Game Design Document

**Interactive Fiction based on - H.P. Lovecraft’s - “Dagon”**

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# Description

Interactive Fiction based on the writings of H.P. Lovecraft, “Dagon”. Choices affect sanity and ability to progress through the story.

# Game Info

## Play Loop

* Music Manager (TODO...)
* Splash Screen (TODO...)
* Main Screen / Menu Screen / Start Screen
  + Title
  + Version
  + Game Menu
* Start Game
  + Background Image
  + HUD (TODO...)
  + Scene Text
  + Character Text

## Tools

Unity

Fungus - Character

Fungus - SayDialog

Fungus - Portrait

Fungus - Conversations

<http://fungusdocs.snozbot.com/conversation_system.html>

Fungus - MenuDialog

Fungus - Flowchart

Fungus - Block Commands

Fungus - Views

## 

## Characters

[Detective Rojah]

Detective based out of Rapid City South Dakotah. Is somewhat sarcastic when inflective

TODO ...

[Fisherman]

Mysterious figure that sparks Rojah’s adventures.

TODO ...

[TBD]

# Game Specs

## Scope

### Premonition

Fade to Scene - Sun

[Narrator]

There’s a bright sun in the sky.

Move Camera - Sky

[Narrator]

It shines onto a dead world providing light for none.

Move Camera - Pillars

[Narrator]

From nothing they shall return.

Soon...

### Office Intro

Fade to Scene - Blank

[Narrator]

Before you is a mediocre office with various debris scattered about cheap wood-pressed furniture. In the back, a bookcase with more knick-knacks than books is the only decor save a business license hung on the wall. The desk has chairs enough for 3 people to sit with the padding long worn.

[Detective ???] **- Name is displayed as ???, Portrait is not displayed**

I’m a private eye, detective by trade and if you think that I’d see more adventure, well... you’d be wrong.

Really my day to day job came down to babysitting or busy waiting on a quick photo snap to confirm what a jealous spouse already knew or rather confirm that they had an overactive imagination.

I was craving for something different to happen --

[Narrator]

Door slams open

A figure enters dressed in full rain gear. Strangely enough, they appear to be completely soaked as if they had just stepped off a seafaring vessel. They announce the detective's name...

[Fisherman] **- Name is displayed, Portrait is displayed**

Rojah?

I must insist, your colleague recommended your services.

[Detective Rojah] **- Name is displayed, Portrait is displayed**

No colleague did I ever do a favor worth remembering. Something wasn’t adding up and this story just started.

Colleague?

* Humored the strange request. ==> Take Case
* Colleague? ==> Cryptic Response

#### Cryptic Response

[Fisherman] **- Name is displayed, Portrait is displayed**

\*Nods\*

[Detective Rojah] **- Name is displayed, Portrait is displayed**

I see...

### Take Case

[Detective Rojah] **- Name is displayed, Portrait is displayed**

Alright I’ll take the case. First “different” thing to happen to me in weeks.

### Delivery

[Narrator]

The man slams a briefcase onto the desk while staring directly at Rojah. He also drops an envelope and a strange looking bottle.

[Scene]

Show Envelope and Pill Bottle

[Fisherman] **- Name is displayed, Portrait is displayed**

I need you to deliver this briefcase. It's vital that YOU, deliver it.

[Detective Rojah] **- Name is displayed, Portrait is displayed**

Ah, a literal case.

...You came to me to deliver a suitcase.. Why not deliver it yourself?

[Fisherman] **- Name is displayed, Portrait is displayed**

Hands briefcase over

Here are your tickets, You must deliver this briefcase without opening it. Also, there’s a full bottle of morphine.

Well mostly full... I’ll be needing some for the road --

[Scene] (TODO)

Tickets appear where Pill Bottle and Envelope were shown

[HUD] (TODO)

Tickets added

Envelope added

[Narrator]

Fisherman takes some pills from the bottle before leaving.

[Fisherman] **- Name is displayed, Portrait is NOT displayed**

I’ve done my part, now make the delivery. The address is on the envelope!

[Detective Rojah] **- Name is displayed, Portrait is displayed**

Wait?.. Why do I need morphine?

[Narrator]

The Detective pockets the envelope and morphine while looking over the tickets.

### Ship

[Detective Rojah] **- Name is displayed, Portrait is displayed**

It was a relatively short trip in all and I’d be able to check out the sights for a change.

