PROJECT FLIP

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Gameplay ingredients & Patterns

team FLIP

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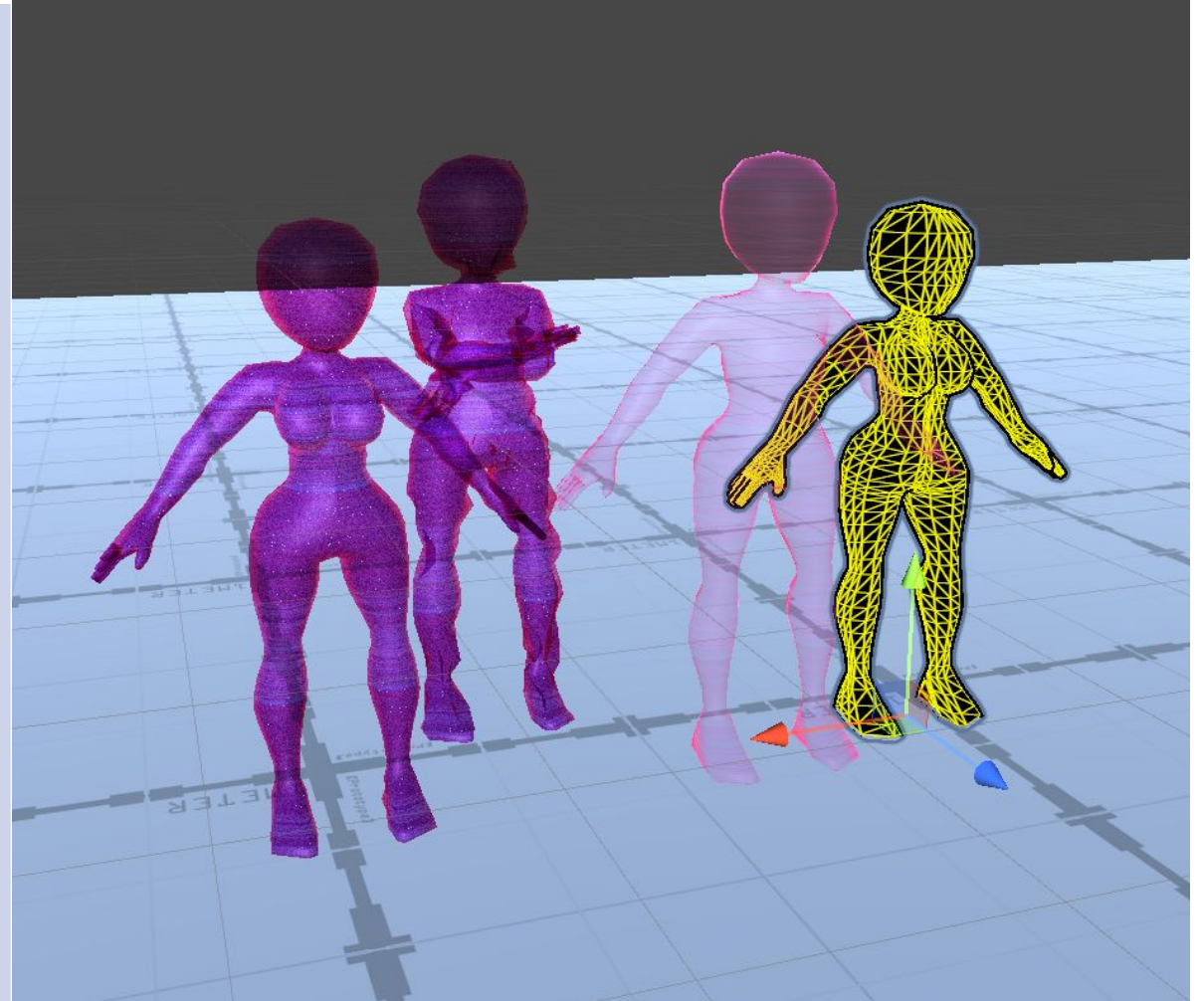
SPIRIT ENTITIES

