**Requirements Document**

**Project structure**

The game will be built by me, in the Unity Game Engine. Using Visual Studio Code for programming, and Aseprite for pixel art, and animation.

**Naming Convention**

* Use the YHG\_ prefix for all file names.
* Use Camel Casing for all names

Get the player inputs first, and set states

All class logic should depend on public states, preferably bools. This should help keep the classes completely modular.

**Game Systems**

**General Gameplay**

Ideally Yellowhead will take around 5-7 hours to play all the way through. The game will utilize a type of finality gameplay. Once a decision, or action has taken place, there will be no way of undoing it, short of erasing the entire save file. Gameplay loops will exist, but there will be key moments that cannot be undone. The game will not try to force the player into experiencing a certain set experience. Subverting expectations is extremely important for the overall enjoyability of the game. Try to think about what the player will expect, and do something different.

For maximum immersion

* No cutscenes.
* No going back in time to fix mistakes.
* Multiple story paths.
* One point of view.
* No crafting, or shopping
* Blank slate player character

**Emotion**

Yellowhead will attempt to generate emotion by letting the player witness strong characters and affect their lives, either positively or negatively. I want to give the player an insight into each character, and let them get to know their unique personalities, and childhoods, before they kill them or ruin their hopes and dreams. Music, and visuals will also play a crucial role in nailing the emotion. I am going for a bittersweet feel. The entire games success hinges on landing the emotional feel correctly.

**Passage of Time**

If the player dies, then time rolls back to when they last saved. (This is because the player is the mystical Lord of Time, but no one knows this until the end of certain storylines) If another person dies, then that is simply the end of them. Player can only die during boss fights. During the long stay at the academy, the player can come and go as they please. Moving back in time to fix mistakes is impossible, and once a character has died, there is no way to undo it.

**Combat System**

**I** want boss fights with repeatability. I really like the boss fights from Cuphead, and Undertale. Although, I like Undertale a lot more. I want the player to feel like they are surviving, rather than fighting. Each boss fight should be unique and contain its own specific mechanics.

/\*SHOULD I HAVE A FIGHT WINDOW LIKE UNDERTALE?? OR DO SOMETHING A BIT MORE MY OWN STYLE? I AM GOING TO TEST OUT A FEW DIFFERENT KINDS OF FIGHTS, AND SEE HOW PEOPLE REACT TO THEM\*/

**Dialogue System**

A simple Dialogue system that is not distracting is particularly important for the player to feel Immersed in the world. NPC’s need to feel very real.

**Characters**

**You (Age Unknown, No Tint)**

The player character desperately needs a main motivation, an end goal for the game.

You will play as a faceless, genderless, nameless character, who never speaks a word. The point of this is for the player to easily project themselves, and their words onto the character, as they affect the word around them. You can become better friends with any character, simply by spending more time with them, and speaking to them. Who you befriend makes a massive difference to how the story will progress. You are the mystical Lord of Time, this is pointed out to you, by the fact, that time rolls back when you die, Ralagor lines, and it is a never-ending day when you are around. This fact will not be revealed on all paths.

**Rosie (13, Red)**

Rosie is an orphan who has the magical power to animate objects. Her only friend growing up was Theodore. She has red hair and eyes. Still quite young, Rosie has yet to discover the full range of her powers. She gets turned in to the Academy halfway the first semester. Rosie is very sensitive, and relies on others. She is a very good source of tragedy for me ;)

**Theodore (Teddy) (12)**

Theodore is Rosie’s childhood stuffed bear. He was animated by Rosie. (Neither of them know about this) He always wanted to be a “real bear” and after a falling out with Rosie, he left on a mission to become. Theodore turns up later as an evil force, working as the Reaper for Ralagor. A Bargest. Theodore is very shy, and reserved, but is secretly a real menace. When he is a “real bear” He is very thin and scraggly. Ralagor affectionately refers to him as Teddy. A savage sense of humor. A terrible alcoholic, along with his friend Miranda.

**Miranda (20, No Tint)**

Miranda is friends with Theodore, and is also a very heavy drinker. Hangs with a tough crowd, and is very rude to everyone. Love interest for Newt on some Paths. Miranda is a warrior for the monk tribe.

**Brother Thomas**

The leader of the Monks, an alcoholic who smokes weed incessantly, wears his robe open, and is the spiritual leader of the monks.

**Atlas (18, Black)**

Atlas has black hair and eyes. He can slow down his perception of time. A loner, his family was murdered by the government when he was 9 years old, and he has spent the rest of his life on the streets. Until he was picked up and shipped to the Academy, that is. He failed to defend his family when they were attacked and feels guilty for surviving. He knows that the government only cam because they were harboring an illegal tinted. He carries around the red bat he had as a kid, as a reminder of his guilt. Newt and Atlas are both very talented warriors, and in some paths, they might fight. Atlas has a death path, where he is killed by Theodore, and become a servant of Ralagor. People are initially suspicious of him, because black hair and eyes is extremely rare. There are rumors that he might be the yellowhead in disguise.

