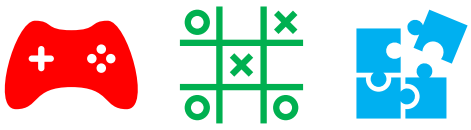


Game Design Document

Ship Box

26 Jan

Nickson

Confidential Disclaimer
This Game Design Document has been prepared for review by (Nickson). All information is confidential and proprietary and should not be shared without written permission.

Overview of the Game

Introduction
Ship Box is a 1st person experience for the VR player. After detecting a signal from the spaceship, the unknown spaceship's secret was revealed.

Background
Ship Box will be a game based on the among us animation clip.

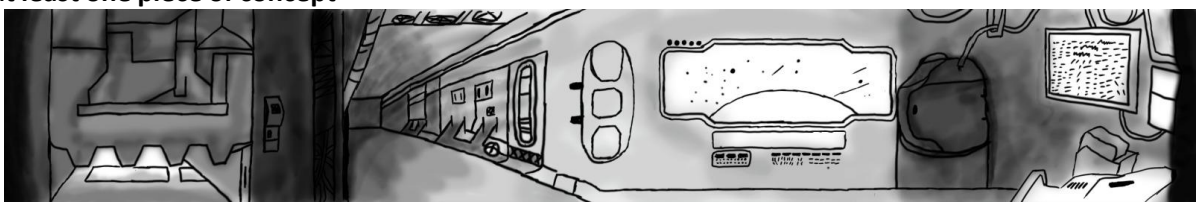
Description
You will be playing the character name MAS who is the leader of the astronaut's squad. After entering the spaceship, you decided to separate the team to discover the different paths of the spaceship which will help them discover faster. The player will be placed at the entrance of the ship with space gear and tools to help them explore the spaceship.

Genre – Ship Box like its predecessor falls neatly at the survival horror and mind-twisting.

Inspirational references – Among Us

Basic Narrative – SpaceD receives a signal from the edge of the moon and sends a group of astronauts to discover where the signal is from. They found a ship near the edge of the moon and their leader MAS decided to explore the spaceship.

Include at least one piece of concept



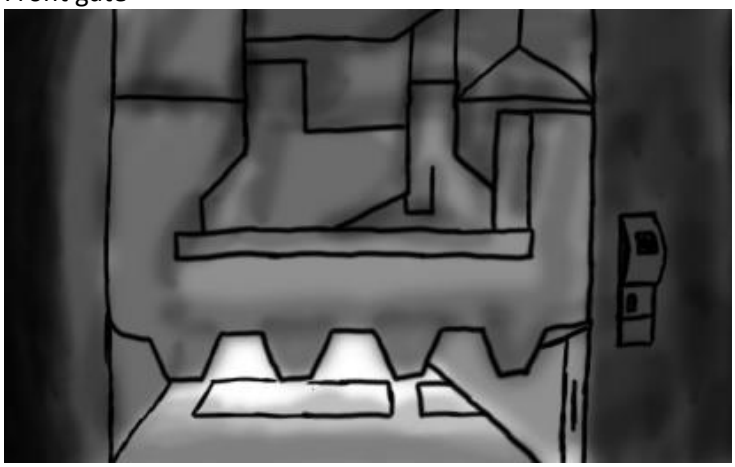
Inspirational art

Unique Selling Points

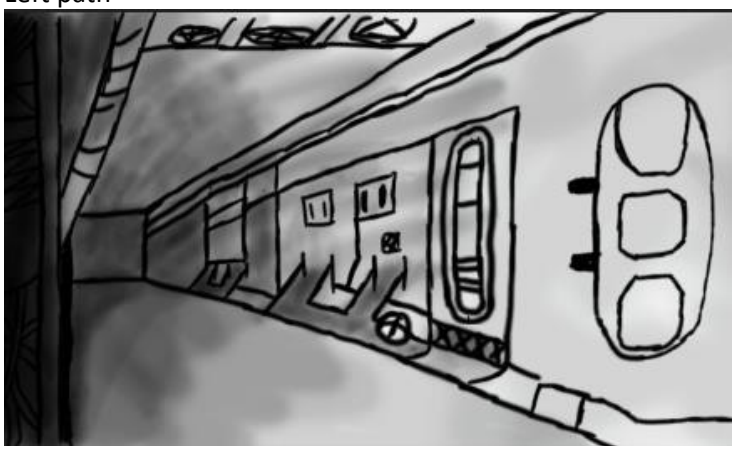
Ship Box
The difference between Ship Box and the other popular game is free and have a good genre. Ship Box is the only target VR player and there is a very limited number of VR game in the store that is free. Ship Box has a very realistic spaceship environment and the survival horror genre.

