Project 5 – The Last Capture: Game Design Document

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# Title

The Last Capture

# Current Status

This game is currently on its Concept phase.

# Inspiration

Event: Web summit

Web summit is convention recurring yearly, it is considered to be the world’s largest technological event. It has been happening in Lisbon in the past years.

Figure 1 - Web Summit Logo

Being a technological event, it is clear as to how it would connect to our virtual reality, but we even thought about adding posters and some little in game references to the topic.

These connections would be posters or stickers spread around the game environment.

# Concept Statement

The user plays as a journalist that is late for the web summit convention. He needs to solve puzzles as fast as possible so he can get to the convention.

# Genre

Puzzle/Escape Game;

This game will be divided into two parts first, its puzzle aspect, the user will have to complete few puzzles to progress and unlock different areas of the game. And Second the game will have an escape sort of mechanic, where the user will first be chased by a robot, and then by a fire.

# Target Audience

Any Gamer that is in possession of the oculus.

# Player Experience

The players plays as a reporter that fell asleep and woke up late for the web summit convention. Its objective is to get to web summit as fast as possible. The game is thought to last less than an hour.

# Key Moments

1. Simple first puzzle, get the camera: once the camera has been picked up the alarm stops
2. The door handle is broken build your own, (get three elements: Nail, Hammer, Wood Piece) (passing this puzzle will unlock the door after point 2)

\*. This part of the corridor has its lights off, on its end on the left, is featured a locked door with an exit sign over it turned off, around this area the user will find

1. Light based problem using the camera light, which would require batteries found on the unlocked areas so far.

# Art sound and music

## Current Target Platform (and any system requirements)

Oculus on windows

### Player objectives and progression

“BEEP BEEP”

A reporter (player controller) wakes to an alarm sound, he realizes he is late for the web summit convention, he quickly grabs his camera and rushes out his cubicle.

As he rushes to the door he wonders where everyone else went.

He tries to open the office door, but the handle falls off, he quickly realizes he needs a way out this door. (First Puzzle)

After a crafty exit he manages to open the door and quickly heads left towards the exit door. But, to his surprise as he is about to reach the exit door, the power goes out, and the exit sign over the door is turned off (human fall flat reference).

Luckily he can use his camera to turn its light on (batteries found). Upon doing that the camera starts recording.

He sets on a quest to find the source of the power cut, and in this process he adventures past a sign in red letters saying Robot Development Area.´

He (player controller) is caught off guard by a robot marked as hostile by the red light on him.

The robot begins to chase the player around the office. The user has now to find a way how to shut the robot down.

The user has now another problem, the robot, who is constantly following him with a menacing look.

While attempting to distance himself from the machine, the user finds the server room, where he finds an engineer corpse lying near the electricity source.

Near this engineer corpse is also a robot control key, and a note reading the following:

“If you read this I’m afraid it might be too late for me, you might have tried to leave, I shut the exit door down, the robot has gone wild, I think he was hacked, he is trying to kill everyone.”

The reporter picks the key up and rushes to the robot uses it to overwrite the robot, the light on it changes from red to blue. And the power comes back.

With all this solved the user heads over to the exit door, little did he know that turning on the power started a fire in the electrical room, the fire is spreading quickly.

There is no other way out, with the fire on its tail, the user races to the exit gate, but the fire is faster.

Just as the fire reaches the user, the robot arrives and puts himself between the user and the fire, allowing the user time to reach the exit, which is now opened.

At the end of the story, there is scene that shows that the reporter surprisingly captured all the footages of the robot, and ready to show this to the event.

