

# Game Design Document

Game name: Between

Revision: 0.0.1

## **Simple GDD (Early Concept)**

**Working Title: TBA**

### **Project Overview**

Genre: First-person exploration narrative + puzzle + light resource management (looping structure)

Platform: PC (Windows) first

Engine: Unreal Engine 5 (heavy use of marketplace/free assets)

Team: Solo developer

Target Experience Length: 30–60 minutes

Development Window: 6–7 months to a polished vertical slice/demo

Immersion and atmosphere: Strong sense of place via lighting, sound, and environmental storytelling; minimal UI.

Looping narrative structure: Each loop subtly changes the world and reveals new information.

Puzzle + resource synergy: Puzzles drive progression; limited-use items create meaningful trade-offs.

Small scope, high polish: 2–3 compact, reusable core scenes with variations across loops.

Target Audience: Players who enjoy story-driven exploration, environmental clues, puzzles, and tense decision-making. Fans of short, evocative experiences with psychological and philosophical undertones.

### **Scope and Constraints**

World: Approximately 2–3 core interior environments reused across loops (e.g., different states/arrangements).

Content: /

Story Delivery: Structural and environmental hints;

Systems: Keep inventory/interaction lean; //

Core Player Loop:

Explore → Observe environmental changes → Collect limited-use items/clues → Solve puzzle(s) → Make a constrained choice (resource trade-off) → Trigger state change/loop → Retain player knowledge for next pass → Repeat with new variations → Reach concluding state.

Core Systems:

Exploration and Interaction

First-person movement and inspection of objects/clues.

Contextual interactions (open, examine, use item).

Environmental storytelling elements that shift between loops.

Puzzles and Reasoning

Compact, readable puzzles (e.g., combination/sequence, spatial alignment, routing/activation).

Performance target: stable experience on mid-range PC at 1080p;

## Production Plan

Month 1: Greybox 1 core scene; prototype loop manager; basic interaction/pickup...

Month 2: /

Month 3: /

Month 4: /

## Asset,references:

[https://www.fab.com/listings/68260339-0181-4643-afb7-e530a0694c59?utm\\_campaign=pr\\*Fab\\_sp\\*Fab.com\\_an\\*Moonrock\\_ct\\*Google\\_cn\\*Fab.com\\_ta\\*Brand\\_pl\\*LinkClicks\\_co\\*USBuyer\\_Control&utm\\_content=22623818086&utm\\_medium=PaidSearch&utm\\_source=GoogleSearch&utm\\_term=unreal+engine+megascans](https://www.fab.com/listings/68260339-0181-4643-afb7-e530a0694c59?utm_campaign=pr*Fab_sp*Fab.com_an*Moonrock_ct*Google_cn*Fab.com_ta*Brand_pl*LinkClicks_co*USBuyer_Control&utm_content=22623818086&utm_medium=PaidSearch&utm_source=GoogleSearch&utm_term=unreal+engine+megascans)

[https://www.fab.com/listings/3199c959-1e56-41d5-b3a9-faf78e12522e?utm\\_campaign=pr\\*Fab\\_sp\\*Fab.com\\_an\\*Moonrock\\_ct\\*Google\\_cn\\*Fab.com\\_ta\\*Brand\\_pl\\*LinkClicks\\_co\\*USBuyer\\_Control&utm\\_content=22623818086&utm\\_medium=PaidSearch&utm\\_source=GoogleSearch&utm\\_term=unreal+engine+megascans](https://www.fab.com/listings/3199c959-1e56-41d5-b3a9-faf78e12522e?utm_campaign=pr*Fab_sp*Fab.com_an*Moonrock_ct*Google_cn*Fab.com_ta*Brand_pl*LinkClicks_co*USBuyer_Control&utm_content=22623818086&utm_medium=PaidSearch&utm_source=GoogleSearch&utm_term=unreal+engine+megascans)

[https://www.fab.com/listings/682dc8e3-a905-4a1d-a0d9-8f277848ab96?utm\\_campaign=pr\\*Fab\\_sp\\*Fab.com\\_an\\*Moonrock\\_ct\\*Google\\_cn\\*Fab.com\\_ta\\*Brand\\_pl\\*LinkClicks\\_co\\*USBuyer\\_Control&utm\\_content=22623818086&utm\\_medium=PaidSearch&utm\\_source=GoogleSearch&utm\\_term=unreal+engine+megascans](https://www.fab.com/listings/682dc8e3-a905-4a1d-a0d9-8f277848ab96?utm_campaign=pr*Fab_sp*Fab.com_an*Moonrock_ct*Google_cn*Fab.com_ta*Brand_pl*LinkClicks_co*USBuyer_Control&utm_content=22623818086&utm_medium=PaidSearch&utm_source=GoogleSearch&utm_term=unreal+engine+megascans)

<https://www.fab.com/listings/347ec50a-c9b9-4475-8dcc-fc0822d730cf>

<https://www.fab.com/listings/c3af1cce-3e8c-4a5c-bf61-6ab3602bb923>