🎮 GDD

# **Game Design Document (GDD)**

**Title:** The Mystery of The Underground City  
**Genre:** Puzzle, Adventure  
**Perspective:** First-Person  
**Platform:** PC (and potentially other platforms depending on scope)  
**Team Members:** [Your Name] (Lead Developer), [Friend's Name] (NPC Designer), [Other Team Members] (Art, Sound, etc.)

## **Game Concept**

**Overview:**In *Secret City*, you play as a newcomer to the futuristic city of Capitoll. As you settle into your new home, you begin to uncover clues about an ancient city hidden beneath the modern metropolis. The game focuses on exploration, puzzle-solving, and uncovering secrets, all while maintaining discretion—since revealing the secret city could come with severe consequences.

The player is not alone in this journey—an NPC companion, a friend who offers guidance and support, accompanies you through this discovery. Together, you will venture into the secrets of Capitoll and uncover an ancient past that no one else knows about.

## **Core Gameplay Mechanics**

### **Exploration**

* **First-Person Perspective**: The game is experienced through the eyes of the player, allowing for immersive exploration and puzzle-solving. The player can move freely through their home and later, the city of Capitoll, uncovering clues that lead them deeper into the mystery of the hidden city.
* **Environmental Interaction**: The player can interact with various objects in the environment, like opening drawers, reading books, inspecting technology, and activating switches. These interactions often lead to new clues or puzzles.
* **Secret Discovery**: Many of the game's secrets are hidden in plain sight—behind walls, beneath floors, in old technology, or in forgotten books. The player will need to pay attention to small details and use their thinking skills to uncover these secrets.

### **NPC Companion**

* **Role**: The NPC (your friend) serves as a guide, providing hints, backstory, and assistance in uncovering the secrets of the city. They will react to key story events, offering insights and occasionally solving certain environmental puzzles when needed.
* **Dialogue**: The NPC will have dynamic dialogue, with responses that change based on player actions and discoveries. They may also offer hints for puzzles or comment on the player’s progress.
* **Stealth Support**: The NPC can help distract enemies or provide cover when the player is sneaking around. For example, while the player is searching for hidden paths, the NPC might draw attention away from the player’s actions to avoid detection.

### **Puzzle-Solving**

* **Environmental Puzzles**: The player will encounter puzzles that require observation, memory, and lateral thinking. These puzzles could involve decoding messages, finding hidden keys, operating old machinery, or even interpreting the ancient city’s symbols.
* **Cooperative Puzzles**: In certain moments, both the player and the NPC must collaborate to solve puzzles. For example, one character may need to stand on a pressure plate while the other retrieves an item.
* **Stealth & Timing Puzzles**: To avoid detection from the city’s inhabitants or security systems, the player will have to time their actions carefully. The NPC can help distract guards or serve as a lookout during these stealth sections.

### **Stealth & Discretion**

* **Avoiding Detection**: The player must avoid making their quest to uncover the city too obvious. If they are caught, they risk severe punishment (such as social exile or imprisonment). To stay hidden, the player might need to hide objects, erase traces of their activities, or use the NPC to divert attention.
* **Consequences of Failure**: If the player is detected or makes too many mistakes, the game could result in a temporary failure (being captured or forced to reset an area), or the story could take a darker turn based on the player's actions.

## **Narrative Design**

### **Setting & World-Building**

* **City of Capitoll**: A sprawling, futuristic city built on technology and advancement. While it appears modern on the surface, there are hints of something older beneath the city. The ancient city is a mystery, and few people in Capitoll know anything about it.
* **The Hidden City**: Beneath Capitoll lies an ancient, forgotten city—an important part of the past that the inhabitants of Capitoll have kept hidden. This city is full of old technology, artifacts, and mysteries that the player must unravel.
* **Themes**:
  + **Secrecy**: The entire game revolves around the theme of hidden truths and the consequences of discovering them.
  + **Trust**: The NPC companion’s motivations might become questionable as the player unravels the mystery.
  + **Exploration**: The game encourages exploration and thinking through puzzles rather than relying on combat.

### **Story Outline**

1. **Introduction**: The player moves to Capitoll, a futuristic city with advanced technology and secrets. They begin to notice strange clues pointing to an ancient city beneath their home.
2. **Discovery**: The player finds out that the city has a hidden history and that they are somehow connected to it. As they explore, they meet the NPC (their friend), who aids them in uncovering more about the city’s secrets.
3. **Rising Tension**: As the player uncovers more about the hidden city, they realize that others in Capitoll want to keep it secret at all costs. The NPC may reveal more of their own story, and tensions between them and the player might rise.
4. **The Ancient City**: Eventually, the player and NPC discover the secret path to the ancient city, but they must face challenges, puzzles, and the looming threat of being caught. The player must make key decisions on how to handle the situation.
5. **Conclusion**: Depending on the player’s choices, the story will end with different outcomes, ranging from the full discovery of the ancient city to a more tragic or hidden conclusion where the truth remains buried.

## **Visual Style**

* **Art Direction**: The game’s visual style will blend futuristic technology with hints of ancient design. Capitoll will have sleek, modern architecture, while the ancient city beneath will be filled with old, overgrown structures, ancient tech, and cryptic symbols.
* **Color Palette**: The color palette for Capitoll will be cooler tones, with blues and grays, reflecting the advanced but sterile nature of the city. In contrast, the ancient city will use earthier tones, with greens, browns, and muted golds, reflecting its hidden, forgotten nature.

## **Technical Design**

* **Engine**: Unity or Unreal Engine (based on team preference)
* **Systems**:
  + First-person movement and camera system.
  + Interactive object system (for puzzles and clues).
  + Dialogue and branching system for the NPC.
  + Stealth mechanics, with detection and evasion AI for NPCs or security systems.

## **Sound Design & Music**

* **Sound Effects**: Atmospheric sound design will be crucial. The futuristic city will have mechanical sounds, soft hums of technology, and distant chatter. The ancient city will feature eerie echoes, the sounds of old machinery, and occasional whispers or messages.
* **Music**: The soundtrack will blend ambient electronic music for Capitoll, with more ambient, mysterious themes for the ancient city. Music will build tension during stealth sections and puzzle-solving.