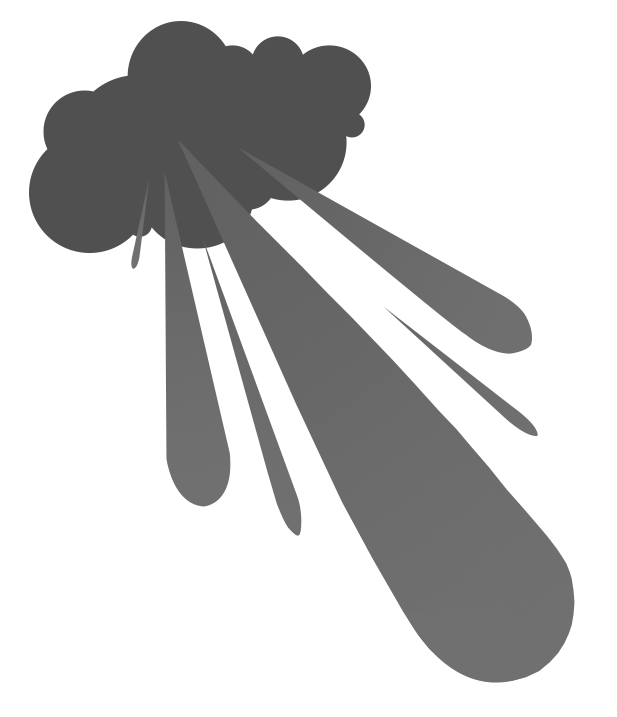
Hollow *(working title)*



Revision: 0.3.0

GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian

Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

- 3D adventure puzzle platformer

## Core Gameplay Mechanics Brief

* Movement
* Sneaking
* Puzzle solving
* Quick time events
* Interactions
* Inventory

## Targeted platforms

- Windows PC

## Monetization model (Brief/Document)

- Premium (Paid Alpha/Beta/Final?)

- *<Link to Monetization Document>*

*(How do you plan to monetize the game?)*

## Project Scope

- <Game Time Scale>

*- Cost? (How much will it cost?)*

*- Time Scale (How long will it take to make this game?)*

- Cloudburst Entertainment

- 4 Team members

- Julia Paul

- Concept Artist/3D Animator/Narrative Designer

- <Cost to employ them full time or part time>

- etc.

- Nathan Ecury

- 3D artist/Narrative Designer

- <Cost to employ them full time or part time>

- etc.

- Christopher Cano Gonzalez

- Level Designer/ Game Designer

- <Cost to employ them full time or part time>

- etc.

- Julian de Aldrey

- Environmental Artist/ 3D Texture Artist

- <Cost to employ them full time or part time>

- etc.

*(List as many core team members as you need to)*

- <Licenses / Hardware / Other Costs>

- <Total Costs with breakdown>

## Influences (Brief)

### - Little Nightmares by Tarsier Studios

- Game

- Camera perspective

### - Limbo & Inside by Playdead

- Game

- We really liked how these games told a whole story without any use of dialogue. This was a big inspiration; we hope to be able to convey some story telling through the environment of the levels in our game.

### - Deponia by [Daedalic Entertainment](https://www.google.nl/search?sa=X&rlz=1C1CHBF_enNL732NL732&biw=1745&bih=841&q=Daedalic+Entertainment&stick=H4sIAAAAAAAAAOPgE-LSz9U3yK4yMotPV4Kw4yvMTbO0VLKTrfSTy9L1k_NzC0pLUoviyzJTUvPTE3NTrVJSy1Jz8gtSiwAhhfwMQAAAAA&ved=0ahUKEwiDu9SikvXXAhXCL1AKHYruAU4QmxMIwAEoATAY)

- Game

- Storytelling

### - Dishonored by Arkane Studios

- Game

- Dishonored was a very well received stealth game. One of the reasons was because of its non-linear level design and different having approaches to completing the game. We want to give a similar amount of freedom to the player in our game as well. We take inspiration by the designs of the architectural layouts in this game.

### - Assassins creed syndicate by Ubisoft

- Game

- Architecture reference

### - Hollow knight by Team Cherry

- Game

- Shaping of the world how the underground looks.

### - The inner world by Headup Games

- Game

- Shaping of the world but mostly the spherical cavity inside the earth

## The elevator Pitch

Hollow is a narrative driven 3D adventure puzzle platformer. With interesting lore an even more interesting story.

*(Pretend that you were pitching your game to an executive going to the elevator. You have less than 60 Seconds.)*

## Project Description (Brief):

Our project is a narrative-driven 3D adventure puzzle platformer game. We want the player to feel like he’s/she’s playing a movie. In order to achieve this we try to blur the lines between gameplay and cinematics. The player will be able to traverse the world in both 3D and 2D perspectives. This will vary depending on the situational needs of the game’s progression. Our levels will be non-linear in design. The player will have interesting obstacles to overcome such as: interesting puzzles, thrilling chase scenes and sneaking passed aggressive enemies.