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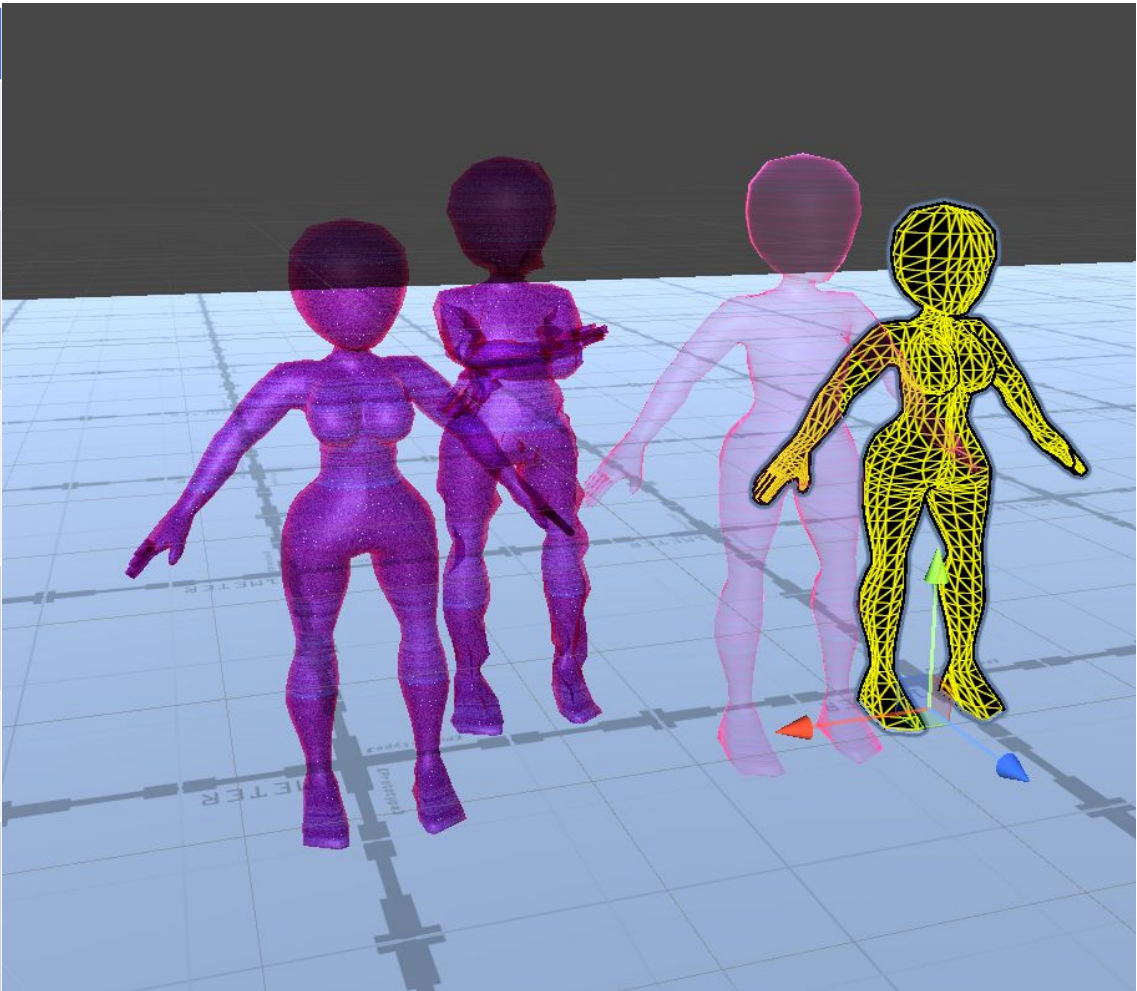| Ingredient Function & Description	Ingredient Form
Spirit Entities are a major aspect of the game design in all forms and variants. They serve the potential to aid the player or to hinder them. They reside both in the game world and the social media interface.	

