

GAME TITLE

FOGBOUND TERROR

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TERM

2023 Summer Term

SCHOOL

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GDD



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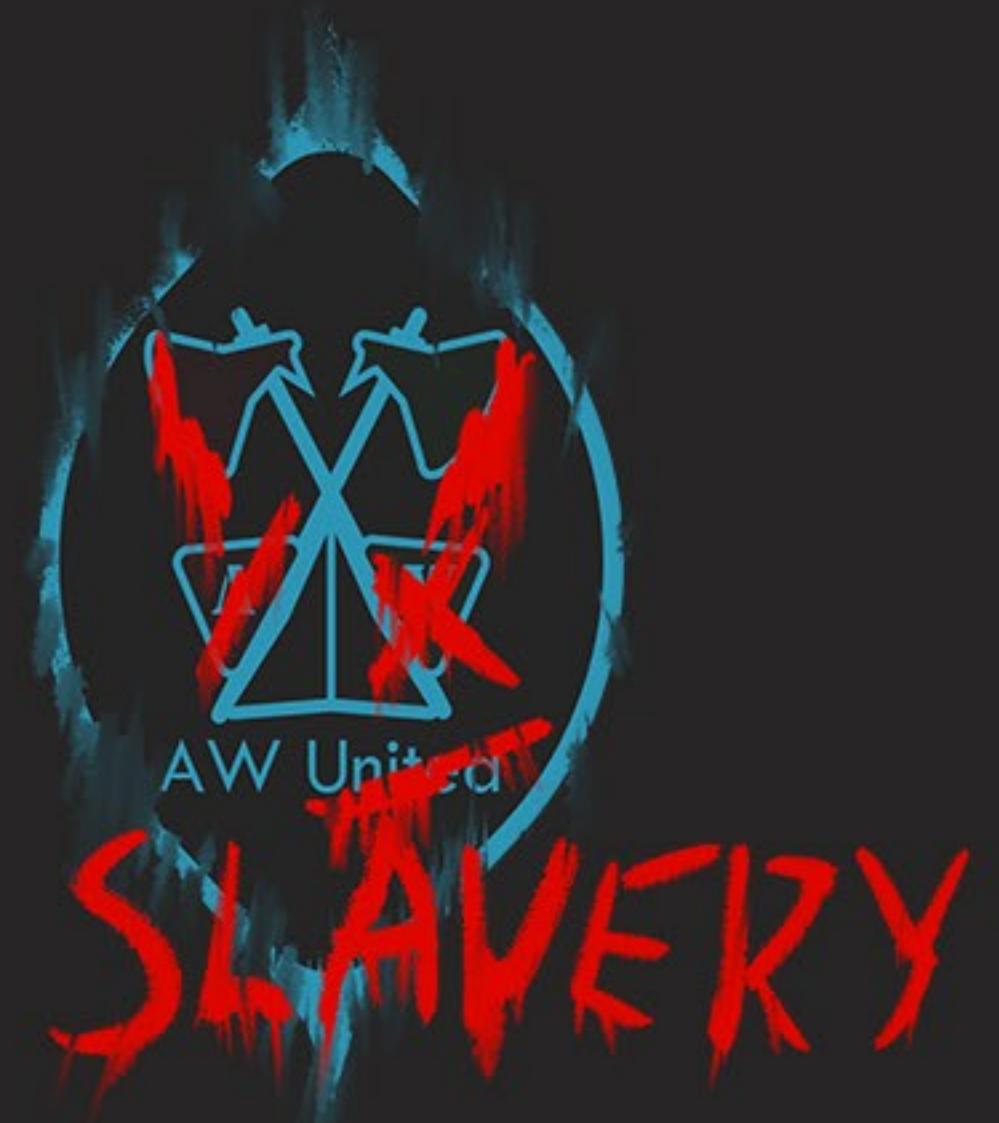
Overall Goal
Sound Effects
Music