The player will explore the spaceship and find the tools they might need in order to help them escape the ship. This will allow the players to have the best escape experience rather than giving too many hints and instructions.

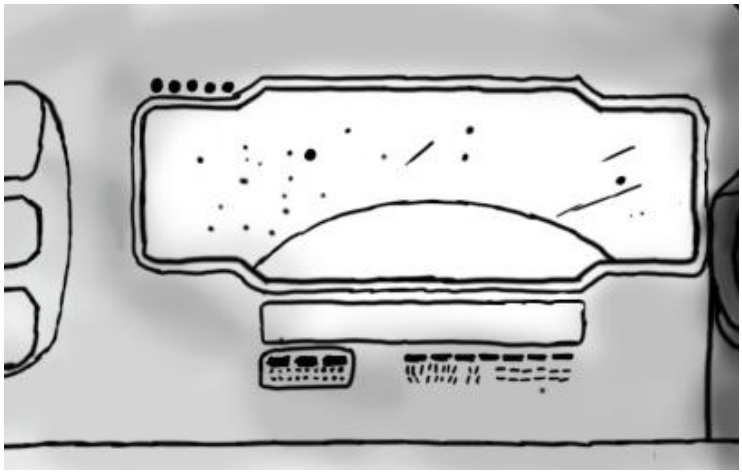
Front gate



Left path



Outside mirror



Control room

Game loop

1st Level

You enter a room and suddenly the gas started to leak out from the wall, and you start to feel dizzy in your head when you try to leave the room you realize that the door is locked. You need to find a key to unlock the door. You will have 10 mins to explore the room and find the matching key to open the door before you get completely unconscious.