**Chloe (18, White)**

Chloe only exists currently as a love interest for Atlas, so she is on the cutting board here. On some paths, Chloe will betray different people. Chloe is focused solely on survival, and will make hard decisions for others, based on what she thinks is best.

**Kevin Colins (19, Green)**

Kevin is Newts best friend. He has a very corny sense of humor and is half loved and loathed by everyone. He is very trusting, loyal, and overall, a great friend. “The name’s Kevin, Kevin Colin” Kevin’s storyline is him trying to escape the evil grasps of his father, Old Mr. Colin. Kevin used to love Old Colin, but he is now a completely changed man. Loyal, and dedicated, a very hard worker.

**Newt (19, Orange)**

Newt is Crawlins best friend. He is the more pragmatic and athletic of the two. He is very sensible. Newt has a German Shepherd named Steve. The two friends get in a lot of trouble during their stay at the academy. Newt is good at nearly everything he tries. With the exception of social interaction. When everyone else is arguing, Newt is taking names, and getting things done. Depending on the path the player takes, Kevin and Newt will accept them into their group. On some paths, a deep Rivalry with Atlas will occur. Secretly very caring and sensitive.

**Ralagor (150,000)**

The antagonist of the entire game, Ralagor is an evil god, living in the frail body of the king magnificent son. He needs to be an extremely likable character. He is very open with the main characters about who he truly is and is very proud of how much of a hold he has over the king. Even though his power is greatly weakened by the body he lives in, Ralagor is wickedly intelligent, and retains some of his supernatural power. Ralagor is very selfish, and secretly insecure. He covers this up with a calloused persona of pretending not to care. Ralagor pretends to be sick when he is acting as the kings’ son, but he drops this the moment the king leaves the room. At the end of the day, Ralagor just wants to save humanity from itself, and he thinks the only way to do this is to take away free will, and to rule humans himself.

**King Magnificent (60)**

King Magnificent is the king of the land. He is a massive pushover, and the kingdom is pretty much ruled by his son, and chief advisor. Magnificent is anything BUT magnificent. But it is against the law (punishable by death) to say so. He is very sickly, like his son pretends to be. Not a bad person, and easily befriended, but not cut out for a leadership position. He must be held accountable for the decisions he made, even if they weren’t his ideas.

**Old Mr. Colin (50)**

Kevin’s dad. He is very vulgar and shares his son’s sense of humor. Colins is the definition of a menace. Aldo Colin. Evil to the core, Old Colin hates everyone different from himself. He is a self-pronounced avid homophobe. He is also quite violent.

**Brink (Dark Academy) (200)**

The most powerful sprit warrior, and he has taken a great disliking to Atlas

**Boss Fights**

**Teddy**

**Ralagor**

**Places**

**Prison Town**

Where criminals are sent instead of jail. A lawless town where, once sentenced, no one can ever leave. Terrorized by a Bargest, life in the town is an eventual death sentence.

**Carnival**

A place of subsidized entertainment, infested with evil clowns, and a Carnival Beast.

**Capitol City**

The city surrounding the palace.

**Academy**

A place where the tinted are sent to be retrained into people. The longer you stay here, the more secrets there are to uncover. Semester One:

**Atlas’s Childhood Home**

The place that Atlas grew up, and where his family was murdered. A very important place for Atlas’ character arch.

**Orphanage**

Where Rosie and Theodore grew up.

**Palace**

Where King Magnificent, and Ralagor live.

**Dark Academy (Dark Academy Path)**

This is where Ralagor trains his servants. Only found on the Dark Academy Path.

**Tints**

**White (Rare)**

People that are tinted white, can read minds

**Black (Extremely Rare)**

People tinted black can slow down their own, and other people’s perception of time. And can sometimes pass as having brown hair.

**Red (Rare)**

People that are tinted red can move objects with their minds. (Rosie is an exception)

**Orange (Less Common)**

People tinted orange are very strong, and athletic, and have a connection with fire. Hates the cold.

**Yellow (Extremely Rare)**

Yellowheads can morph and change their bodies. The right hand of the government.

**Blue (Common)**

People tinted blue can breathe under water and love the cold.

**Purple (Less Common)**

People tinted purple are very intelligent and can deceive easily.

**Green (Common)**

People tinted green can absorb life from plants and cannot feel pain.

**Player Paths**

**Evil Paths**

**Yellowhead**

You allow yourself to be turned into a Yellowhead, and gain a massive amount of power.

**Traitor**

In the academy, the government will offer you a position of power if you abandon your friends to death, and join forces with them.

**Narrative**

School Bus? Where does the player start? There needs to be some sort of opening to get the player used to the controls, and to the concept of finality. Maybe a dead pet? Each character and background need to be introduced at some point. The question is, does the player simply observe, or do they get to play as the other characters? I need to be sure not to give ANY of the characters plot armor, the player should have to deal with the full brutality of destroying them. (Or saving them, but let’s be real here ;) )

**Visuals**

Pixel Art

With Low saturation on the colors, the game should feel dreamy, and wishy washy.