01 CONCEPT



GENRE	Psychological horror Puzzle game
SHORT DESCRIPTION	You play as a special Lumberjack in a cursed forest, that is forced to barricade themselves because of a new anomalous danger.
SETTING	The Story takes place on a distant planet, where the entire surface is covered by a singular anomalous tree. This tree connects the entire planet, and consumes every living thing it comes across. Special Lumberjacks are orbitally dropped in safe locations to retrieve some of the anomalous wood, for its high energy properties.
CHARACTERS	You - A Relatively new member to the Accursed Woodcutter (AW) John - Mechanic AW, Gone to retrieve supplies. Has ties to smugglers Thaladin - Veteran AW, Leader of your Squad, Head of the House Nesdyl - Rookie AW, Has Outside knowledge and rumors, Anxious Solris - Regular AW, Dislikes people. Hostile
STORY	You are part of the Accursed Woodcutters. The AW are a mix of people, that have found themselves on the wrong side of the Law and now work as a slave to earn their freedom back. The AWs main objective is to collect wood from the Accursed world tree. This tree covers the entire planet, rapidly grows during the day, and sucks the life out of every living being that it manages to catch with its vines/roots. This tree is deadly and uncontrollable, however, its wood is strong and very energy rich. This is why the AW have been created, a squad of disposable lives that can adapt to the harsh environment that this tree creates. But one day, an even bigger danger appears within the tree, which forces the AW to hunker down. This is where your story begins, barricade your home, and survive this new Danger.

