Where's The Cake

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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.

- perform light puzzles

- Rooms are randomly selected within a collection

**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
* Team Lead
* 3D modeller & Texturer

- <Licenses / Hardware>

~~psx retroshader~~ EDIT: program failed to comply, use was made null & void

Unity: using student liscense

Blender: free and readily available 3d modelling program!

**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 style of the times and it's early 'hackable' tech leads to many ghost stories relating to the hardware.

**- <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 and rooms in search of his cake.

**Project Description**

The Main menu is you sitting down at a table looking at the cake. Interacting with the cake will result in the start of 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. The hallway & Rooms are generated from a set collection of rooms that are randomly selected and placed in.

along with various rooms, to bring an additional spin random event may occur when entering into a new room ranging from small distirbances like reversed controls to as dangerous as the release of the prowling monster who has the power to kill the player in one hit.

What sets this project apart?

- <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>

- The goal ultimately for this project was to quickly produce something of acceptable quality within the span of 8 weeks compared to the originally intended 26. The game is intended to be modular to compensate for potential cuts (which have occured)

**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~~ unable to implement in any form due to restraints

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(?)>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' ie the cake room)

**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)~~ edit: unable to do due to time constraints
* 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... they're 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.~~ Edit: Unable to do due to time constraints
* ~~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~~ Edit: unable to do due to time constraints
* art room (**travel**): just a room with a cube. A cheeky stab at post modern art
* little village (**Travel**): a small collection of houses facing a dock atop of a floating island. The Houses don't seem to have anyone home at the moment.

Assets Needed

* **2D**
* Textures
* Environment Textures
* **3D**
* all environmental models. Everything should be 3D or 3D-esque
* **- Sound**
* - Sound List (Ambient)

none: All sounds are generated by the player or present entities

* - Sound List (Player)
* - Character Movement Sound List
* movement sounds on wood, tile, grass, and carpet
* - Character Hit / Collision Sound list

None: player dies in 1 hit!

* - Character on Injured / Death sound list
* Death sound: Sounds like a mad glitchout of the game audio
* **- Code**
* **- Animation**

Due to the time restraint caused by internal issue, Animations will be kept to an absolute minimum. Only slightly moving objects and small animations will occur in game so as to ensure maximum time is spent producing content for the game