[INSERT GAME NAME]

Game Design Document

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# 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 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

## UI

### Main Menu

### Settings

### HUD

# Gameplay Systems

## Movement System

## Puzzles

### Light Containment Zone

#### Obtaining the Scientist Keycard

### Heavy Containment Zone

#### Unlock the general 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 while avoiding getting killed by the SCP and leaving the room safely to complete the puzzle.

### Entrance Zone

#### Obtaining the Facility manager card

#### 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

## Light Containment Zone

## Heavy Containment Zone

## Entrance Zone

# Audio

## Music

## Sound Effects

# References