### Game world

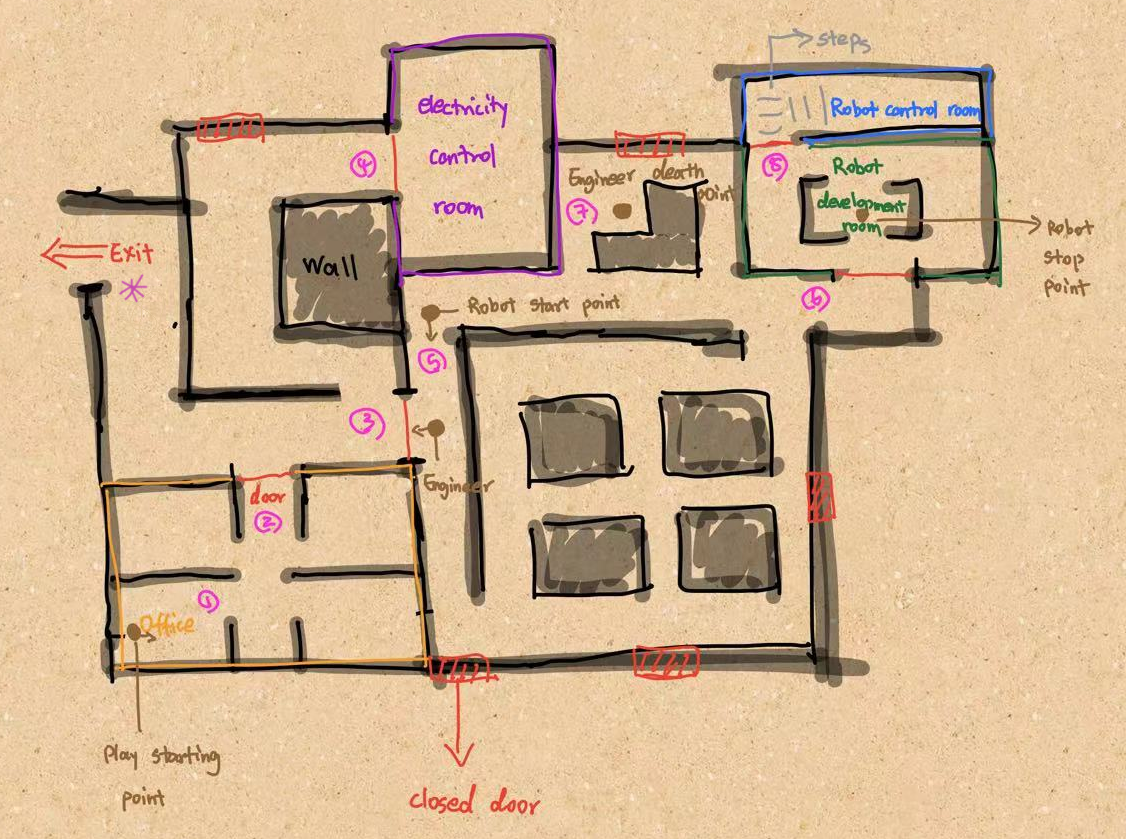


Figure 2 - First Map Layout

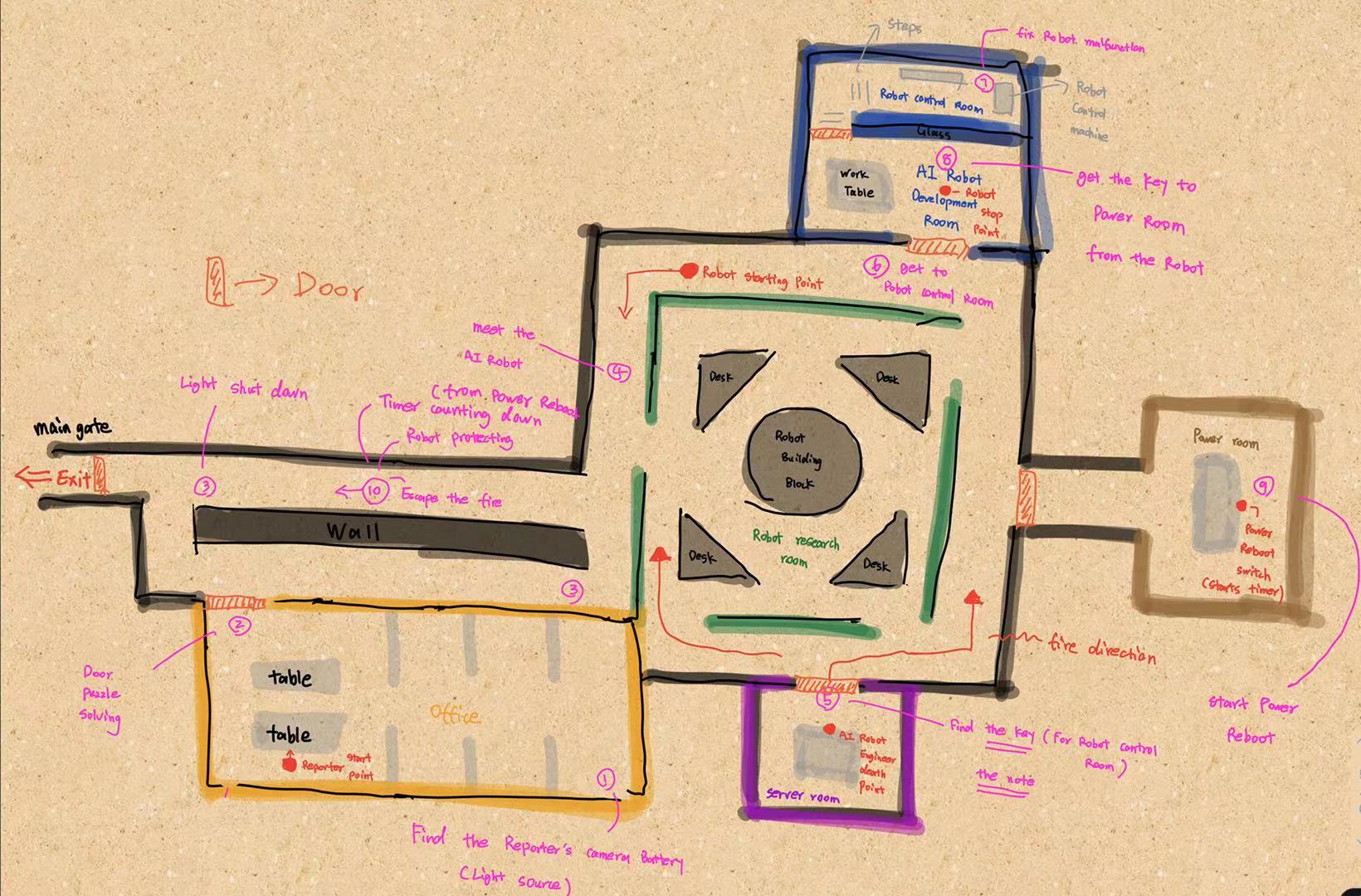


Figure 3 – Second Map Layout

The map is projected to be drawn as an office abandoned, very similar to the environment where occurs Stanley’s Parable, but with colors on the grey pallet, ranging from dark grey to white. The idea would be to recreate a feel similar to Portal and SUPERHOT, but in an office. The puzzle mechanics will be similar to those in Human Fall Flat.

### User Interface

Not much thought was given to the user interface so far but it is thought to follow the original game color pallet: grey scale closer to white.

### MVP Systems and Features

The game is thought to be separated in sections each being identified by the puzzle in need of solving

### Game Objects

Player controller: reporter who fell asleep and got late for the web summit convention.

Robot: The top of technology and Ai in a machine, it got hacked and now haunts the corridors of the robot research facilities.

Engineer: the hero of our story, saved the world from the evil robot AI after it got hacked.

### Localization

Inside an abandoned office, very similar to Stanley’s Parable

### 

### Unresolved Questions

# Visual research

Inspirations: Stanley Parable, Portal, Superhot, Human Fall Flat

The idea is to have a clean plain environment. Resembling more a psychiatric hospital rather than a journalism office. The game will be separated in sections, each corresponding to a puzzle needing solving.



Figure 4 - Stanley's Parable Environment example 1



Figure 5 - Stanley's Parable Environment example 2



Figure 6 - Stanley's Parable Environment example 3

The game would connect with Stanley parable, by having a similar office environment.



Figure 7 - Color pallet inspiration 1: Portal



Figure 8 - Color pallet inspiration 2: SUPERHOT

The color pallet will be very similar to the one in SUPERHOT and Portal.



Figura 9 - Puzzle mechanics inspiration: Human Fall Flat



Figura 10 - Game exit inspiration: Human Fall Falt

Another game that was used as inspiration was human fall flat, both by his color pallet and by its puzzle mechanics.

Our exit is planned to work on the same way as in human fall flat, having an exit sign that will be lit case the exit is unlocked.