<Tentative Title Tainted Trek>

<Your Company Logo Here>

Revision: 0.0.0

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TL;DR - Keep the credits section of this document intact and we are good and do not sell it.

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.

**- <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:

**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:**

* 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.

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.