**Drop**

Game Design Document

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# Overview

A survival horror in which the player need to escape the dark lair of giant bats. To do this the player must navigate a labyrinth finding a way to the surfacing using natural light as a guide. They must also use a wind up torch as a defense to scare away the bats who are hunting them.

## Theme

The theme will be a realistic looking dark labyrinth, with haunting natural light giving everything a subtle glow. The caves with the large and the creatures within the cave will be pale to in order to highlight that they have not been exposed to much sunlight.

Main theme will be forcing the player to face their fear. Where most horror games the player is encouraged to either run, hide or both.

## Setting

A large labyrinth located in the hot and humid rainforest located in south America. Most likely to be the amazon rainforest as it is still largely unexplored and there are local myths there that describe large bat like creatures that hunt humans at night.

## Genre

Survival Horror.

## Core Gameplay Mechanics (List M, D, A for each Mechanic)

* Using the wind up torch to scare away the monsters.
  + Mechanic – The player will have to manually wind up the torch when its charge is getting low.
  + Dynamic – In order to determine if the charge is getting low they need to pay attention to how must light it is giving off.
  + Aesthetics – The constant attention that is needed in order to keep the torch running will add tension to the player as if the torch runs out of charge they will be helpless.
* Using natural light to navigate the labyrinth and find a way out.
  + Mechanic – The player needs to follow the lighting in the level to find a way out.
  + Dynamic – The player needs to extinguish their torch light to find the way out. This forces them to think about the time where it is the safest to turn off the torch light.
  + Aesthetics - Making them have to turn off the torch will cause them some level of stress as they are making themselves vulnerable. However, as the player gets to choose when to turn off the light this makes it a strategic decision and gives the player some control and therefore comfort.

## Controls

## Project Team members

* Design/Art
  + Giuseppina Iacopino
* Programming
  + Emily Ryan

## Influences (Brief)

* Amnesia
  + Medium: Games
  + The atmosphere Amnesia creates is truly scary and increases immersion. Drop needs to recreate an atmosphere like this to be a good horror. This can be done by paying attention to the environment of Amnesia and its effect use of music and ambient noise.
* Descent
  + Medium: Movies
  + The creatures in Descent are similar in style to what Drop aims to recreate, with some changes in the way they hunt. The similarities that are being drawn upon will be the paleness of the skin, the slightly gaunt appearance and lean but powerful body.
  + The environment in Descent is also a source of inspiration as it takes place in a cave labyrinth similar to what is going to be done in Drop. The caves give off an isolated and frightening vibe that is a good reference to creating the labyrinth in Drop.
* Horror Game (Outlast, Slender, Alien isolation, Until Dawn etc.)
  + Medium: Games
  + In most of the recent horror games the player is more often than not required to simply hide or run from the monster in order to win. This mechanic is over used and Drop will be dropping this to try out a new way to create a sense of fear within the player.

## The elevator Pitch

## What sets this project apart?

# Story and Gameplay

## Story (Brief)

## Story (Detailed)

Go into as much detail as needs be

Spare no detail

Use Mind Mapping software to get your point across

## Gameplay (Brief)

## Gameplay (Detailed)

Go into as much detail as needs be

Spare no detail

Combine this with the game mechanics section above

# Team Member agreement

Each team member needs to sign below to say they are happy with this:

Design doc

Attached scope document

Attached style guide

And they want to make this game.

## Designer 1

Name: Giuseppina Iacopino

Date:

Sign:

## Programer 1

Name: Emily Ryan

Date:

Sign:

## Programer 2

Name:

Date:

Sign:

## Artist 1

Name:

Date:

Sign:

## Artist 2

Name:

Date:

Sign:

## Artist 3

Name:

Date:

Sign: