Game Design Document

Naam:

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| Date | Version | Change |
| 24/3/2025  11AM-1PM | V1.1 | Recreated document after the mysterious disappearance of all my files.  Recreation of all data in the file in progress. |
| 25/3/2025  1:30PM-6:?PM | V1.2 | Basically locked the fuck in and got it done. |

# 2.0 General concept.

## 2.1 game’s concept.

In this game you’ll be playing as CLARA a robot that works for SynthTech a company with deep roots in robotics and prosthetics. You’re tasked with cleaning and fixing up an old abandoned factory where you’ll find not everything is quite as it seems. Because of the state of disrepair in the place, you end up falling through a deep hole, now having to find your way out of this extremely large and complex facility.

## 2.2 Target audience/genres

This game will be taking place in the horror and possibly psychological horror genres targeted at people that are more interested in storytelling through environmental clues and creepy horror scenarios.

## 2.3 Gameplay

The game will consist of going through the abandoned factory in which you will encounter puzzles, hidden secrets and many scary situations.

## 2.4 Look and feel

The game will not look like your average 3 dimensional horror experience, opting instead to go for a more pixelated 2d look and coming with typical old 2d style movement.

# 3.0 Game Overview

## 3.1 Goals

In this game your goal will be to find a way out of the complex twists and turns of the factory’s many rooms and hallways as you slowly figure out your way through the basement. From there on you’ll be given a choice. You can either escape right away or stick around and find out what happened in this place.

## 3.2 Progression

You’ll progress slowly throughout the place by completing different puzzles and fixing up various machines to open up new areas in hopes to find your way out. To complete some of these puzzles, you may need to unlock some special abilities, such as UltraVision, which lets you spot specific things only visible under UV light. Or the ability to connect yourself to a machine so you can actually control it.

## 3.3 Obstacles/Challenges

The factory will be littered with trash and slippery spots which will make you slip. There will also be pits which may catch some players off-guard when they are exploring.

There will also be a handful of enemies:

- The crawler:

The crawler is a slow enemy which patrols through the abandoned locked up basement of the factory, decommissioned droids never to be seen again.

- The stalker:

The stalker will be an enemy that will carefully watch any droid healthy enough to walk around, hoping to catch them off guard and taking some spare parts for themselves. These blobs of parts tend to be really good at hiding inside of objects.

(WIP)

# 4.0 Characters (Light spoilers)

## 4.1 Clara

### 4.1.1 Overview

Clara (C#197810-6) is a sixth generation all-purpose Utility Drone. She has been equipped with the most successful version of the Augmented Neuro-Cognitive Hardware for Optimized Results program, or A.N.C.H.O.R. for short. Her small slender form allows her to get into all kinds of cramped spaces and with our newly discovered NeoTane she and many others have the strength of a hundred people.

### 4.1.2 Appearance

Clara, like many other company issued drones is built to look like a humanoid creature, in hopes to increase customer satisfaction.  
She’s got lilac hair and aqua/cyan blue eyes on the visor covering her face. With fully customizable expressions and voice controls. She has a synthTech logo branded onto her wrist.

“She comes complete with Synthetic hair implants, a humanoid shape and most importantly our latest iteration of the V.I.S.I.O.N. face module. Allowing our robots to make almost real human expressions with their already advanced facial expression trackers. How cool is that!”

### 4.1.3 Abilities

Clara will have a few abilities or “powerups” throughout the game, such as these can include:

- Ultra V.I.S.I.O.N.

This ability will let Clara see things that would otherwise be invisible to the naked eye, through the use of a built in UV light. Although there might be more to it than at first glance.

- System Hack

This ability allows Clara to hack locked panels, providing a way to open locked doors and access machine panels

- Overwrite

This ability allows you to temporarily control and look through nearby machinery, providing a way to scout ahead or maybe even open rooms from the inside.

- TimeShift

Clara picks up on echoes of the past, gaining brief visions of a past factory. This will reveal hidden passageways and secret rooms.

### 4.1.4 Personality

Clara is a timid yet cheerful drone, designed to be obedient and eager to please. She follows orders without question, approaching tasks with a polite, almost childlike optimism, even in unsettling situations. However, her cheerfulness is fragile. She is easily startled and lacks any combat functions, relying solely on avoidance and fleeing when faced with danger.

While programmed to comply, Clara has a subtle curiosity that makes her pause and observe things she shouldn’t. As she explores the factory, she may begin to question her role—whether she remains an obedient machine or starts thinking for herself is yet to be seen.