SPIRIT ENTITIES

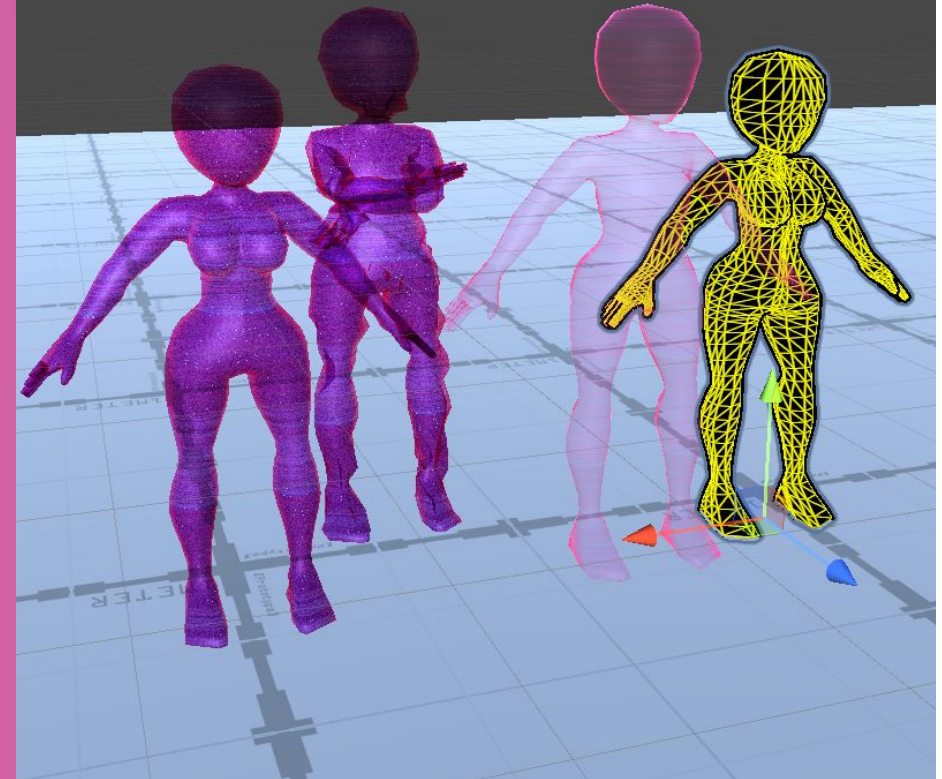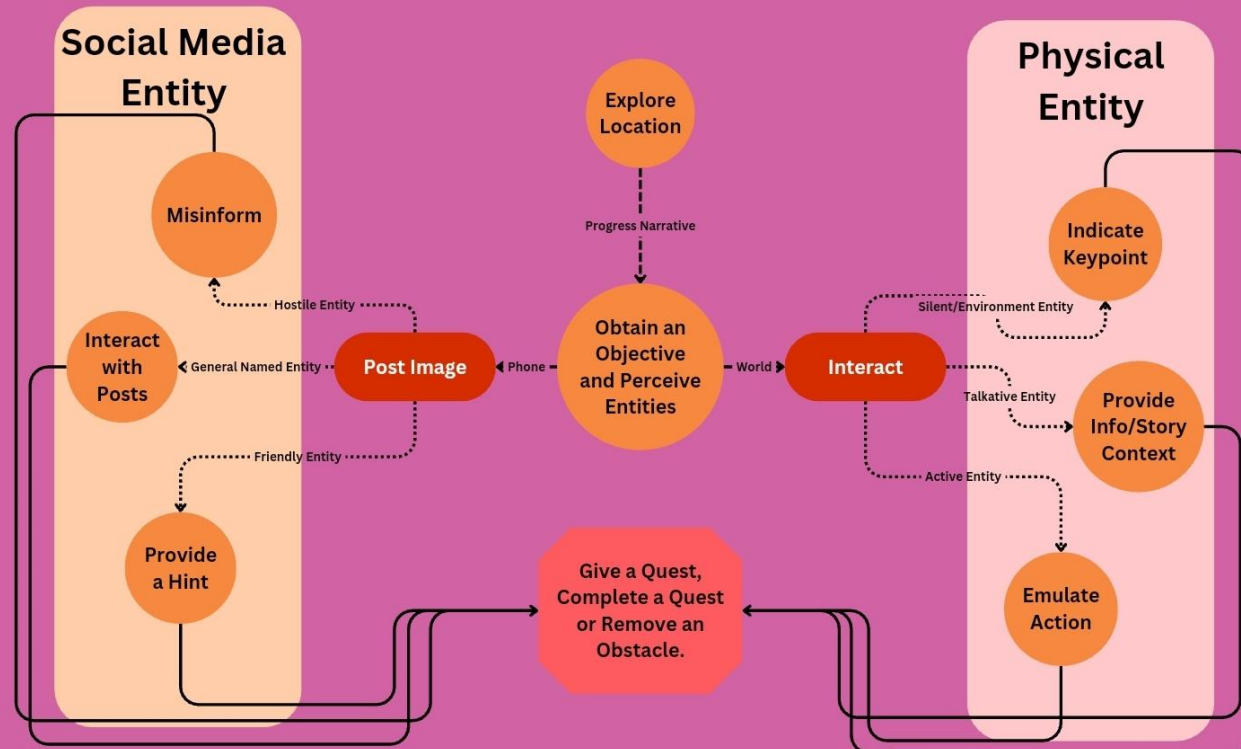| Ingredient Attributes and Behaviours		Ingredient Form
Attribute Type	**Attribute Value**	
Size	1.5m+ or no Size (Social Media Entities)	
Movement	Mostly Stationary, some may move though and others are limited to Phone.	
Actions	Guide, Misdirect. Based on whether amicable or hostile Can give hints or be interactable.	
Overworld Appearance	Transparent, single colour hologram.	
Phone Appearance	Icon, art asset in social media.	
Location	Can be found scattered across maps, areas and even in puzzles. Social Media app.	

