<Tentative Title Tainted Trek>

<Your Company Logo Here>

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GDD Template Written by: Benjamin “HeadClot” Stanley

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# Overview

## **Theme / Setting / Genre**

- Creepy Hallway Exploration

## **Core Gameplay Mechanics Brief**

- Walking is slow and has head-bobbing to add atmosphere

- Interaction with objects in scenes.

- Hallways change based on random modifier

## **Targeted platforms**

- PC

## **Project Scope**

- <Eight Weeks>

- Using old assets from an older project.

- <Team Size>

* <Core Team>
  + Asif Juran
    - Lead/Solo Programmer
    - Game Design
  + Timothy Mew
    - OUR MASTER WHO ART IN LIke, an apartment or something I guess?

- <Licenses / Hardware>

## **Influences (Brief)**

### **- <P.T.>**

Is a creepy hallways game, maximum spoops.

### **- <Influence #2>**

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

### **- <Influence #3>**

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

### **- <Influence #4>**

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

## **The elevator Pitch**

Our hero has a birthday, but loses his cake, and must travel through an endless creepy hallway in search of his cake.

## **Project Description**

The Main menu is you sitting down at a table looking at cake, with different options textured into it. Pressing on the candle blows it out and starts the game.  
  
You start in a small room - recreation of the menu, but the cake is gone. Text appears at the bottom “I Must Find my Cake!!” and off you go into the creepy hallways.

Rooms:

Fake Birthday Room - Birthday Cake in the center, disappears when you approach and reappears when you walk away. (DESIREABLE:) Gets more and more deteriorated every time it comes back

Hallway End - Hallway abruptly ends in a dead end, when you turn around it regenerates the other parts like normal

EndRooms: (most if not all of these are desireable)

Failures:

Room with a Cake - the Cake is slightly different and bleeding. Bad End - you ate the Bloodday Cake.

ETC

Success:

Escape - you get out of the spooky hallways and into daylight. You got no cake, but you’re finally free

Cake - You get your cake! Happy Birthday!... but at what cost?

# What sets this project apart?

- <It’s not Lucidity>

- <PT showed that there’s interest in this genre of game - as did Spooky’s Mansion - neither are short experiences, and Spooky’s Masion makes use of alot of jumpscares. A game between the two doesn’t exist to make full use of that niche yet>

## **Core Gameplay Mechanics (Detailed)**

### **- <Core Gameplay Mechanic #1>**

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### **- <Core Gameplay Mechanic #2>**

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### **- <Core Gameplay Mechanic #3>**

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### **- <Core Gameplay Mechanic #4>**

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# 

# Story and Gameplay

## **Story**

Minimalistic story about a person’s birthday going weird. They’re obsessive about birthday cake and theirs disappears into the halls, which they chase after, foolishly.

## **Gameplay:**

Gameloop as follows:

Main Menu>Starting Room>Hall(main)>Doors lead to rooms>Room(?)>Hall>etc((>End))

Rooms contain random events and situations, there is no current need for a failstate, but end rooms could appear once you pass through at least three rooms. (or something like that)

Rooms will be pre-made but placed in-world during play.

The point is to create a slightly off putting atmospheric experience.

This project will be iterative - starting with only the hallway and at most 4 rooms to explore, and working up from a minimum product.

Details will be added below as needed:

# Assets Needed

## **2D**

* + Textures
    - Environment Textures
  + Heightmap data (If applicable)
    - List required data required - Example: DEM data of the entire UK.
  + Etc.

## **3D**

* + Characters List
    - Character #1
  + - Environmental Art Lists
    - - Example #1
    - - Example #2
    - - Example #3
    - - etc.

## **- Sound**

* + - Sound List (Ambient)
    - - Outside
      * - Level 1
      * - Level 2
      * - Level 3
      * - etc.
    - - Inside
      * - Level 1
      * - Level 2
      * - Level 3
      * - etc.
* - Sound List (Player)
  + - - Character Movement Sound List
      * - Example 1
      * - Example 2
      * - etc.
    - - Character Hit / Collision Sound list
      * - Example 1
      * - Example 2
      * - etc.
    - - Character on Injured / Death sound list
      * - Example 1
      * - Example 2
      * - etc.

## **- Code**

* + - Character Scripts (Player Pawn/Player Controller)
  + - Ambient Scripts (Runs in the background)
    - - Example
  + - NPC Scripts
    - - Example
    - - etc.

## **- Animation**

* + - Environment Animations
    - - Example
    - - etc.
  + - Character Animations
    - - Player
      * - Example
      * - etc.
    - - NPC
      * - Example
      * - etc.

# Schedule

### **- <Object #1>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### **- <Object #2>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### **- <Object #3>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### **- <Object #4>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.