01 CONCEPT



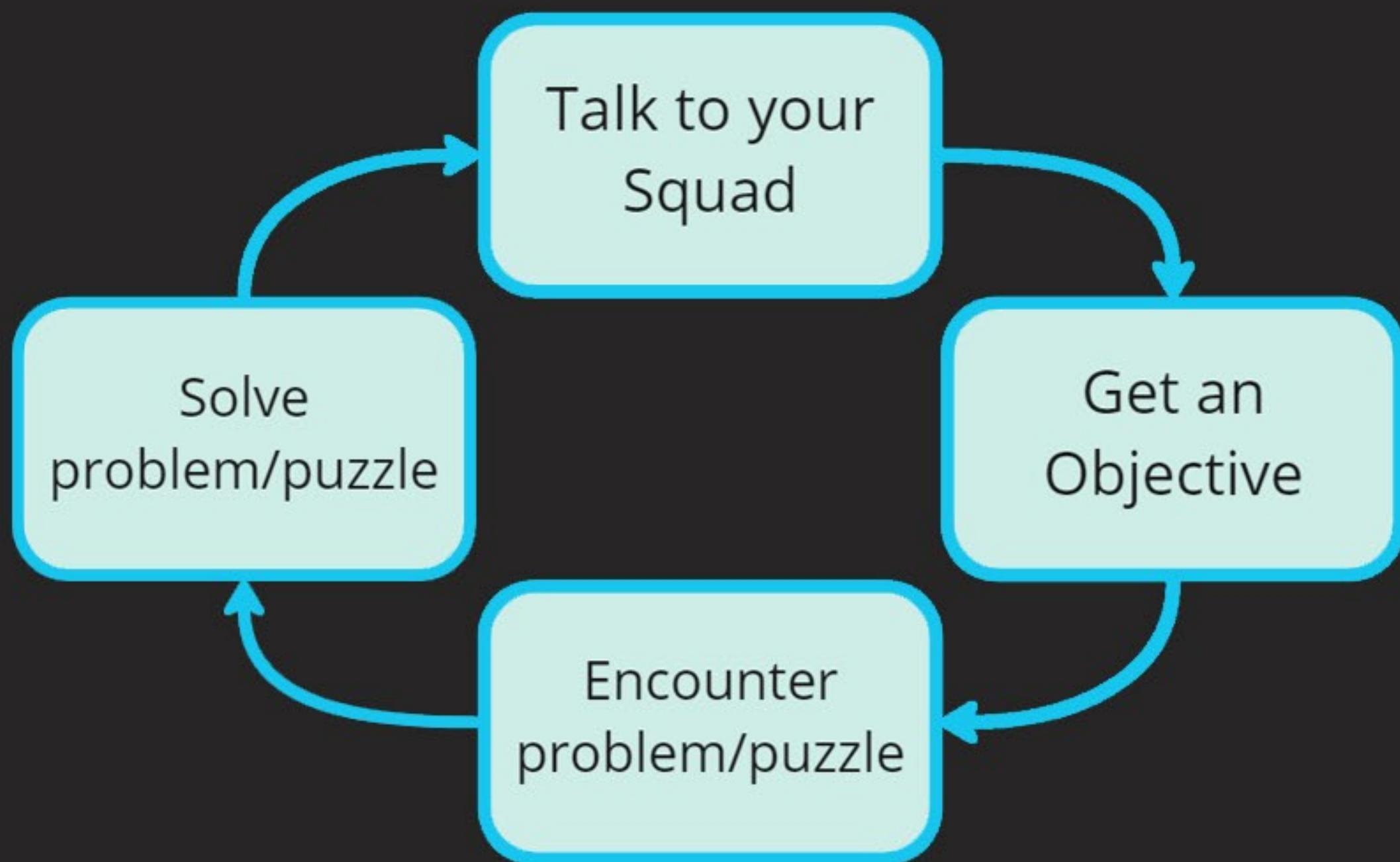
GAME INSPIRATIONS

Darkwood
Bloodwash
Everything from Chillas art
Night of the Consumer



02 GAMEPLAY

GameLoop



Repeat until ~~death~~ Victory

MECHANICS

Talk to your squad.
Pick Locks.
Repair Equipment.
And Shine your flashlight.

PUZZLE MECHANICS

Just one. The inside of your humble base.
It's a log cabin, that houses some Sci-fi technology to keep you in line.
The cabin is 2 stories tall, and has a big basement.

GAMELOOP & GOAL

Find materials to barricade weakpoints in your base.
Break locks and barriers that keep you from getting to the materials.
Convince your squad to hunker down.

LEVELS

Lockpicking
Use lockpicks and push the pins in the correct order to pick the lock.
easy locks, just push the pins in order.
Hard locks, Push the pins in order while avoiding a fake safety pin.

Object Search
Some objects are hidden in dark areas, use your crappy flashlight and eyes to find them.

Wire Puzzle
Find new wires, and replace the broken ones in the fuse box.

Code Deceipher
Find an encrypted diary, and some clues to decipher it.
A code for a lock is hidden in this diary.

