[INSERT GAME NAME]

Game Design Document

# Contents

Table of Contents

[1. Contents 2](#_Toc181348096)

[2. Overview 3](#_Toc181348097)

[2.1. Summary 3](#_Toc181348098)

[2.2. Key Features 3](#_Toc181348099)

[2.3. Genre 3](#_Toc181348100)

[3. Story TODO 3](#_Toc181348101)

[4. Visual Style 4](#_Toc181348102)

[4.1. Aesthetics / Theme TODO 4](#_Toc181348103)

[4.2. UI 4](#_Toc181348104)

[4.2.1. Main Menu TODO 4](#_Toc181348105)

[4.2.2. Settings TODO 4](#_Toc181348106)

[4.2.3. HUD TODO 4](#_Toc181348107)

[5. Gameplay Systems 4](#_Toc181348108)

[5.1. Movement System TODO 4](#_Toc181348109)

[5.2. Puzzles 4](#_Toc181348110)

[5.2.1. Light Containment Zone 4](#_Toc181348111)

[5.2.2. Heavy Containment Zone 4](#_Toc181348112)

[5.2.3. Entrance Zone 5](#_Toc181348113)

[6. Level Design 5](#_Toc181348114)

[6.1. Overview TODO 5](#_Toc181348115)

[6.2. Light Containment Zone TODO 5](#_Toc181348116)

[6.3. Heavy Containment Zone TODO 5](#_Toc181348117)

[6.4. Entrance Zone TODO 5](#_Toc181348118)

[7. Audio 6](#_Toc181348119)

[7.1. Music TODO 6](#_Toc181348120)

[7.2. Sound Effects TODO 6](#_Toc181348121)

[8. References TODO 6](#_Toc181348122)

# Overview

## Summary

[INSERT GAME NAME] is a single player puzzle game where the player must escape a facility housing anomalies during a containment breach of said anomalies.

## Key Features

The game has several features with the main overarching mechanic being collecting keycards to progress through the facility which is the main way to escape the facility. The method of obtaining the keycards is completing puzzles thus the game requires these features:

* A movement system
* An interaction system
* A range of puzzles
* An inventory system

## Genre

The game is a psychological horror puzzle game where throughout most of the game, there is a perceived threat to make the player on edge while completing puzzles without there being an actual threat.

# Story TODO

The game takes place in a facility managed by the SCP (SCP Wiki) Foundation where a containment breach has taken place in. during the containment breach, several shockwaves were induced which caused structural damage to the facility causing hallways to collapse leaving only 1 way out for the player. The player is a class D personnel, which are practically lab rats for the SCP Foundation used for testing interactions with SCPs often leading to their deaths.

# Visual Style

## Aesthetics / Theme TODO

## UI

### Main Menu TODO

### Settings TODO

### HUD TODO

# Gameplay Systems

## Movement System TODO

## Puzzles

### Light Containment Zone

#### Obtaining the Scientist Keycard TODO

### Heavy Containment Zone

#### Unlock the general Testing Chamber TODO

Upon entering the puzzle room, there will be a corpse with a document containing logs of testing where in the document it will state that a Major Scientist Keycard was lost during testing which was not reclaimed however to access the general testing chamber, the player must restore power to the testing area. To do this, the player must find a fuse to a Fusebox and insert the fuse, connect corresponding wires to their corresponding ends and turn on the circuit breaker. If the player decides to turn on the circuit breaker and then work on the fuse and wires, it will electrocute and kill the player. Upon completing the puzzle, the spotlights will turn on and the doors will open along with CCTV turning on, showing the testing chamber.

#### Obtaining the Major Scientist Keycard

Before the puzzle, there will be an interactable document on a corpse which will outline what SCP-173 is and the mechanics behind the SCP. When the player enters the puzzle room, there will be an airlock into the room which will have SCP-173 inside, the airlock is used to keep the SCP-173 inside the room to prevent interference in later puzzles. The player will have a blink bar which will cause the player to blink when the bar hits 0 or the player hits the blink key, afterwards the blink bar resets back to full. Whenever the player does not have line of sight of SCP-173, the SCP will move towards the player, when the SCP reaches the player when the player blinks, it will kill the player. The player must collect the keycard which is placed randomly within the testing chamber while avoiding getting killed by the SCP and leaving the room safely to complete the puzzle.

### Entrance Zone

#### Obtaining the Facility manager card TODO

Inside the room, there will be server racks with displays on them, the goal is to have all the displays powered on by interacting with the racks, however enabling on rack, disables and or enables other racks in the room.

#### lifting the gate A lockdown

Inside the room, there will be a computer terminal which has access to emails from foundation personnel in which several of the emails will contain parts of the code required to lift the lockdown on Gate A. on the same terminal there will be an application which brings up a digital keypad to unlock the gate. If the code is entered incorrectly 3 times, a memetic kill agent will appear on screen which will kill the player. If the code is entered correctly, it will lift the lockdown on gate A.

# Level Design

## Overview TODO

The map is split up into 3 distinct zones, the Light containment zone, the heavy containment zone and the entrance zone, all of which have a difference theme

## Light Containment Zone TODO

Image of the Light Containment Zone:

A dark hallway with a door and a light

Description automatically generated

## Heavy Containment Zone TODO

The heavy containment zone is an industrial looking zone which houses more difficult to contain SCPs, The zone houses the general testing Chamber which scientists used to test interactions with SCPs on-site with Class-D Personnel or other SCPs and before the containment breach they were testing SCP-173 which killed a scientist with a keycard however during the breach, the power to the general testing chamber went out due to panic, sealing the general testing chamber off.

Image of the Heavy Containment Zone:

A dark hallway with a light

Description automatically generated

## Entrance Zone TODO

The entrance zone is an office looking zone which houses most of the offices in the facility for management and scientists and contains the exit to the facility Gate A and the security room. During the breach a gate lockdown was initiated which led to Gate A being locked down.

Image of the Entrance Zone:

A dark hallway with a bench

Description automatically generated

# Audio

## Music TODO

## Sound Effects TODO

# References TODO