

Keeper's Call

Game Design Document

Minstrelcy Studios

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Game Design

1.1 Summary

A girl is wandering through the forest, playing near a lake. She hears a mysterious voice: a call, beckoning her to the water. There she discovers her true calling.

1.2 Gameplay

The player operates in first person, exploring the area surrounding the lake. The mysterious voice will beckon to the player, but the player won't know where it's coming from. The main obstacle to the player is a lack of familiarity with the environment, and not knowing where the voice is coming from.

1.3 Mindset

The player should be intrigued, seeking to discover what the voice is, where it's coming from, and who it belongs to.

Technical

2.1 Summary

The game is a text-based adventure game (*interactive fiction*), with very simple keyboard-based input. The target play time is **10---15 minutes**.

2.2 Screens

The opening screen will have an intro title, graphic, and note about the "help" option. The word "help" can be entered at any time to give the player the list of acceptable commands. The player will need to type "Start" when they are ready to begin.

Each screen following will provide the player with a description of the area, including details about which directions are available to them. Finally, there will be a few areas where the player will "hear something," giving them the option to "listen." These scenes will be important story building points.

2.3 Controls

Players will be able to enter the following inputs:

Directional

- Straight
- Left
- Right

- Turn around

Actions

- Listen
- Don't Listen
- Pick up

Support Menu

- Help

2.4 Mechanics

The game has two basic mechanics:

Start -> Scene Description -> Direction input -> New Scene Description

Start -> Scene Description -> Action input -> Action Response -> Direction input -> New Scene Description

Level Design



3.1 Themes

1. Forest

- Light Forest
 - Light streams through branches
 - Dark clouds above
 - Tall trees
 - * Tall trunk
 - * Branches high up
 - * Light green leaves

2. Lake

- Light green grass near the lake
- Ruined fortress near lake
- Deep Dark blue lake
 - Still, beautiful
- Light mist atop the lake

3.2 Game Flow

Development

4.1 Components

4.2 Component Compositions

Graphics

5.1 Style Attributes

Graphics Needed

Sound

7.1 Style Attributes

7.2 Sounds Needed

7.3 Music Needed

Development Timeline

Proposals

Rejected Ideas