The first of the tickets was for a flight to Seattle. There I would sail to a nearby island.

The encounter left me with a strange feeling I couldn’t shake. Why not deliver the case themselves? What had I got myself into...

[Narrator]

A storm strikes and causes all passengers to seek lifeboats. Rojah finds himself alone on a lifeboat before being knocked unconscious.

### Vision

Fade to Scene - Black Mire (Left)

[Narrator]

The change happened whilst Rojah slept. Its details never known; for in slumber, though troubled and dream-infested, was continuous.

When Rojah awoke, it was to discover they had been half sucked into a slimy expanse of hellish black mire. Further inspection showed it extended about in monotonous undulations.

The lifeboat lay grounded some distance away.

Move to Scene - Black Mire (Right)

Pulled by some unseen force, the detective begins crossing the expanse towards a rising

Hummock...

Move to Scene - Black Mire (Hummock - Zoomed in) (TODO)

### Cyclopean Monolith

Fade to Scene - Blank

[Detective Rojah] **- Name is displayed, Portrait is NOT displayed**

Across the chasm, the wavelets washed the base of the Cyclopean monolith; on whose surface both inscriptions and crude sculptures could be made out.

Fade to Scene - Runes (Left)

[Detective Rojah] **- Name is displayed, Portrait is NOT displayed**

The writing was in a system of hieroglyphics unknown or lost to time, and unlike anything ever seen before.

Fade to Scene - Runes (Right)

[Detective Rojah] **- Name is displayed, Portrait is NOT displayed**

Several characters represented marine things which were unknown, but whose decomposing forms had been observed on the ocean-risen plain.

Fade to Scene - Blank

### Dagon, the Fish-God

[Detective Rojah] **- Name is displayed, Portrait is NOT displayed**

Then suddenly I saw it. With only a slight churning to mark its rise to the surface, the thing slid into view above the dark waters.

Fade to Scene - The Thing

[Detective Rojah] **- Name is displayed, Portrait is NOT displayed**

Vast, Polyphemus-like, and loathsome, it darted like a stupendous monster of nightmares to the monolith.

Shake Screen

[Detective Rojah] **- Name is displayed, Portrait is displayed**

I think I went mad then.

Fade to Scene - Blank

Use Morphine? - Timed Response

### Descent into Madness

Use Morphine?

* Use Morphine ==> Rescue
* No / Missed ==> Madness - GameOver

#### Madness - Game Over

Fade to Scene - Terror

Move Camera - Terror Zoom

Move Camera - Terror Zoom Spin (TBD)

### Rescue

Fade to Scene - Blank

[Detective Rojah] **- Name is displayed, Portrait is displayed**

When I came to, I was in a San Francisco hospital; brought by the captain of the American ship which had picked up my boat mid-ocean.

In delirium I had said much, but found that my words had been ignored. Probably for the best as no one would have believed me anyway.

### GameOver?

[Detective Rojah] **- Name is displayed, Portrait is displayed**

Somehow I still had the briefcase. Making a record of what had transpired I realized I still needed to finish this delivery.

[Narrator]

To be continued...

## Assets

This section will show all the things that need to be drawn. It will list them in three categories: **Vital**, **Desired**, and **Non-Vital**.

**Vital** graphics must be completed before alpha.

**Desired** graphics must be triaged before the game can be launched.

**Non-Vital** graphics are non-launch blocking.

Detective’s Office

Layout (From Desk) - **Desired**

Layout (From Corner) - **Desired**

Detective Rojah

Character Portrait

Normal - **Vital**

Surprised - **Desired**

Terror - **Vital**

Fisherman

Character Portrait

Normal - **Vital**

Props

Morphine Bottle - **Vital**

Tickets - **Vita**

Briefcase - **Vital**

TBD - **...**

# 

# Appendices

Interactive Fiction; Often abbreviated IF

<https://en.wikipedia.org/wiki/Interactive_fiction>

**H.P. Lovecraft’s - “Dagon”**; <http://www.hplovecraft.com/writings/texts/fiction/d.aspx>

Free Game Assets Sources

Images

<https://www.drivethrurpg.com/product/146840/Silent-Legions-Art-Pack?fbclid=IwAR2bNTVYIMAS7nnczGpbkIBWGwcA2TSzDortoI-F-X6FxZxyVhBmQf3H0XQ>