You play as our main protagonist Gearona. She’s a smart and spunky young woman who works alongside her Grandpa in his shop, located in a small town which is known for its myths and fairytales. Together they create handy little inventions for the citizens; inventions such as Trickster, Gearona’s silly sidekick. One day after scavenging for parts for a new invention, Gearona returns to the shop to find that Grandpa has been kidnapped. It appears that Grandpa has been taken to an underground world described in one of the most known fairytales; the tale of Hollow. Gearona undertakes her adventure to save Grandpa, but discovers more mysteries that lay hidden beneath the surface.

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

# What sets this project apart?

* The story
* The world
* The characters
* Narrative driven with non-linear level design.

## Core Gameplay Mechanics (Detailed) *All gameplay buttons are using an Xbox controller as reference.*

### - Movement

- Walking, Running, Jumping, Sliding.

To have added cinematic effect we wanted to have certain sections of the game in 3D view and other sections in 2D view. For example when exploring and or sneaking we would like to have the camera in 3D view. But for an intense chase scene we would want the camera to be in 2D view.

In free 3D camera mode, the player can move the character freely in game. In 2D camera mode the player’s movement is limited to left and right. The player is still able to jump and slide in both camera modes.

- <How it works>

/Describe in 2 Paragraphs or less/

### - Sneaking

- Crouching

Gearona doesn’t fight her battles head on; she’s a pacifist and rather finds ways around her problems. One of the ways she does this is by literally finding a route around the obstacle by sneaking around it.

Enemies have a certain distance to where they can see and hear the player. As long as the player stays out of view; be it behind objects or moving passed the enemy when they are not looking, the player can remain undetected.

- <How it works>

/Describe in 2 Paragraphs or less/

### - Puzzle solving

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - Interactions

- Objects, NPCs, Environment.

There will be multiple objects that player can interact with. The motives for interacting with these things can vary from asking an NPC for clues to your Grandpa’s whereabouts to sliding a big block, to reach a high ledge, to sending trickster to distract an enemy so the player can bypass said enemy.

- <How it works>

/Describe in 2 Paragraphs or less/

### - Quick time events

- Interactive cutscenes

Since the game is going to have a lot of dialogue and be very narrative driven we thought an interesting way to make the cutscenes more interesting would be to make them interactive.

For example: in one of the cutscenes Gearona is having a conversation with Jab whilst fixing one of her gadgets. When this is happening the player will be prompted to do certain commands that will similar movement to what Gearona is doing. In this scene Gearona could be screwing in a final component and the player will able to emulate this movement on the analog stick by rotating it clockwise.

- <How it works>

/Describe in 2 Paragraphs or less/

# Story and Gameplay

## Story (Brief)

[Click here for to see the timeline.](https://time.graphics/line/7323f0ea468faea557cd2e1ea178dba5)

## Story (Detailed)

[Click here for the demo story](../../../../GitHub/Minor%20Skilled/Files/Documents/Story%20&%20World/Demo_Story.docx).

## Story (Hook)

Gearona is a young woman living in the small town Terrahaven, known for its many caves. She is an orphan, living and working with her Grandpa in his Tinksmith shop. A Tinksmith is the combination of a tinker and a blacksmith and is known for making new handy invention. Inventions like Trickster, a small helper robot that Gearona invented together with Grandpa when she was 7 years old. Life is peaceful in Terrahaven until everything changes for Gearona.

When Gearona comes back to the shop after scavenging for some parts for a new invention she is shocked to find the workspace is a mess and Grandpa is missing! Trickster comes out of hiding, points towards a children’s book and claims that Grandpa has been taken to a fairytale underground world known as “Hollow.” Gearona, a woman of science rejects this claim when suddenly Grandpa’s voice emerges from the radio: “Gearona…Hollow….help!”

Gearona’s decision is made; she wants to save Grandpa, no matter what!

Gearona can’t help but wonder: Where was he brought? Who is behind all this? And above all. Why was Grandpa taken?

Travel and explore a forgotten, fantastical world alongGearona’s side. Experience a thrilling story, unravel the past and discover an unbelievable secret!

## Gameplay (Brief)

Our project has a narrative driven gameplay with heavy focus on story, dialogue and interactive cutscenes. Using the ability to walk, run, jump, crouch and slide, the player is able to explore certain environments freely choosing whichever path they consider more interesting or convenient. The player is also able to manipulate the environment to solve puzzles and overcome obstacles. For example the player can use Trickster to distract guards and sneak passed them.

## 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

* + Gearona
  + Grandpa
  + Trickster
  + Jab
  + Police Grunt
  + AI

- 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.