SPIRIT ENTITIES

Behavior & Interactions	Ingredient Form

Spirit Entity player interaction Flowchart:

SPIRIT ENTITIES

Signs & Feedbacks Matrix

Type	State	UI	VFX	SFX	Music	Anim	Model	Texture	Haptics
Sign	Decorative		More Transparent Shader	Generic ambience		General Idle Animations or poses	Fairly generic Models	no texture aside from flat colour	maybe some vibration when near for spooky
Sign	Important		Darker Coloured Hologram Shader	May have chatter or distinctive voice clips		more developed animations and likely movement patterns	More Distinctive/clothed models. Indicative of character importance.	mostly flats but may have clearer distinctions for clothes and body and features.	Stronger vibrations possibly, to indicate importance.
Sign	Social Media Entit	User Icon on the UI. Emojis.		May have pings and notification sfx.		Possibly GiF animations on the user Icons.		User Icon Texture.	Maybe Phone Vibration when interacting.
Feedback	Negative Response	Written response in social media.	Red Coloured VFX or image.. Negative Emoji use.	Notification sound, maybe on a lower key.		Potential to act hostile and lash out if physical entity.	Distortion on model, like static.	Distorted Texture possibly.	Vibrate strongly.
Feedback	Positive Response	Written Response in social media.	Blue or green responses. Positive Emojis.	Notification sound on a higher key.		positive body language, likely a thumbs up.		Clearer appearance texture.	

