CCT412 Game design document

   
   
 

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Overview

Theme / Setting / Genre

Core Gameplay Mechanics Brief

Targeted platforms

Monetization model (Brief/Document)

Project Scope

Influences (Brief)

- <Influence #1>

- <Influence #2>

- <Influence #3>

- <Influence #4>

The elevator Pitch

Project Description (Brief):

Project Description (Detailed)

What sets this project apart?

Core Gameplay Mechanics (Detailed)

- <Core Gameplay Mechanic #1>

- <Core Gameplay Mechanic #2>

- <Core Gameplay Mechanic #3>

- <Core Gameplay Mechanic #4>

Story and Gameplay

Story (Brief)

Story (Detailed)

Gameplay (Brief)

Gameplay (Detailed)

Assets Needed

- 2D

- 3D

- Sound

- Code

- Animation

Schedule

- <Object #1>

- <Object #2>

- <Object #3>

- <Object #4>

**Overview**

Project description

The game I have decided to make is a first-person survival horror game. It is set in a tunnel/ maze/dungeon/abandoned building. The focus of this game is creating a tense and fearful atmosphere through the use of music, sound effects and lighting as opposed to more traditional methods such as jump scares and scary looking NPC’s.

Core Gameplay Mechanics Brief

The game involves the player trying to escape from an unseen monster/ demonic presence that follows closely behind them at all times. The player is never able to see the actual form of the monster, but its presence is represented by a dark fog that slowly envelops any room it occupies. The player must find their way out of the building/ tunnel/ maze without getting swallowed by the fog.

* Flashlight: The player has no weapons but has a flashlight that can push the fog back for a short period of time. The flashlight has a very low charge and can only be used sparingly. The exact charge of the flashlight is never shown to the player and the amount changes per round which adds a certain amount of risk to the game as the player is never aware of how much longer they can use it.
* Screen darkening: As the monster gets closer to the player, the screen will slowly start to darken. This acts both as a warning that the monster is in close proximity and as a “health indicator” as the game ends when the player has been caught and devoured by the monster, making the screen go completely black. The screen also begins to darken if the character looks directly at the monster for an extended period and if they continue the screen will fully darken and they will die.

Targeted platforms

 The game will be built for both Windows and Mac operating systems and will eventually be available on mobile platforms.

Project Scope

         The game will be completed over the course of a month and a half. By the end of this project I intend to have finished the core game mechanics such as the monster and screen darkening effect and win/loss condition. I also plan to have completed the environment in which the game takes place and incorporated light and sound effects to give the game the kind of setting intended for it.

Influences (Brief)

* Dead space 2: Dead space 2 makes brilliant use of environmental horror, making use of flickering lights and eerie noises to inspire feelings of fear in the player. The environments are also designed in a way that makes the player wonder what life was like for the people that inhabited the station before it descended into chaos
* SOMA: SOMA does not make use of a health bar or any similar feature but instead represents the players “sanity” through visual effects. If a player looks directly at one of the game’s monsters or gets attacked by one, the screen begins to blur out and they lose the ability to move properly. After a few seconds the player dies. This game was one of the inspirations for the screen darkening effect I intend to use in my game.

The elevator Pitch

The player character has to escape from an unseen entity using only a flashlight for protection.

Core Gameplay Mechanics (Detailed)

Story and Gameplay

Gameplay (Brief)

 The game will be played in first person view and will be controlled using the W, A, S, and D keys. The left mouse button will be used to aim the flashlight and the right mouse button will turn it on and off.

  Assets Needed

-Environment assets, flashlight, arms (for the player character)

- Audio: Growling sounds, scraping sounds, flickering light sounds, breathing sounds, running, jumping, screaming, ambient music, start screen music, end screen music

- Code

         - NPC controller: Controls the behavior of the monster following the player. It is responsible for the speed at which it tracks them and determines the intensity of the pursuit.

         - Darken: Determines the rate at which the screen darkens and takes in variables such as the distance between the player character and the monster and whether the player has looked at it. This script also keeps track of how much of the screen is being covered and triggers the loss condition if the maximum area is covered.

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- Animation: Swinging doors, flickering lights, fog

 