<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?
* 2D & 3D artist
* James
* 3D modeller

- <Licenses / Hardware>

**Influences (Brief)**

**- <P.T.>**

Is a creepy hallways game, maximum spoops.

**- <Silent Hill>**

Classic Horror game with a graphical style (low poly) that was necessary for the times.

**- <The 6th Generation>**

The generation of gaming that lined up with the early 3d games. The development within this generation determined many things for future 3D gaming. The style has now become a popular sub-genre (demake)

**- <The Shining>**

The film was an exceptional display of the use of a singular enclosed building and it's structure to develop tension. The soundtrack too follows this train of slowly descending into madness, quieter more in the distance high tones with a general dip into becoming the foreground

**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)**

**- <Inventory>**

- The player will have to interact with pieces of the environment from time to time and should have some way to hold onto items. Most likely through the use of a subjective 'inventory'

- There won't be an individual screen for it showing all items. Instead there will be a box on one side of the screen showing the item you currently have on you. The player can use the scroll wheel to change the item in their inventory. The lighter is not regarded as an inventory item and is usable at all times

**- <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:

**Room Types:** Rooms will come in 3 different 'types':

* Travel Rooms (just walk in, look around, leave)
* Puzzle Rooms (the exit to the room is locked. something needs to be done in the room to unlock it)
* End State Rooms (rooms that house the 'end states' (cake, the outdoors etc))

**Current Room Ideas:**

* Start Room: A 'normal' looking room that isn't all that spectacular. There are some party equipment lying around (party hats, poppers, sign saying "Happy Birthday") but a distinct lack of people.The player will start with the Lighter and will be free to leave the room to find their cake.
* Playground (**Travel**): an outdoor area where the doors don't connect to any walls. what would be the walls of this 'room' is just a void. Playground equipment is scattered around the patch of grass the player stands on
* The Messy Room (**puzzle**): an absolutely trashed room with a variety of items lying about. The exit is unlocked if the player can find 3 objects (which will be shown at the door) within the mess and interact with it
* TV room (**Travel**): A room stacked to the celing with TV's (whether they're the same or have variety depends on time remaining) in various states (off, on but no signal, on with signal)
* Library (**Puzzle**): There Will be a variety of brightly colored books in bookshelves that cover the entire room. the room is split into 3 segments with the color puzzle becoming more difficult with each one. segment one has a image showing the 3 colored books they need to select, to establish what is needed to be done. Segment 2 will have a compass on the floor (textured) and a code by the input area (it'll say something like EESNNW) players select the books of the according color in the direction shown. Segment 3 will be a number puzzle requiring basic math knowledge to determine the color code.
* Room Reversal (**Travel**): an arguably normal basic apartment room featuring a bed, a bedside table & a light. But the weird thing is... their on the roof or... are you on the roof?!
* a perfectly normal room (**Travel**): just a normal room. Seriously. Nothing weird or special about it
* The pit (**Travel**): A massive hole blocks the way of the player. and there is no feesable way of crossing it. Multiple signs egg the character on to jumping into the pit. Jumping it will reveal it is very deep.. VERY deep. The player will then notice a light over a platform & door within the pit. If they miss and continue falling, they'll drop back to the start point of the room & can try again.
* The Phonebooth at the end of time (**Puzzle**): A cobblestone platform surrounded by an infinite void of nothingness. A little walk down reveals a payphone. The player will be prompted to make a call with a number of dashes (likely 4). The other numbers can be seen around the area (discolored stones showing the number 7, Piece of paper on the back of the payphone that has 3 on it, etc). completing the code correctly will warp the player back to the corrider

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.