FLIP PHONE

FLIP PHONE

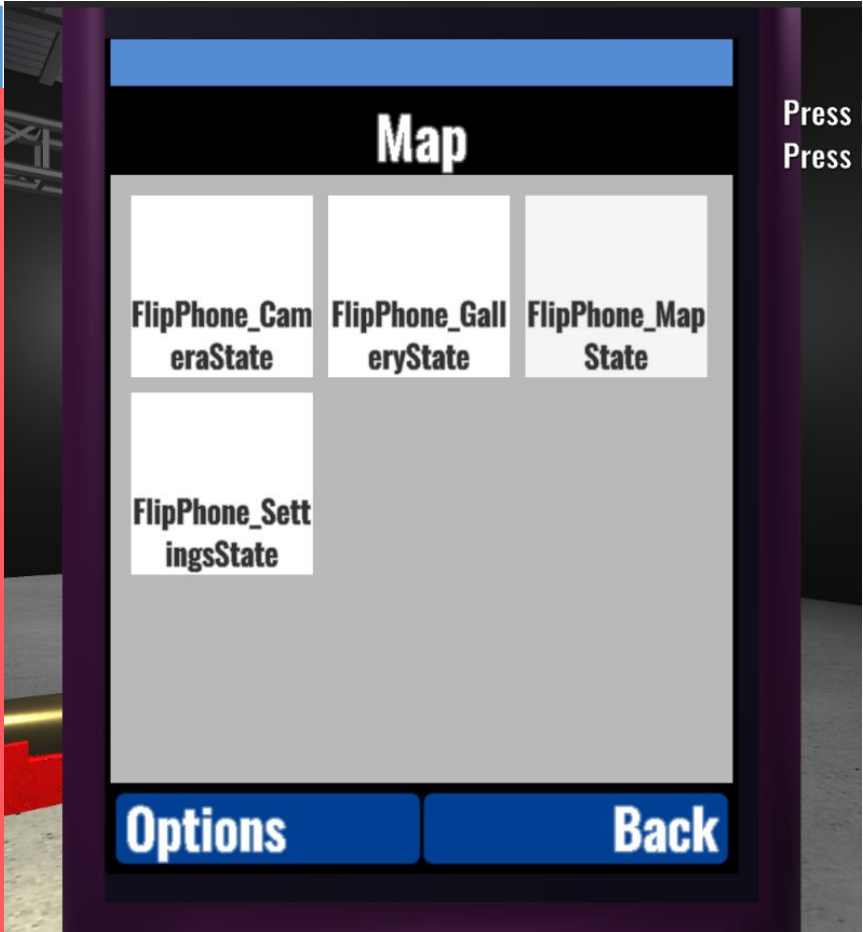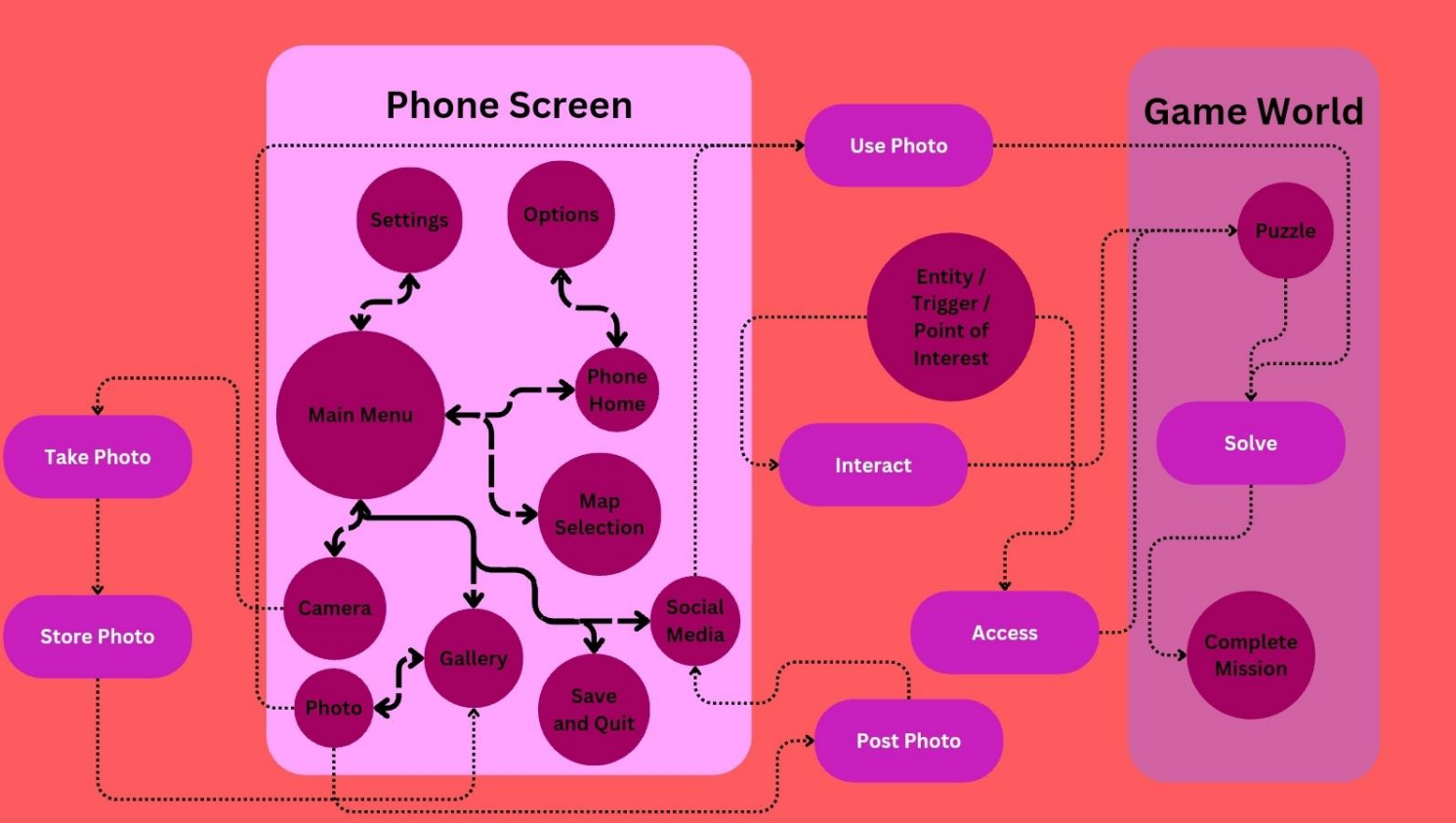| Ingredient Function & Description	Ingredient Form
The Main aspect of this ingredient relates to the traversal of the world, and the progression through areas based on overcoming puzzles/obstacles. These are important parts of the main gameplay loop through which we can implement difficulty ramping, narrative disclosure and more. The Phone is a crucial tool in all of the main actions and interactions in this Game.	

FLIP PHONE

Ingredient Attributes and Behaviours		Ingredient Form
Attribute Type	**Attribute Value**	
Size	15 cm closed, 30 sm open, screen vertical size dependent when active.	
Action	Used to navigate Menus and for core photography mechanic.	
Inventory	Stores key images and their data in a gallery as a sort of inventory. Also tracks info and will connect to the social media app in phone for interactions.	
Interface	Serves as main user interface and navigation for settings, options and more.	