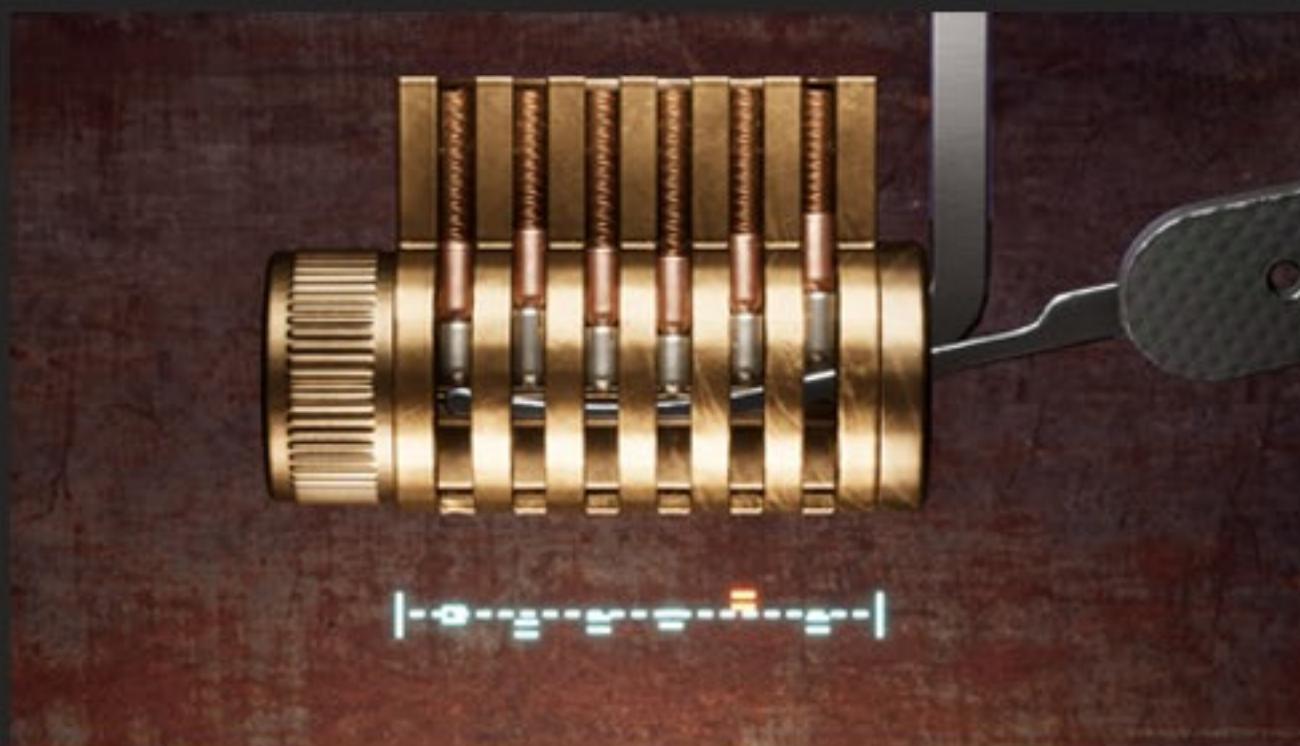
02 GAMEPLAY



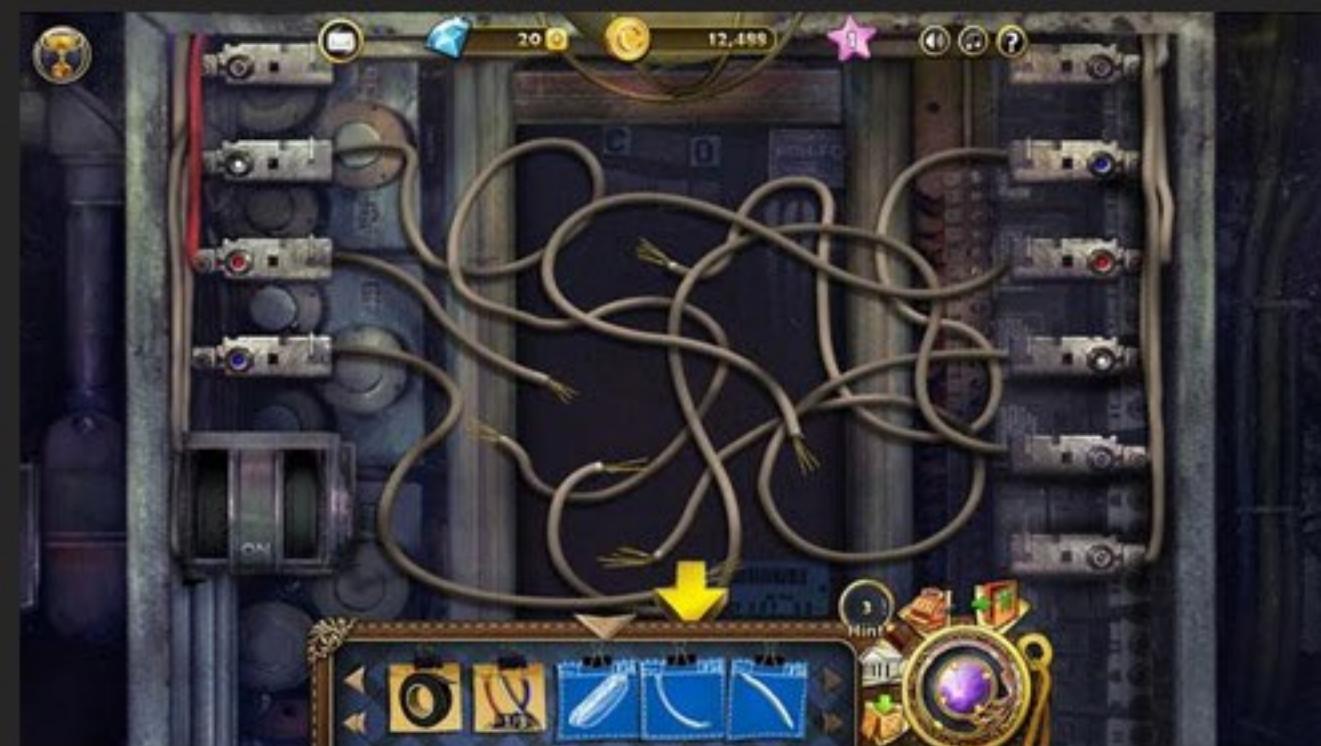
W	A S D	Movement
L CTRL	C	Crouch
RMB	Q	Flashlight
ESC	P	Pause
F	E	Interact

