**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 using music and the winds of your special instrument to progress through. Tensions are 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.

1. **Story**

**3.1 Plot**

(Rough) The player character wakes up in an abandoned cell, looking around they discover a musical instrument in the corner of the room. Using the instrument to escape from their cell they find themselves lost within the large labyrinth and use their newly acquired instrument to progress through and eventually escape from the labyrinth.

1. **Levels**

**4.1 Individual Level**

Each level will consist of at least 3 “Zones” “A”, “B”, “C”, also known as “A = Safe”, “B = Labyrinth”, “C = Puzzle”. Zone A is the juncture point between levels. A save point will be present in most cases. This also functions as the technical start point of each level. In this zone, the player is completely safe from the minotaur and can walk around and look at stuff for as long as they like with no repercussions. Zone A is an essential zone and so must always be included. Zone B is the main segment of each level. In this area, is the maze segment along with small scale puzzles, (Collectables), and the minotaur itself. Zone B is the juncture point for both Zones; A and C. Zone B must always be included into a level in some degree however its difficulty and size may vary. Zone C is the only optional zone available. These puzzle zones allow for more diverse challenges which can either be optional or required for progression. The limit of how many C zones that can be added is based on the available space from zone B. A typical level is expected to have around 0 – 4 Zone C’s. Certain C zones may also allow the minotaur to enter them, either naturally or by excessive noise generation.

* 1. **Tutorial Level/Training Level**

The first level is designated as the tutorial level. This map is fixed in appearance and should not change. This is where the player starts in a cell and will acquire their instrument. The player should not be able to leave without obtaining the instrument. The player will then be tasked with activating a switch/plate out of their natural reach using the instrument which will allow them to exit the cell. From there they will find 2 more doors. The first will require hitting numbered buttons in order. And the second will require the player to hit all buttons with a single use of the instruments wind ability. This short tutorial will give the player a basic understanding of how the puzzles will function in the game. Moving forward the player will have their first siting of the minotaur, they will be perfectly safe in this meeting and will be able to see the minotaur move around and react to sounds that occur around the area he is in. From there the player will watch the minotaur disappear after which the player will then follow down a small path which will take them out of the tutorial zone and into the first level, Taking the same exit out of the level as the minotaur they saw did.

1. **Interface**

**5.1 Visual Systems**

The main goal for UI is to be minimalistic. Each menu box should have an exterior box outlined with a musical pattern. Be it sheet music or Instruments or anything resembling this idea. Most UI designs must be centred around the use of marble, the designs looking like their cut out of rock/ the colour of the images.

* 1. **Camera Model**

Since the game is set in first person the player must be able to see parts of the character during gameplay, either through being able to see parts of their body, or minimum, being able to see their instrument after acquiring it.

**5.2 Audio**

A heavy weight should be given to the Music and sound effects. Music should be low in instruments used but be able to change flow and intensity based on the location the player is in and their distance to the minotaur. From calm relaxing to intense heart stopping bass impacts. (See payday2 ost #25 “Blueprints” for an example) The instrument the player character uses should have audio effects that move with the wave and “Splash out” on impact with walls. This allows audio to be used in a way which can allow you to avoid the minotaur but also in ways that allow the minotaur to find you.

1. **Artificial Intelligence**
   1. **The Minotaur**

The minotaur’s Ai should be set up in a way in which, without player interference, should roam around the level semi aimlessly. Sounds that are created, either by the player or by environmental noise, should attract the minotaur if it is able to hear it. To which the minotaur will investigate. If the minotaur is close enough to the player, they should be able to hear their footsteps and or breathing if they have been sprinting and should be able to kill the player. If the “B” Zone is large enough then the minotaur should be moved closer to the player if its unlikely the minotaur would be able to catch up to them. The ai should have adequate and adaptive pathfinding in the area and allow it to manoeuvre around walls and obstacles to reach areas of interest (Noise) If the minotaur comes into contact with the player it should immediately be alerted of its presence if it hasn’t already. The minotaur must have adaptive movement speed, allowing it to move faster the long it goes without turning. Allowing the player to escape from it if they use carful use of corners and obstacles.

1. **Technical**

The game will be developed on the unity engine.

1. **Game art**
   1. **Style**

The main visual style should represent old Greek mythological structures and designs. There should also be a cross between them and Celtic Designs. A mix of around 50% should be achieved.