Press P to use your phone
Press E to interact with objects

Options   Back

Show Debug

FLIP PHONE

Behavior & Interactions	Ingredient Form

Phone Actions and Menu Matrix Flowchart:

FLIP PHONE
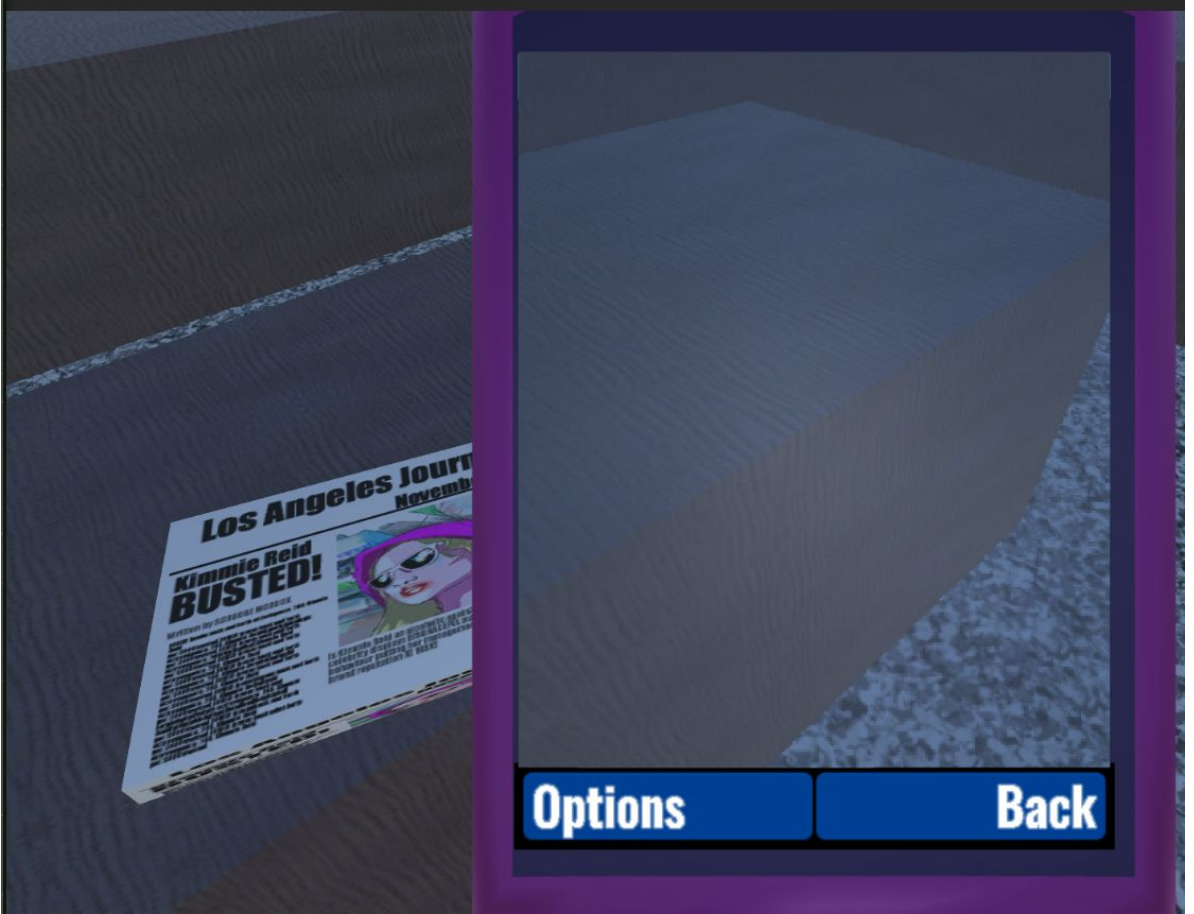
	Signs & Feedbacks Matrix								
Type	State	UI	VFX	SFX	Music	Anim	Model	Texture	Haptics
Sign	Phone Open	Change to First Person Perspective.		Opening Sound.		Flip Phone Opens	Phone Model		Possibly a small vibration.
Sign	Phone Closed	Change to third person perspective.		Closing Sound.		Flip Phone Closes	Phone Model		A small vibration.
Feedback	Took a Photo	Screen Capture Freeze.	Screen Flash like VFX	Shutter SFX			Phone Top Model, with Screen.	Saved image to Gallery as texture. Screen Displays camera view as texture.	
Feedback	Phone Navigation	Button Highlighted on Selection and on pressing. Screen changes on phone based on selected option.	Preset Backgrounds on Home and menus.	Selection Sound Effect.	Possibility to have a set background music from an mp3 function.	Canvas image swap. Fade in and Fade out.	Phone Top with Screen.	Phone has basic textures.	