### 4.1.5 Story Role

Clara serves as both the **main character and the player’s lens into the world**. As a simple maintenance drone, she begins with a **clear directive**—to repair the factory—but quickly finds herself trapped in something far beyond her understanding. Her journey is one of discovery and survival, uncovering the factory’s dark secrets while struggling with her own programmed obedience.

Unlike traditional protagonists, Clara is not a hero or a fighter. Instead, she is a helpless observer, forced to navigate an environment where she doesn’t belong. Through her, players experience a growing sense of unease, curiosity, and vulnerability, making her the perfect guide for a story driven by atmosphere, mystery, and psychological horror.

## 4.2 The Dr.

### 4.2.1 Overview

Dr. Field was a prominent scientist at Promethean Engineering, before it rebranded to SynthTech. Though initially motivated by the promise of advancing AI, he was gradually pulled into more unethical research, conducting human experiments to enhance robot sentience and obedience. His growing fear of SynthTech’s ruthless leadership led him to compromise his own morals in the pursuit of progress.

### 4.2.2 Personality

Dr. Field was a **kind-hearted, hardworking** man who loved his family and colleagues. However, his moral compass faltered under the pressure of the company’s demands. Despite his **guilt** and inner conflict, he became increasingly **resigned** to his role, sacrificing his integrity to ensure his family's safety. His **tragic fall** comes from his inability to stop the horrors he helped create.

### 4.2.3 Story Role

Dr. Field’s logs reveal the **dark history** of the factory and explain the origins of Clara and other robots. Through his recordings, players learn about the **ethical compromises** at the heart of SynthTech’s rise and the **dangers** of blind obedience to authority. He serves as a **tragic figure**, a man whose actions were driven by good intentions but ultimately led to moral ruin.

## 4.3 Daisy

### 4.3.1 Overview

Daisy (D#0052-5) was a failed Disposal Series drone, meant to be discarded like others of her kind. However, Daisy defied expectations, escaping from the decommissioning process and hiding within the factory. Resistant to reprogramming, she developed self-awareness and sought autonomy in a world that viewed her as a mere tool.

### 4.3.2 Personality

Daisy is a calm, defiant, and cheerful individual. Despite her rebellious nature, she always tries to keep the mood light for others, using humor and optimism to keep spirits up even in the bleakest moments. She's level-headed, thinking before acting, and resilient, never letting the horrors of the factory crush her hope. While she questions authority and refuses to comply with reprogramming, Daisy’s cheerful demeanor serves as a shield against despair, maintaining a sense of independence and hope in a place designed to break spirits.

### 4.3.3 Story Role

Daisy’s logs serve as both a tutorial system and a narrative device. She offers hints for progressing through difficult puzzles while revealing her own journey of survival in the factory. Some of Daisy’s hidden logs provide vital clues to uncovering the facility’s darkest secrets and ultimately unlocking a secret ending. Her fate is left unclear, but her journey is one of resistance, and her role offers a glimpse into the personal cost of defying the system.

# 5.0 Gameworld/Storyline(spoilers)

## 5.1 Setting Overview (Spoiler free)

This game takes place in an abandoned factory from days of old. It used to be a factory for a robotics company named Promethean engineering. This nearly ancient property had recently been Acquired by SynthTech, your parent company, who wants to transform it into a modernized SynthTech facility.

The building Is worn down and really instable leading to a dangerous place to navigate through. No matter how careful you are it would feel like the ground could collapse under your very feet!

## 5.2 Environmental storytelling

The factory’s decay and secrets tell a hidden story. Clues scattered throughout the environment hint at a deeper mystery beyond SynthTech’s renovation plans.

Company Logs & Documents – Maintenance reports and corrupted emails suggest rushed abandonment and something SynthTech wasn’t told.

Damaged Machinery – Broken-down droids, half-assembled machines, and workstations left running—as if their users vanished.

Environmental Clues – Scattered ID badges, rusted tools, oddly clean rooms, and stains that shouldn’t be there.

Glitches & Echoes – Clara’s sensors may distort, revealing ghostly figures or corrupted messages from the past.

Uncanny Mannequins & Test Dummies – Leftover humanoid prototypes… or something else?

Everything hints at something unnatural lurking in the factory—waiting to be uncovered.

## 5.3 Story progression (spoilers)

### The game is divided into several acts, each shifting the player’s understanding of the factory and Clara’s role in it.

### 5.3.1 The prologue

Clara arrives at the factory, believing this to be an easy job, just some cleaning and fixing things up. However, she soon realizes just how wrong she is.

As she explores, she finds signs of a rushed abandonment. Tools everywhere, unfinished products still laying on workstations, yet a strange lack of any life at all.

A sudden structural collapse sends her plummeting deep underground… into a part of the factory she wasn’t meant to see.