02 GAMEPLAY - PUZZLES

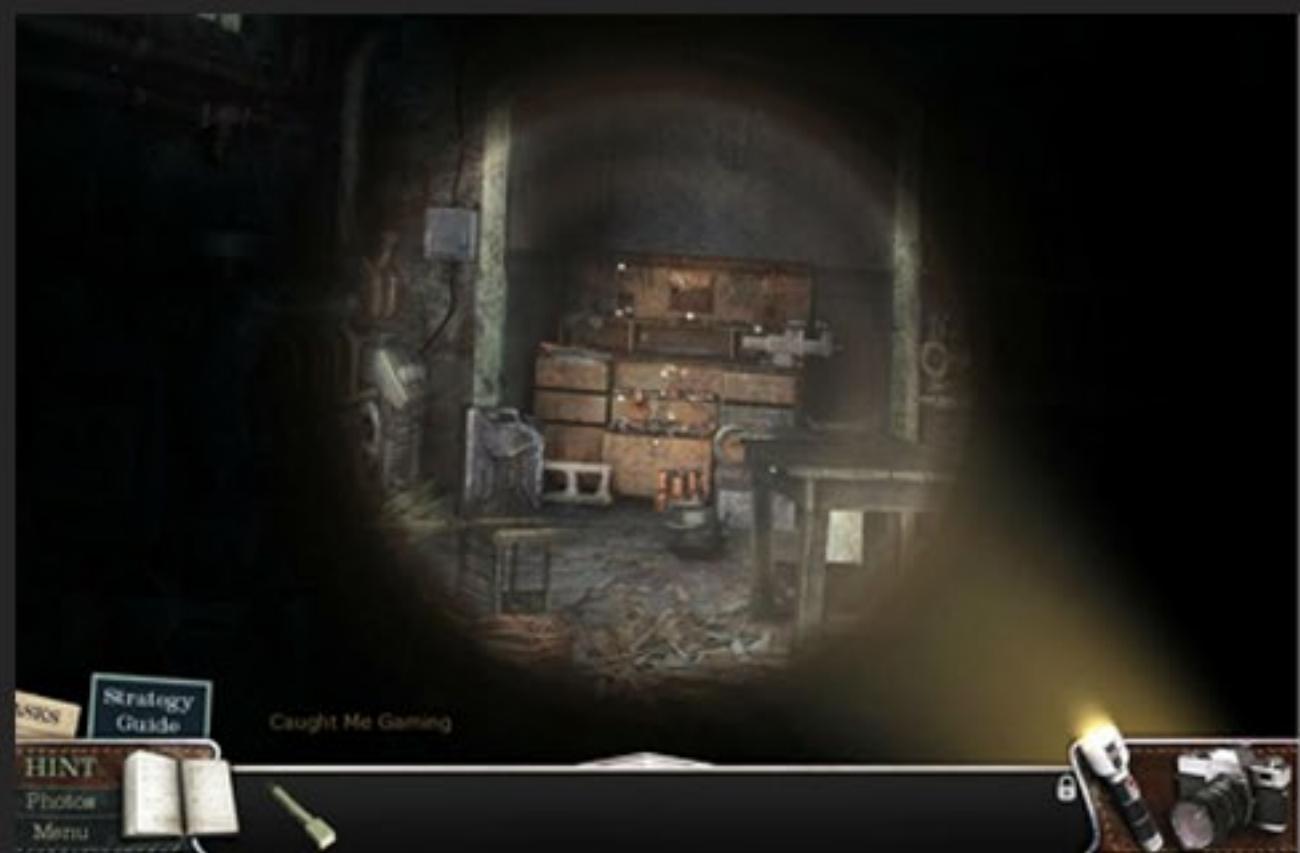
LOCKPICK



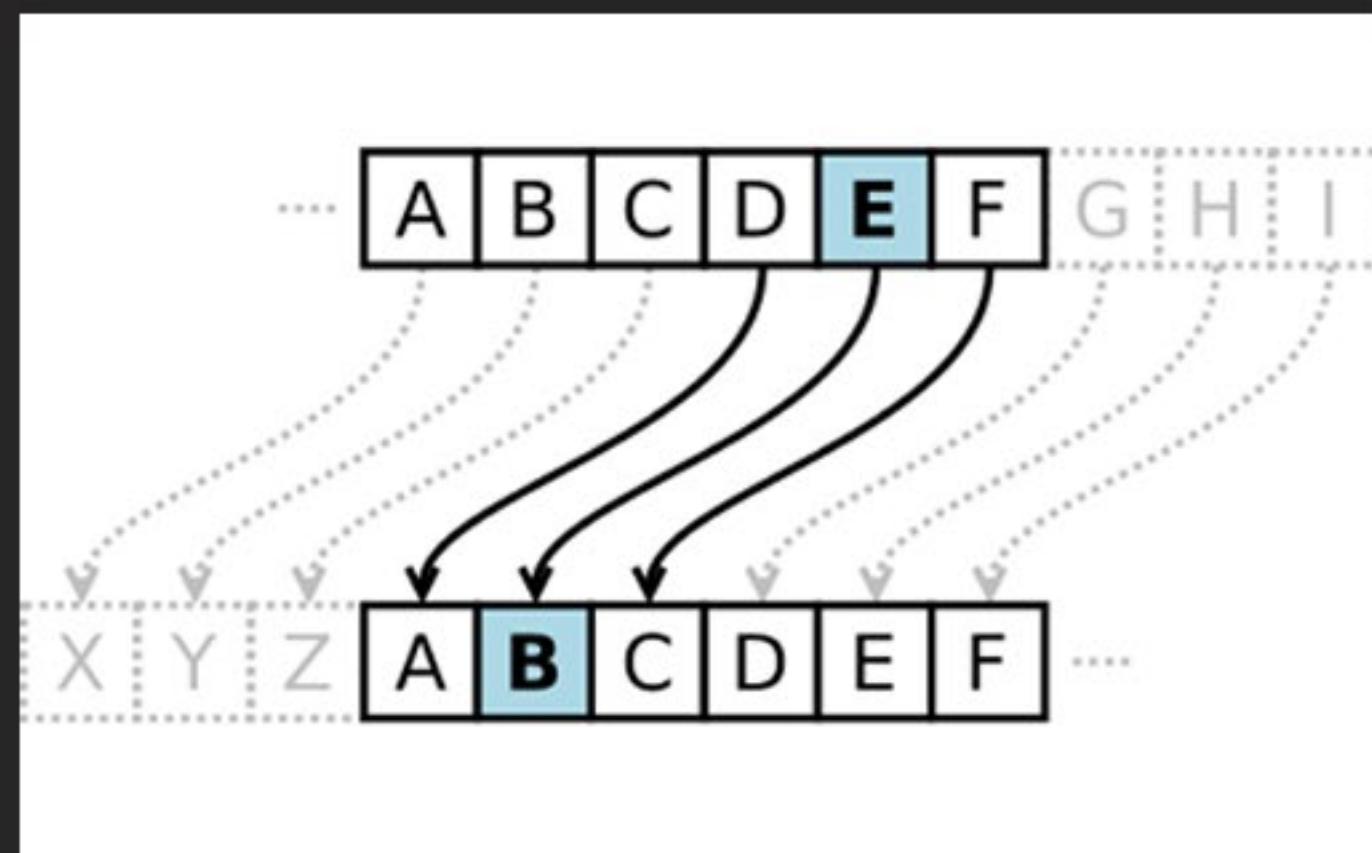
WIRE PUZZLE



SEARCHING OBJECTS



CODE DECEIPHER



03 LOGO

fogbound
TERROR

Fogbound
TERROR

Fogbound // TERROR

IDEAS

A logo with two distinct words.

Fogbound should be soft, while Terror should be harsh, and sci-fi like.
The Terror should be constraint by the fog, just like ingame.

