Michał Grzeszczak

**Game Design Document**

Spacer po Wyspie Strachu

*Versja 0.1.*

# Prototyp gry typu “walking symulator” mającej miejsce na Wyspie Strachów inspirowanej twórczością H. P. Lovecrafta, połączonej z systemem biofeedbacku Bitalino służącym do obserwacji zmian zachodzących w organizmie gracza.

## Temat / Gatunek

* Horror / Walking Simulator

## Główne mechaniki rozgrywki

* + <Gameplay Mechanic #1>
  + <Gameplay Mechanic #2>
  + <Gameplay Mechanic #3>
  + <Gameplay Mechanic #4>

## Platformy

* + PC

## Rozmiar Projektu

Przewidywany czas wykonania: ≤ 2 miesiące

Rozmiar zespołu: 2

## The elevator Pitch

Wrzucamy gracza na wyspę rodem z Loverafta, wywołujemy w nim różne stany emocjonalne (z naciskiem na strach i niepewność) i badamy reakcje jego organizmu.

## Project Description (Brief):

<Two Paragraphs at least>

<No more than three paragraphs>

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #2>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #3>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #4>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# 

# Story and Gameplay

## Story (Brief)

<The Summary or TL;DR version of below>

## Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

## Gameplay (Brief)

<The Summary version of below>

## Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

# Assets Needed

## - 2D

- Textures

- Environment Textures

- Heightmap data (If applicable)

- List required data required - Example: DEM data of the entire UK.

- Etc.

## - 3D

- Characters List

- Character #1

- Character #2

- Character #3

- etc.

- Environmental Art Lists

- Example #1

- Example #2

- Example #3

- etc.

## - Sound

- Sound List (Ambient)

- Outside

- Level 1

- Level 2

- Level 3

- etc.

- Inside

- Level 1

- Level 2

- Level 3

- etc.

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## - Animation

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

# Schedule

### - <Object #1>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #2>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #3>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #4>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.