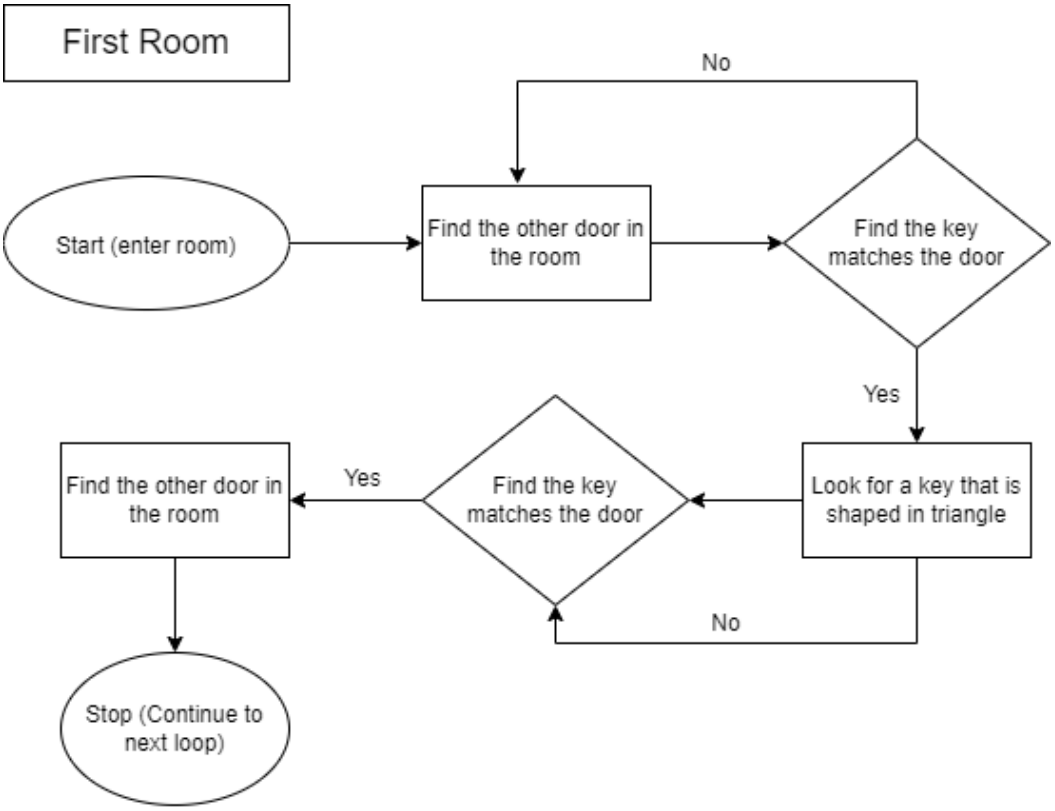
2nd level

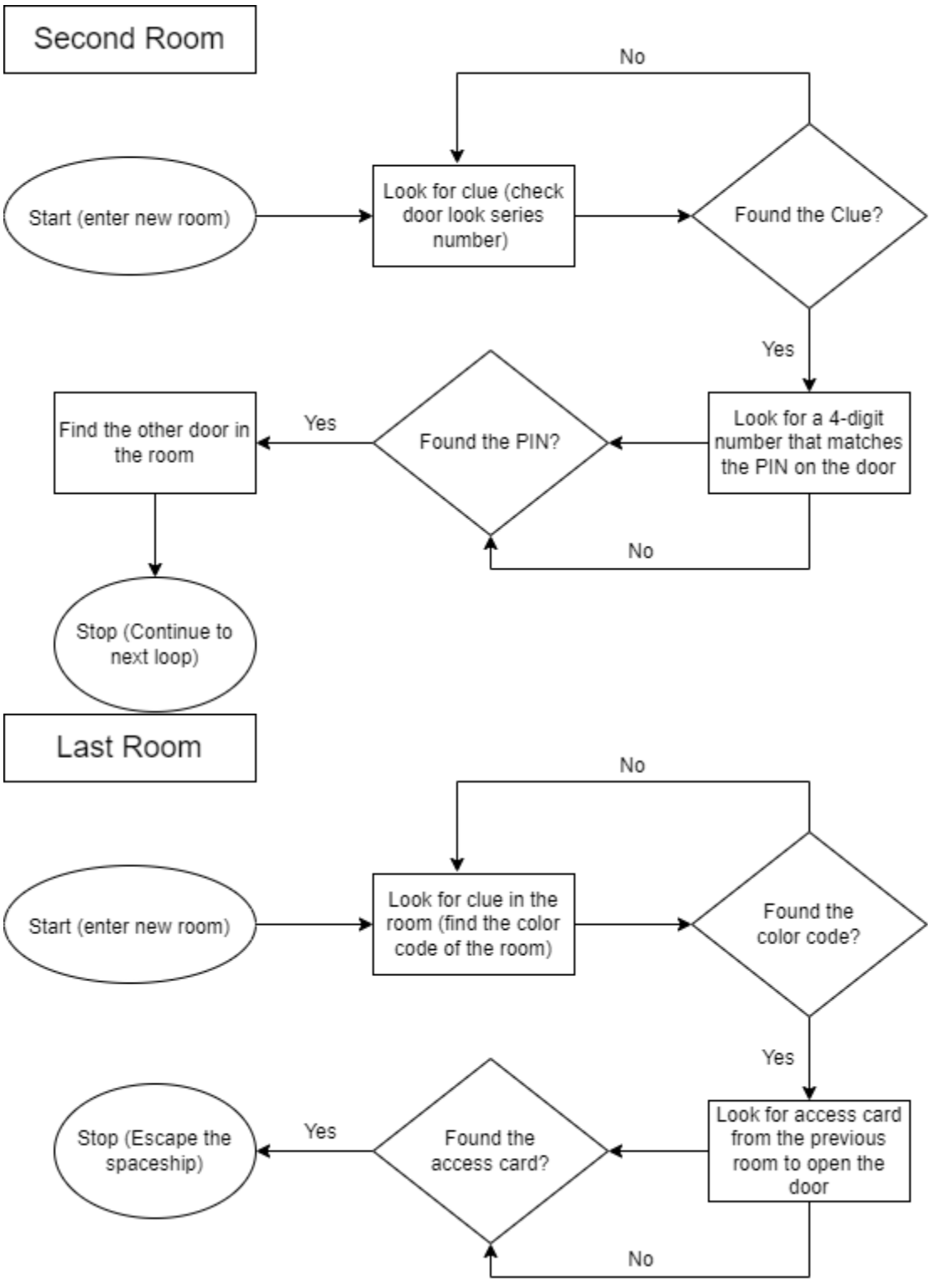
After you escape from the first room the second room is a control room, you can view the security camera from the control room and you see that in the deep of the ship there are giant eggs covered with an unknown liquid. You then hear there are heavy footsteps walking toward you, you quickly lock the room and the unknown creature starts to break the door. Then you found that there is another door at the back of the room, but it is locked with a number pin. You need to explore the room and try to find a 4-digit number and matched it with the door to unlock the other door in the room.

3rd level

This is the last room before escaping the ship and is also a very small room to explore. The door to leave

the ship is a digital door you need to go back to the previous room to find the button that will open the door.