FONTS

Bauhaus 93; OCR A;
Cooper; Perpetua

03 GUI



IDEAS

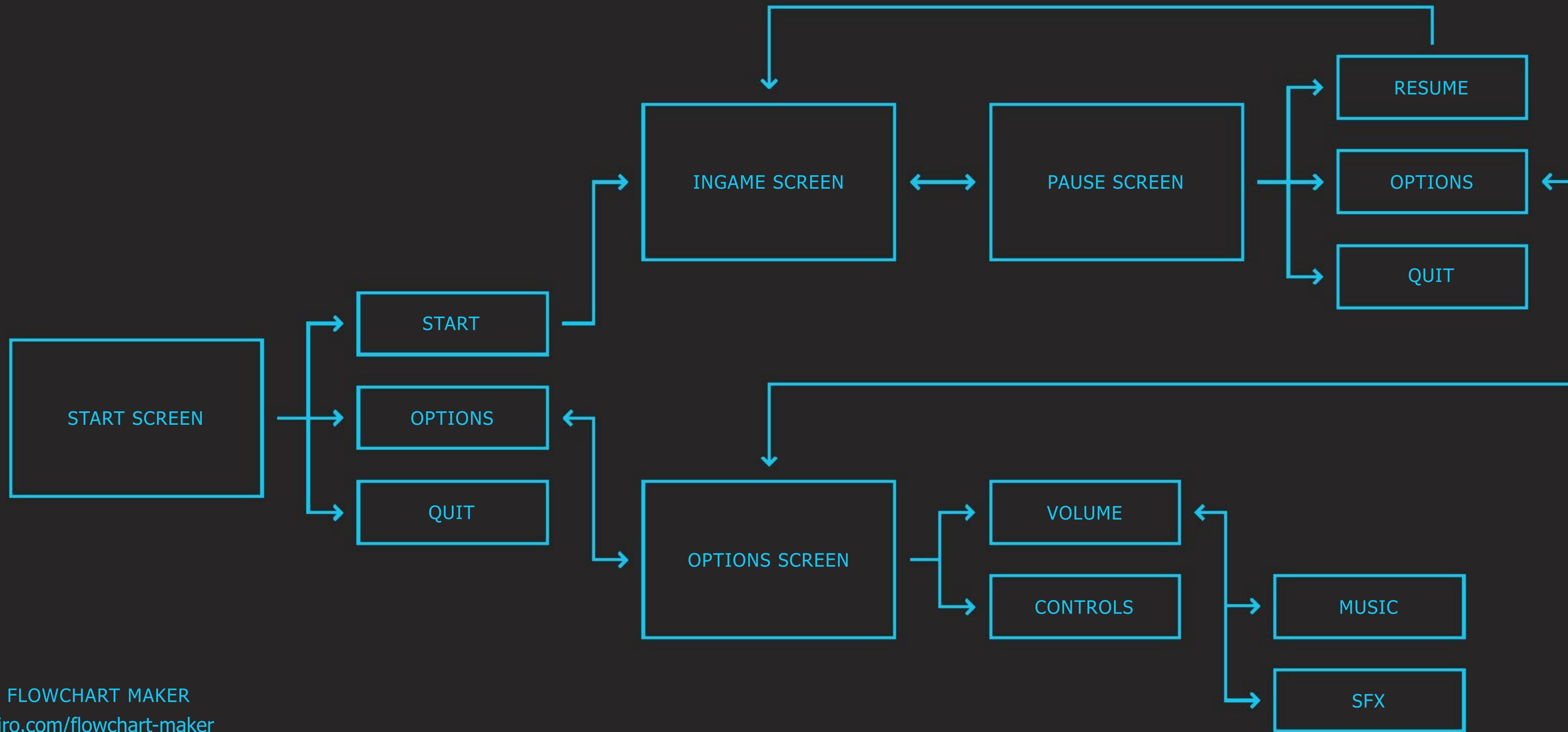
Bloodwash style, No UI, UI.
Diagetic UI.
Minimalistic dark UI

FONTS

Font01, Font02



03 FLOWCHART



04 AUDIO



OVERALL GOAL Creepy uncomfy horror ambiance.

SOUND EFFECTS
Windy noises
Lockpicking noises
Wood breaking noises

MUSIC
No Music, only ambiance.
Maybe some news doodle for the TV