**Design Document for:**

# **Body Snatcher**

**A stealth game rewarding players for not getting caught.**

“There’s money in the dead”™

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Written by Daniel Manganaro, Nadia Mace & Raymond Forster

Version # 1.0

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# **Design History**

In this paragraph describe to the reader what you are trying to achieve with the design history. It is possible that they don’t know what this is for and you need to explain it to them.

## Version 1.0

Initial creation of document.

# **Game Overview**

## Common Questions

### What is the game?

Body Snatcher is a 1st person stealth based game. Set in London during the early 1800's, the player will play as a body snatcher, stealing fresh corpses from the graveyard and transporting them across the city to the doctor who will use them to study human anatomy. The player must be careful to avoid police patrols or their game will be over.

### Why create this game?

Body Snatcher is being created in order to demonstrate the capabilities of the game engine we are creating for ICT311 - Advanced Game Design and Programming. We are creating a stealth based game as we feel it is a little different to a generic first person shooter, and that the time period of the early 1800's in London provided an interesting backdrop and story for this style of game.

## Where does the game take place?

The game takes place in an 18th city, reminiscent of London, where the majority of people are living in extreme poverty and will do anything they can to survive. The nobles live safely away from the ramble of the poor and the doctors are all deeply depraved.

### What do I control?

The player controls one of these desperate people living the poverty within the city who was had to resort to digging up graves and selling the bodies to the shady doctors living in the city who use them for experimentation; not that you care, you just need the money.

### How many characters do I control?

The player only controls a single character, digging up the dead and selling their bodies to the doctor on the other side of the city.

### What is the main focus?

The player is trying to steal and sell as many bodies to the city's doctor in order to raise as much money as possible before the end of the night. They must avoid police patrols in order to stay out of prison.

### What’s different?

*Tell them what is different from the games that are attempting this in the market right now. This question comes up a lot.*

# **Feature Set**

## General Features

Large world

Body snatching

Police patrols

Stealth play

3D graphics

## Gameplay

Stealth

Perception

Quick reflexes

Speed

Decision making

# **The Game World**

## Overview

*Provide an overview to the game world.*

## World Feature #1

*This section is not supposed to be called world feature #1 but is supposed to be titled with some major thing about the world. This is where you break down what is so great about the game world into component pieces and describe each one.*

## World Feature #2

*Same thing here. Don’t sell too hard. These features should be awesome and be selling the game on its own.*

## The Physical World

### Overview

Body snatcher is set in London during the early 1800s when poverty was extensive. The cobblestone streets are lit dimly by oil street lamps and are patrolled by Peelers, the city’s police force. The graveyard at one corner of the map is where fresh bodies can be found. The doctor’s office at the other corner of the map is where bodies can be sold for anatomical research.

### Key Locations

* Graveyard - where the player will collect bodies.
* Doctor’s Office – where the player will deliver the bodies.
* The river separating the poor districts from the rich districts.
* The bridge - a bottleneck where the player must cross to deliver the bodies

### Travel

The player will have to sneak around the city avoiding detection by the police patrols while they transport the bodies from the graveyard to the doctor’s.

### Scale

*Describe the scale that you will use to represent the world. Scale is important!*

### Objects

*Describe the different objects that can be found in the world.*

*See the “Objects Appendix” for a list of all the objects found in the world.*

### Day and Night

The game will take place at night and the player will have to try to sell as many bodies as possible before the sun rises.

### Time

The player will only have 5 minutes before the sun rises which is meant to simulate an entire night taking place.

## Rendering System

### Overview

The game will be rendered in a 3D environment using OpenGL.

### 2D/3D Rendering

OpenGL will be used to render our 3D environment.

## Camera

### Overview

Since the game will be from a first person perspective the camera will be looking through the eyes of the character.

### Camera Detail #1

W, A, S ,D will move the camera forward, left, back, right respective. The mouse can be used the rotate the camera on the spot. With the use of the Q and E keys the camera will lean the left or right, giving the player the ability to look around walls without being detected.

## Game Engine

### Overview

Describe the game engine in general.

### Game Engine Detail #1

The game engine will keep track of everything in the world like such and such

### Water

There is a river in our game world that runs through the city separating the two demographics of people living in the city. Our game engine will handle the water and how beautiful it will look, however the will not be able to interact with the water.