POINTS OF INTEREST

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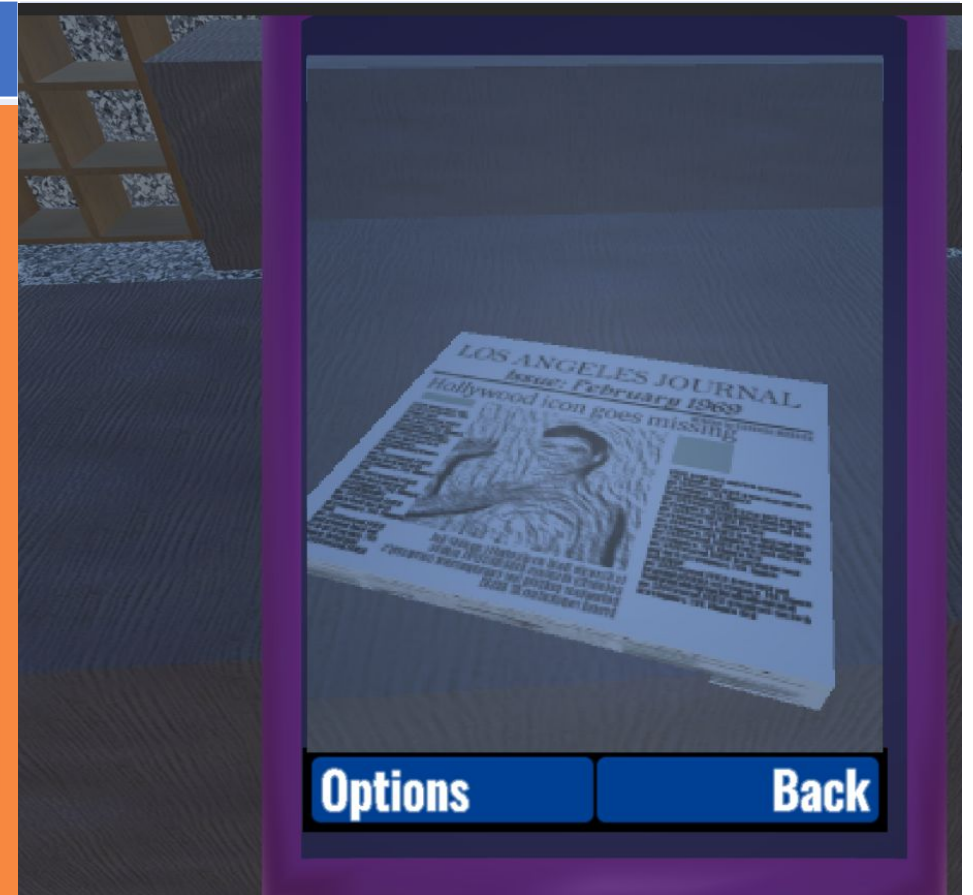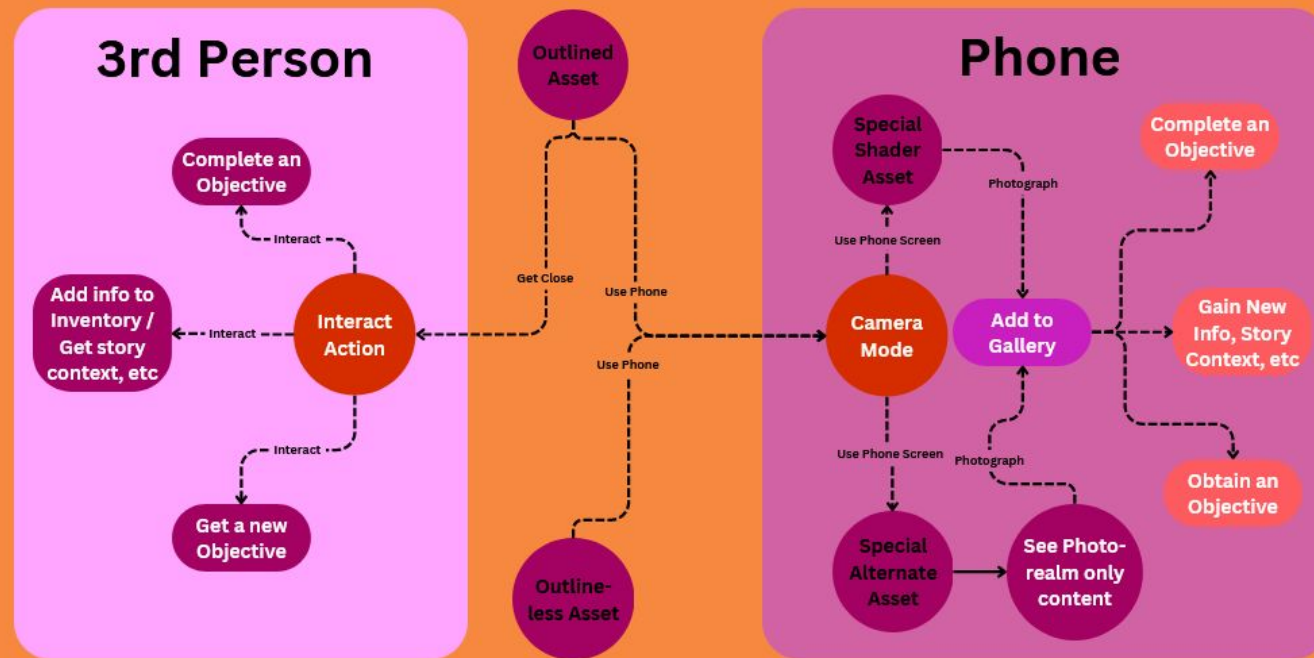| Ingredient Function & Description	Ingredient Form
Points of interest relate to most if not all interactables in the game world. These are mainly used as keys or clue sources when dealing with larger obstacles or puzzles, but can also hold within them miscellaneous information. They're also meant to, along with the spirit entities themselves, provide context for the world, characters and more.	

