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Lethe: Agar's Island

**Game Concept & Design Document**

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**Game Overview**

**Design goals**

**Game design goal #1**

We want to create an atmosphere that instills tension and fear into the

player, thus causing them to imagine noises and threats when there are none.

**Game design goal #2**

To create an immersive storytelling experience in which the environment plays a large role in telling the story.

**What is the game?**

A puzzle horror game set in an abandoned cold war research facility on an island which the player must escape, using environmental clues to discover the story. The game will feature elements of psychological horror to keep the player on edge as they explore.

**Why create the game?**

With the return of classic puzzle horror games, like Amnesia, we feel there will be a large number of players of the genre, which will pick up the market enough for demand of a new solo psychological horror experience.

**Where does the game take place?**

The gameplay is all done on an abandoned island facility in the middle of the Bermuda Triangle.

**What do I control?**

The player will control a man stranded on Agar’s Island, and be able to interact with the environment to complete the puzzles so that they may escape the facility.

**How many characters do I control?**

The player plays only one character.

**What is the main focus?**

The main focus of the game is to survive and escape the abandoned island facility while potentially discovering the reason for its abandonment.

**What’s different?**

The location where the game is set is a unique one for games of this nature and the environment progresses the storyline rather than voice actors and NPC’s, which few games take advantage of.

**Feature Set**

**General Features**

3DGraphics

Exploration

Puzzles

Shaders

Gameplay Hazards

**Gameplay**

Explore surroundings

Dynamic lighting (Is this a gameplay thing?)

Solve a variety of puzzles

Avoid enemy by making use of hiding spots within the level or use the flashlight to temporally dispatch enemies

Manage the character’s sanity to avoid the enemies attention.

3D sound to make the player more aware of their surroundings.

Upgrade tree / upgrade items in the world

**The Game World**

**Overview**

The game world is Agar’s Island in Bermuda, on an unmarked island at the center of the Bermuda Triangle. There used to be an active cold war research facility on this hidden island, which is now abandoned and haunted by the experiments it created.

**The abandoned cold war research facility**

This facility used to house many horrible experiments carried out during the time of the cold war. Experiments not permitted to be conducted under the public eye. At least one remains and haunts the halls of the facility, an ominous gaseous type creature.

**The abandoned island**

The island itself will only make a brief appearance as much of the game takes place inside the facility.

**The Physical World**

**Overview**

An overview of the physical world

**Key Locations**

Outer Facility

The abandoned facility:

-The Facility Lobby

-Puzzle area 1 (Generator room)

-Puzzle area 2 (cells)

-Puzzle area 3 (crew quarters)

**Travel**

Primary method of travel will be walking with a faster sprint option for escaping enemies

**Scale**

Scale will be real world scale.

**Objects**

Interactable puzzle pieces

Collectible items (lore bits)

Batteries

Sanity restoring meds

Consumable temporary power-ups

**Time**

Time will not be a predominant part of the game.

**Game Engine**

**Overview**

The game engine used in this project will be Unity3D 2019.4.12f1, the latest supported version of the Unity game engine. It is predominantly a 3D engine with a complete feature set for this game.

**Shaders**

The 2019 version of Unity 3D introduced Shader Graph as an official feature. This will be used in the projects to produce great graphical effects while cutting down on development time and computer resources used by the game at run-time.

**Dynamic Lighting**

Unity 3D offers dynamic lighting, which will be used sparingly to reduce the game’s computational overhead. The dynamic lighting will be used with objects like the torch, and more efficient baked lighting can be used on static lights.

**Camera**

The camera will be positioned in a first person view during gameplay and will be very responsive to the player’s movements

**The World Layout**

**Overview**

The islands is host to the research facility which sits in the middle of the island, and the living quarters as an off-building to the south-east of the facility, connected by a glass passageway. The facility welcomes you with a lobby, garnered with a welcome desk (green access card) and a facility map. To the south of the lobby is the canteen. To the east of the lobby are some conference rooms, lounges, and meeting rooms.

Is there a specific way we are laying out the world? Any specific rules we are following to place each part of the world? Maybe some research into real life facilities is required to design the layout?

FOR LUKE TO COMPLETE

**Characters**

**Overview**

The player character is Bobby Bill from Kentucky who used to work as an official sounding government job and now has found their way to the island, knowing nothing of themselves. The enemy in this game is an experiment failure from the researchers who used to conduct research here.

**Character**

No Model for player character, the player controls the character’s torch

**Stats**

|  |  |
| --- | --- |
| **Stat** | **Value** |
| Walk speed | 1.5 |
| Run Speed | 2.0 |
| Height | 178cm |
| Sanity Gain / second | 1 SU per second |
| Max Sanity | 100 SU |
| Batteries held | 2 with also one inside the torch |

**Enemies**

There is one main enemy in the game, and they manifest no physical form. They will be rendered using the shaders described earlier. They are a failed experiment of the researchers who used to practice their under the table science on Agars Island. Left haunting the halls of the facility for years, anger and hatred has taken over and now their only wish is to puppet the next poor soul who walks in, and walk out themselves; ready to enact their revenge.

**Stats**

|  |  |
| --- | --- |
| **Stat** | **Value** |
| Movement speed | 1.5 |
| Health | 100 |
| Height | 150cm |
| Sanity drain far | 1.5 SU per second |
| Sanity drain near | 5 SU per second |
| Sanity drain looked at | 10 SU per second on top of normal drains |

**User Interface**

**User Interface Detail #1**

The Interface will provide conventions of the horror and psychological horror genres. These conventions will be used to make the player feel like they are playing a full immersive horror game experience.

The Menus:

These menus will provide a dark and gritty theme and will provide the same feelings as what the abandoned facility will provide such as a lost and forgotten theme where the UI seems untouched and unmaintained. Examples of this would include the text being a font that represents this idea of it being broken, rotting and unmaintained.

**Weapons**

**Overview**

The only weapon in the game will be a flashlight.

**The flashlight**

Range, damage/s, battery drain/s

**Music + Sound effects**

**Single Player Experience**

**Overview**

Puzzled, scared, puzzler, alone,

Key components include completing puzzles to explore the abandoned research facility, running from the threats within, and hiding to escape when you can’t fight back.

**Detail #1**

**Detail #2**

**Story**

**Hours of Gameplay**

Hopefully 2

**Victory Conditions**

Exploring the whole of the abandoned research facility in order to gather the necessary resources to escape the island.

**Misc.**

**Appendices**

**Object Appendix**

**Consumables Appendix**

|  |  |  |
| --- | --- | --- |
| Consumable | Effect | Potency |
| Battery | Recharges torch | 100% charge |
| Sanity meds | Recharge sanity | 40 SU |
| Food resources | Increase stamina | 50% restoration |