**Melody of the Minotaur Games Design document**

1. **Overview**

Melody of the minotaur is a puzzle/light horror game. The basic idea is that you make your way through a large labyrinth, completing puzzles through the use of music and the winds to progress through the dungeon. Tensions will also be heightened with a minotaur lurking in the darkness, ready to kill unsuspecting victims.

* 1. **Audience**

The target audience should be aimed for everyone. However, depending on the level of horror used it may be more aimed at 12+.

* 1. **Flow**

From the main menu, starting the game will show a scene in which the player will discover where they happen upon their instrument which they will use throughout the game. They are locked in a small area until they learn that the instrument can activate contraptions. From there the game will open up into a series of partially randomised levels in which the player will wander around, stumbling across special items to collect, and puzzles which once completed either act as barrier progression, special areas, or once the minotaur is added, (which is brought into the game after the player becomes familiar with basic game mechanics) opportunities to distract the beast. The main portion of the game will then revolve around this idea, increasing in challenge and difficulty as the player progresses.

* 1. **Look and feel**

The game is aiming to use a cell shaded art style. This is to give it a more unique style and allows more distinctions in the world and its design. (Examples include; LOZ wind waker, Borderlands 1, Genshin impact)

The main visual design is desired to have Celtic heritage featuring designs and musical designs from the era.

1. **Gameplay and Mechanics**

**2.1 Game progression**

Each area of the game will be split up into “Zones.” Each zone will in someway contain a blockade that must be cleared to allow the player to progress. This may include; Railings, rubble, statue blockades etc. Each zone will contain a specific “puzzle zone”, these puzzle zones are the main source of allowing progression within the levels. After a few levels the minotaur is revealed to the player and optional puzzles will start appearing in the “labyrinth zone.”

* 1. **Mechanics**
     1. **Physics**

Gravity and normal physics should use realistic levels, comparable to the real world. If wind gusts are implemented into the game, gravity will be lowered allowing the player to float around while under its effects.

* + 1. **Movement**

Basic movement will be; Walking, crouching, Running, floating. Each form of movement creates differing levels of sounds.

* + 1. **Objective**

The main objective set from the beginning is to reach the end of the labyrinth to escape. The objective of each area may change depending on the circumstances. It may start as “reach the end” but it will change as you proceed through the segment. E.g. release the staircase, open the grating, survive.

* + 1. **Actions**

The main action the player can perform is using their instrument to send out sound waves. It is ineffective against the minotaur however and is mainly used for interacting with the world rather than the minotaur. It can activate switches, spin devices, and can also be used as a distraction as upon contact with a wall a sound is created.

* + 1. **Combat**

Combat in this game is very one sided. All combat will be based on you never being able to win a fight, always having to run from the minotaur in almost every circumstance.

* 1. **Replaying and saving**

The game will feature partially randomised dungeons, which will allow for more replay ability on return visits to the game. After each level, the player will enter a room that will allow them to save the game. This allows a semi pickup and play style where each level can be played in isolation without having to remember specific parts of the last dungeon you went through.