio
4. Music
5. Sound Effects
6. Help System

VII. Artificial Intelligence

1. Opponent AI
   1. Type A
      1. Confined to an area, defined by a set of interconnected nodes. If the player is within range, the AI will activate and start patrolling. It listens for sounds (can be the player walking or throwing an object) and investigates the sounds. Also tests if it can see the player directly, and when it does, it pursues with all its power.
2. Non-combat/Friendly NPCs
3. Implementation
   1. Player and Collision Detection
   2. Pathfinding

VIII. Technical

1. Target Hardware
2. Development Hardware and Software
3. Development Procedures and Standards
4. Game Engine
5. Network
6. Scripting Language(s)
7. World Design Tools(s)

IX. Art

1. Concept Art
2. Style Guides
3. Characters
4. Environments
5. Equipment
6. Cut Scenes
7. Misc.

X. Secondary Software

1. Updater – WinSparkle?
2. Installer – Be certain all library binaries are present

XII. Appendices

1. Asset List
   1. Art
      1. Models
         1. Hotel Room
            1. Couch
            2. Bar stool and seat
            3. Coffee table
            4. TV
      2. Textures
      3. Animation List
      4. Effects List
      5. Interface Art List
      6. Cut Scene List
   2. Sound
      1. Environmental Sounds
      2. Weapon Sounds
      3. Interface Sounds
   3. Music
      1. Ambient
      2. Action
      3. Main Menu
      4. Credits
      5. Trailer
   4. Voice
      1. Link to script document.