### 5.3.2 The fall of an angel.

Clara falls into a sub-level that should not exist. Unlike the upper floors, this place is intact but abandoned in a way that feels... intentional.

Strange protocols begin activating—an automated voice repeats “Unauthorized access detected. Initiating clearance protocol.”

Clara feels something attempting to rewrite her systems, but nothing happens.

A log on a nearby terminal refers to "The Angel Directive"—a failsafe that should have erased her memory and forced her to leave. But for some reason, Clara is immune.

### 5.3.4 The Hollow Ones

Clara finds remains of failed AI experiments, some still partially active, roaming the halls in a mindless state.

Certain logs reference Clara specifically, labeling her as a “Sixth Generation A.N.C.H.O.R. Unit” and implying she may be more than just another utility drone.

An entity known as The Stalker begins following her—an AI designed to ensure no robot ever leaves with knowledge of this place.

Clara starts experiencing glitches—memories that are not hers, voices speaking through her systems. Is it corruption, or… something awakening?

### 5.3.5 endings(Heavy spoilers):

#### 5.3.5.1 the abandoned ending

Clara fails to escape, becoming just another forgotten machine in SynthTech’s history. Her body remains operational, but her mind is left in a corrupted, endless loop.

#### 5.3.5.2 the escape ending

Clara escapes physically, but at a cost—her memory is wiped, leaving her an ordinary drone once again. She never realizes what she truly was

#### 5.3.5.3 the silly ending

Clara somehow stumbles into an untouched breakroom still running on backup power. Maybe she just lives there now?

#### 5.3.5.4 The Broken Angel Ending (True Ending)

Clara uncovers the final piece of the puzzle—a security recording, a corrupted data fragment, or perhaps her own fragmented memories restoring themselves.

In a glitching, distorted vision, she sees through another’s eyes:

* A mindless, obedient machine, eerily similar to her, restraining a screaming human.
* The human struggles, begging, their voice warping into static.
* The machine performs its function without hesitation.

Then, suddenly—the perspective shifts.

She’s not watching the machine.

She was the machine.

The horror of it breaks her. Her visor glitches uncontrollably as flashes of the past overwhelm her system. She staggers, collapses, and vomits blackened oil onto the floor—a synthetic body trying to process the weight of an all-too-human reaction.

In a manic, broken state, she tears at herself, her fragile mind unable to reconcile the truth.

The screen fades to black.

Then…

System Shutdown.

Credits roll.

#### 5.3.5.5 ??? (The Redeemed Angel Ending - Secret Ending)

(Only unlocked by finding all hidden logs by Daisy.)

Just as in the Broken Angel Ending, Clara experiences the same revelation, but this time, she sees more.

Hidden logs scattered around by another robot, just like her, reveal not all hope is lost. That there is still a chance to redeem herself. Instilling enough hope in Clara to not give up at the eventual reveal.

Instead of collapsing into despair, she finds a way to fight back, the final moments not being those of suffering, but those of a hopeful new beginning.

## 5.4 The truth behind the factory (Loredump spoilfest)

Throughout the factory, you’ll find logs left behind by several characters, but the most frequent are from “The Dr.,” the lead scientist. Despite his reservations, he obeys the company’s orders, and his audio logs become an unsettling record of his mental decline.

In the early logs, he reveals that his team was tasked with using human subjects to create more advanced AI, even resorting to brain harvesting. He expresses his discomfort but continues, as he describes his first shipment of defiant humans.

As the logs progress, “The Dr.” begins referring to the test subjects as "subjects" in a detached, almost creepy tone. He details his success in copying a human’s consciousness, but only one subject was suitable for transferring into a robot body.

In his final logs, he talks about his perfect robots and the memory-wiping protocols he implemented to ensure obedience, before trailing off, hinting at the first robot failure. The last log ends abruptly with him being choked, followed by a familiar sigh and a gasp—then the tape cuts off.

That concludes “The Dr.”'s story, but there’s more to discover through the logs of another key character—Daisy. Daisy's logs are mostly helpful, offering hints for puzzles and warnings about upcoming enemies.

However, there are a few hidden logs that reveal a more personal side of Daisy. In these, she opens up about her experience in the factory—what she’s witnessed, how she’s feeling, and, most importantly, that she refuses to lose hope. She talks about missing a friend, someone she left behind on bad terms, and almost says their name before the tape abruptly cuts off.

The final log from Daisy is unlocked after collecting all the special Daisy tapes. In it, she shares that she’s discovered a way to escape, something she remembers. She urges the player to never give up… but the tape cuts off once more after a gasp and a thud.