### Collision Detection

Our game engine handles collision detection really well. It uses the such and such technique and will be quite excellent. Can you see I am having a hard time making up stupid placeholder text here?

## Lighting Models

### Overview

Describe the lighting model you are going to use and then go into the different aspects of it below.

### Lighting Model Detail #1

We are using the xyz technique to light our world.

### Lighting Model Detail #2

We won’t be lighting the eggplants in the game because they are purple.

# **The World Layout**

## Overview

Given the city environment in which our game is set, the world layout will include a lot of narrow streets and alleyways, with little light illuminating them. The poor areas of the city and rich areas are separated by a small river and the only connection between them is a small bridge.

## World Layout Detail #1

The graveyard, in which the player needs to go to collect bodies for them to sell, is located in the poorer districts of the city, while the doctor’s office where the player will deliver the bodies is located in the richer districts of the city.

## World Layout Detail #2

# **Game Characters**

## Overview

Over of what your characters are.

## Creating a Character

How you create or personalize your character.

## Non-Player Characters

Peelers - The city’s police officers are patrolling the streets in greater numbers due to a recent increase in crime, most noticeably the theft of the recently deceased in order to sell their bodies.

The Doctor - Attempting to determine the workings of the human body in order to be able to better treat the living, The Doctor is using the recently dead for study.

Civilians - Everyday people going about their lives.

Guard Dogs - Dogs are roaming the graveyard to try to deter theft of corpses.

# **User Interface**

## Overview

The UI will be kept very minimal - there will be a minimap in the top right to show the nearby layout of the city, and that is all that will be always there.

There will also be a ‘stealth-meter’ in the form of an eye in the middle of the screen. The amount that the eye is open will indicate how aware of the player the police are. If it opens completely, the player has been spotted.

# **Weapons**

## Overview

There will be no weapons useable by the player in this game. The policemen, will have batons, as a non-lethal takedown if they catch you.

## 

# **Musical Scores and Sound Effects**

### 

## Overview

This should probably be broken down into two sections but I think you get the point.

## Red Book Audio

If you are using Red Book then describe what your plan is here. If not, what are you using?

## 3D Sound

Talk about what sort of sound APIs you are going to use or not use as the case may be.

## Sound Design

Take a shot at what you are going to do for sound design at this early stage. Hey, good to let your reader know what you are thinking.

# **Single-Player Game**

## Overview

The game will begin with the player, corpse in hand, having just dug it up from a dark and deserted graveyard. The objective is to deliver said corpse to the doctor, located across town, an area which is littered with patrolling policemen, who are trying to crack down on the sudden rise of late night corpse robberies. The player’s role is to avoid the patrols and manage to sneak across town, delivering the corpse in order to get paid.

## Features

Immersive environment

Stealth gameplay

## Story

Mortimer is a man down on his luck. He’s a chronic gambler, and is now in big trouble after betting more than he could afford and losing. The local mob has given him one week to come up with what he owes, or it’ll be his kneecaps.

While drinking away his sorrows at the local pub, he overheard an off-duty policeman griping about a sudden spate of graveyard robberies; people not just stealing from the dead, but stealing them in their entirety! Mortimer, in his half-drunk state, decides that this is something he could get in on, he’s heard about the difficulty of getting cadavers for research from a buddy of his at the local clinic, and they’d be willing to pay top price for a fresh corpse! And it’s not like anyone was going to miss a dead guy, not after he’d been buried.

Mortimer goes home to get his shovel, and then heads out in the cold London night…

## Hours of Gameplay

The game is anticipated to take an hour or two to complete; it’s intended to be a proof of engine display, not a fully formed game. In the future, however, it could easily be expanded out across multiple levels, environments and objectives, as well as potential unlimited hours from a competitive multiplayer mode.

## Victory Conditions

The player wins the game by successfully navigating the city’s environs to the doctors’ house, without getting caught by the police.

## 

# **Extra Miscellaneous Stuff**

## Overview

Drop anything you are working on and don’t have a good home for here.

## Junk I am working on…

Crazy idea #1

Crazy idea #2

# **“XYZ Appendix”**

Provide a brief description of what this appendix is for and then get down to business and provide data to the reader.

Here are a few examples of some of the appendices in my latest design…

# **“Objects Appendix”**

# **“User Interface Appendix”**

# **“Networking Appendix”**

# **“Character Rendering and Animation Appendix”**

# **“Story Appendix”**