

Keeper's Call

Game Design Document

Minstrelcy Studios

J.R. Omahen

September 7, 2015

Contents

Contents	2
1 Game Design	5
1.1 Summary	5
1.2 Gameplay	5
1.3 Mindset	5
2 Technical	7
2.1 Screens	7
2.2 Controls	7
2.3 Mechanics	7
3 Level Design	9
3.1 Themes	9
3.2 Game Flow	9
4 Development	11
4.1 Components	11
4.2 Component Compositions	11
5 Graphics	13
5.1 Style Attributes	13
6 Graphics Needed	15

7	Sound	17
7.1	Style Attributes	17
7.2	Sounds Needed	17
7.3	Music Needed	17
8	Development Timeline	19
9	Proposals	21
10	Rejected Ideas	23

Game Design

1.1 Summary

A girl is wandering through the forest, playing near a lake. She hears a mysterious voice: a call, beckoning her to the water. There she discovers her true calling.

1.2 Gameplay

The player operates in first person, exploring the area surrounding the lake. The mysterious voice will beckon to the player, but the player won't know where it's coming from. The main obstacle to the player is a lack of familiarity with the environment, and not knowing where the voice is coming from.

1.3 Mindset

The player should be intrigued, seeking to discover what the voice is, where it's coming from, and who it belongs to.

Technical

2.1 Summary

The game is a text-based adventure game (*interactive fiction*), with very simple keyboard-based input. The target play time is **10—15 minutes**.

2.2 Screens

2.3 Controls

2.4 Mechanics

Level Design

3.1 Themes

3.2 Game Flow

Development

4.1 Components

4.2 Component Compositions

Graphics

5.1 Style Attributes

Graphics Needed

Sound

7.1 Style Attributes

7.2 Sounds Needed

7.3 Music Needed

Development Timeline

Proposals

Rejected Ideas