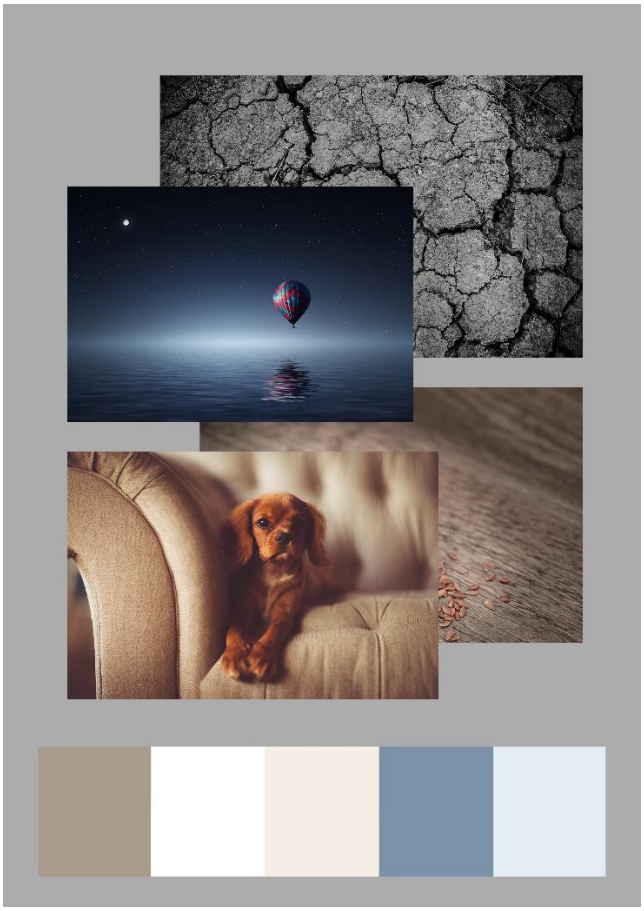
Gameplay Scope

- The total game will have a maximum of 35mins of gameplay.

- There will be a total of 3 levels in the Ship Box.
- The average gameplay in each level is around 7 mins.
- The objective of this game is to hide from the alien and escape from the spaceship.
- You are only able to control one character which is MAS, you need to help him to escape from the ship in order to survive.
- Your oxygen mask is damaged when you run away from the alien you need to fix it before you can go out of the ship.

Art Style

Colour Harmony: Split Complementary



Player Profiles Stories

Ideal User Profile - Rou Hui

Basic Info
- Name: Rou Hui
- Age: 18
- Occupation: Student

Game Interests
- Gaming style: Multiplier
- Hours spent gaming weekly: 11
- Gaming platform(s): Mobile, PC, Xbox
- Favourite game(s): Valorant, Identity V, Honor of Kings, Gear of War
- Favourite game genre(s): Shooting, Escape, MOBA game

Entertainment Interests
- Favourite movie(s): More than blue, Better Days, Wakanda 2, Avatar
- Social media platforms: Instagram, Twitter, Reddit

Likes: High-quality graphics, interesting storyline, teamwork.
Dislikes: Repetitive, simple gameplay, being over-challenged

Ideal User Profile - Boon

Basic Info
- Name: Boon
- Age: 22
- Occupation: Chef

Game Interests
- Gaming style: Multiplier
- Hours spent gaming weekly: 20 hours
- Gaming platform(s): Mobile, PC
- Favourite game(s): Apex Legend, League of Legends, Overwatch
- Favourite game genre(s): Shooting, MOBA game

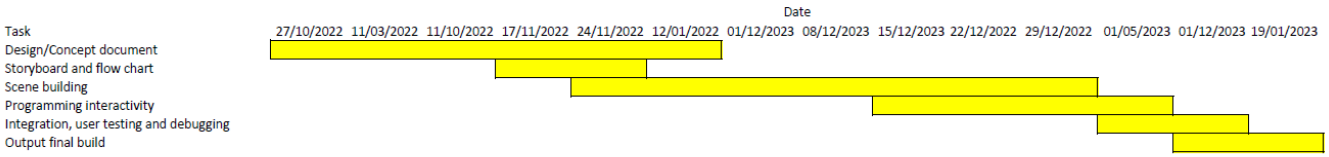
Entertainment Interests
- Favourite movie(s): Fast and Furious, My Love, End Game, Avatar
- Social media platforms: Instagram, Facebook, TikTok

Likes: High-quality graphics, long gameplay, strategy game, being challenged
Dislikes: Repetitive, simple gameplay, 2D graphics

Milestone Schedule

Unique Gameplay Features

- An All-New Reality
  Spaceship gameplay with a sense of realism like never before
- Believable Locations
  Explore multiple cryptic locations using the truly immersive nature of virtual reality
- Lifelike objects
  Pick up dozens of lifelike objects and examine them to discover hidden secrets
- Designed for comfort
  Highly tuned player movement provides a comfortable play experience for all abilities

- 3D Audio
  A haunting theme coupled with dynamic spatial 3D sound effects makes it sound like you're there

Project Vitals