POINTS OF INTEREST

Ingredient Attributes and behaviors	
Attribute Type	**Attribute Value**
Size	Variable from 15 cm to 1m on average
Movement	Planned to be mostly Stationary, but we may develop to having moving ones for added gameplay difficulty.
Placement	Positioning may affect perception and use cases, both via 3rd person character and phone interactions.
Influence	The related data on points of interest can hold miscellanous information, or influence plot progression via being key items for questlines, spirit entities or main story.

Ingredient Form

POINTS OF INTEREST

Behavior & Interactions	Ingredient Form

POINTS OF INTEREST

Signs & Feedbacks Matrix

Type	State	UI	VFX	SFX	Music	Anim	Model	Texture	Haptics
Sign	Interactive		Outline Shader or Light VFX			May have special animations	Various model Types	Hero Texture, More Detailed vs other assets.	
Sign	Important (3rd Person)		Outline Shader or sparkle vfx.					Detailed Texture to indicate relevance vs generic variants.	
Sign	Important (Photo Realm)		Special Colour Shader						
Feedback	Insight	Additional information in gallery.			Mysterious Tune		Alternate model in photo vs reality.	Texture Differs in photo-realm vs 3rd person view.	
Feedback	Collected	Additional information obtained in gallery and inventory.		Pick up sound effect. Like Silent Hill n such.			Model vanishes from the scene.		

SOCIAL RELATIONS Management

social relations management

Gameplay Pattern Description	Ingredient(s) Used
Manage the relations between the player and the digital spirit entities found in the Social media program. Depending on the approach taken, and user perspectives of the goals set, difficulty may vary from entity to entity and questline to questline.	Spirit Entities (Social Media Variant)
	Phone
	Points of Interest (Possibly)

Gameplay Pattern Attributes

Preset Entity Personality: Affects initial hostility or friendliness, as well as overall progression of relations.

Request Image Requirements: Based on location, hints given and specific asset placement.

Narrative Relevance: Depending on how relevant an entity or such may be in story, affects difficulty.

Scheduling: Entities are planned to carry out patterns based off of preset schedules.

Interaction Relevance: Entities are expected to interact with certain photos and responses differently based on preset parameters.

Level Puzzle Encounter

Level Puzzle Encounter

Gameplay Pattern Description	Ingredient(s) Used
Coming across a specific puzzle in the game world that needs to be dealt with in order to progress the story. But may also be an optional one. Often require the photographing of specific objects and entities. Sometimes informations are only present in the photo realm	Flip Phone
	Spirit Entities (May initiate or be important)
	Points of Interest (Likewise may initiate, progress or complete the goal)

Gameplay Pattern Attributes

Puzzle Difficulty: Could be a potential variable in levels and add to progression.

Phone Navigation: If mastered can be handled like second nature for various gameplay mechanics.

Timing: Possible factor in taking photos of specific Objects where necessary.

Context Clues: Clues, Hints and goals can differ and it is up to the player to work things out.

Map Navigation: Navigating zones based off of the info and requirements.

INVESTIGATION SYSTEMS

INVESTIGATION SYSTEMS

Gameplay Pattern Description	Ingredient(s) Used
Explore map location, find various interactables, activities, etc in order to gain further context. Most often involves gathering info in logs for re-reading. Generally investigating the local mystery in a level, or the whole storyline in the end, over the course of the game. Gaining info and using logic to determine the logical conclusion to a puzzle or overarching story mystery.	Flip Phone
	Points of interest (Mainly)
	Entities (on occasion)

Gameplay Pattern Attributes
Exploration: Explore locations to find clues.
Interaction: With Entities in social media and without to gain context and info.
Tasks: Complete Requests and missions to gain info as well.
Think Critically: Work out the connections between various aspects and clues.
Puzzle Solving: Work things out and come to a logical conclusion in regards to the puzzles.