

# Game Design Document

SJ2006\_games

## Core Concept and Themes

A 3D stealth-puzzle adventure inspired by JoJo's Bizarre Adventure, where you play as Yoshikage Kira. The game centers on escaping pursuit by JoJo and his friends in Morioh Town, using the Stand ability "Killer Queen: Bites the Dust" to create time loops. The experience blends two main themes:

### Time Loops:

- Rewind time to previous states to avoid detection
- solve puzzles
- and alter outcomes.

### No One's in Control:

- Emphasizes chaos
- unpredictability
- the illusion of control—each time loop may introduce new variables and unexpected changes, challenging the player to adapt.

## Basic Narrative Elements

**Premise:** Yoshikage Kira, desperate to maintain his anonymity, uses his Stand to evade relentless pursuit by JoJo and his allies. Each time he's close to being caught, "Bites the Dust" triggers a time loop, giving him another chance to escape.

**Goal:** Escape Morioh Town without being discovered, using stealth, Stand powers, and wit.

**Progression:** The story unfolds through repeated loops, with new dialogue, clues, and environmental changes each time, revealing more about Kira's predicament and the town's mysteries.

## Gameplay Mechanics

### 3D Movement & Camera:

- Third-person movement and camera control for exploring Morioh Town.

### **Stealth System:**

- Enemy NPCs (JoJo characters) patrol,
- detect the player via vision cones, and respond to suspicious activity.

### **Time Loop Mechanic:**

- Use "Bites the Dust" to rewind time to checkpoints, restoring states of key objects, NPCs, and the player.

### **Environmental Puzzles:**

- Solve puzzles (e.g., finding keys, activating switches) that may reset or change with each loop.

### **Randomized/Chaotic Elements:**

- Each loop can introduce new patrol routes, random events, or altered puzzle states, reinforcing unpredictability.

### **Basic UI:**

- Detection meter
- loop counter
- objective tracker.

## **2D or 3D Approach**

**3D:** The game is designed as a third-person 3D experience, allowing for immersive exploration, stealth, and puzzle-solving within a stylized Morioh Town.

## **Visual Style**

### **Toon Shading (Cel Shading):**

Inspired by anime and JoJo's distinctive look, the game uses bold outlines, flat colors, and dramatic lighting for a striking, expressive visual style that is beginner-friendly in Unity

## Minimum Viable Product (MVP) Feature

- **Playable 3D Level:** A small section of Morioh Town with basic navigation.
- **Core Stealth System:** Enemy patrols, detection mechanics, and simple AI.
- **Time Loop Mechanic:** Ability to rewind to checkpoints, resetting player and key states.
- **At Least One Puzzle:** Simple environmental puzzle that interacts with the time loop system.
- **Toon Shading Visuals:** All assets use a toon shader for a unified JoJo-inspired look.
- **Basic UI:** Detection meter, loop counter, and clear objectives.

## Summary

I'm a beginner game developer building my first 3D game in Unity—a stealth-puzzle adventure inspired by JoJo's Bizarre Adventure. The core concept is playing as Yoshikage Kira, using his Stand, "Bites the Dust," to rewind time and escape from JoJo and his friends in Morioh Town.

To start, I'm focusing on the basics. My plan is to get these MVP features working, then scale up the game's complexity each week—adding more unpredictable events, deeper puzzles, and richer narrative elements. As my skills grow, I want to make the gameplay more dynamic and true to the chaotic, stylish world of JoJo. This project is my way to learn, experiment, and bring a unique JoJo-inspired experience to life.