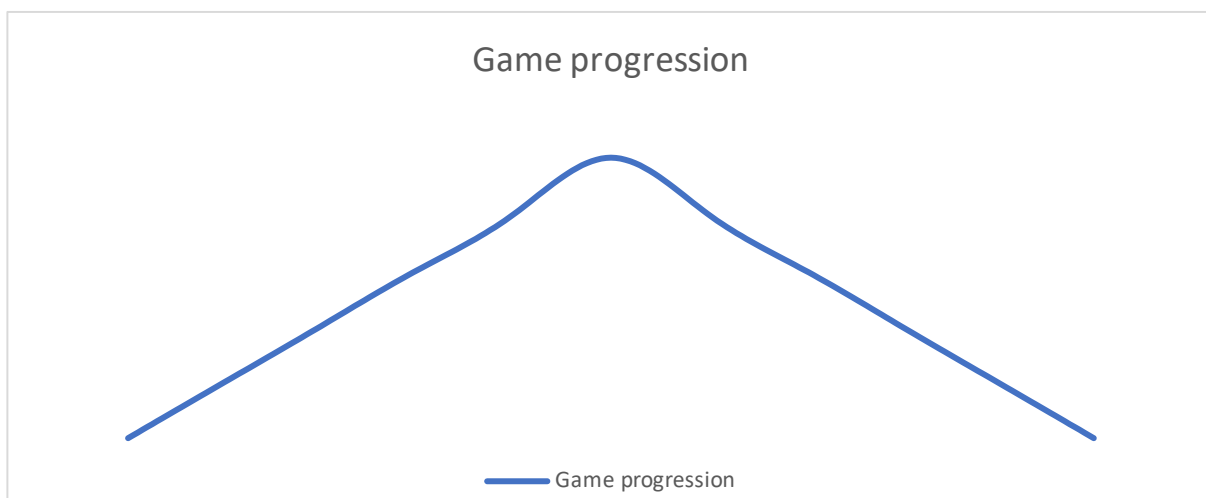


- Storyline
  - Outline of the main plot points of the game
    - It is just to encourage exploration.
    - You go to a mazing park but when you enter, the entrance disappears so you have to find your way out but find that you may need to get item to help you get through.
- Levels
  - List of all the levels and explanation of how each level flows in each other
    - The plan is for each type of wall/fence means a new area, but you can backtrack to the prier area if there is something you missed there.
    - I want to encourage exploration.
  - Graphs outlining how the game progresses as the player plays.

I haven't decided yet but I should be able to mention it in the full GDD

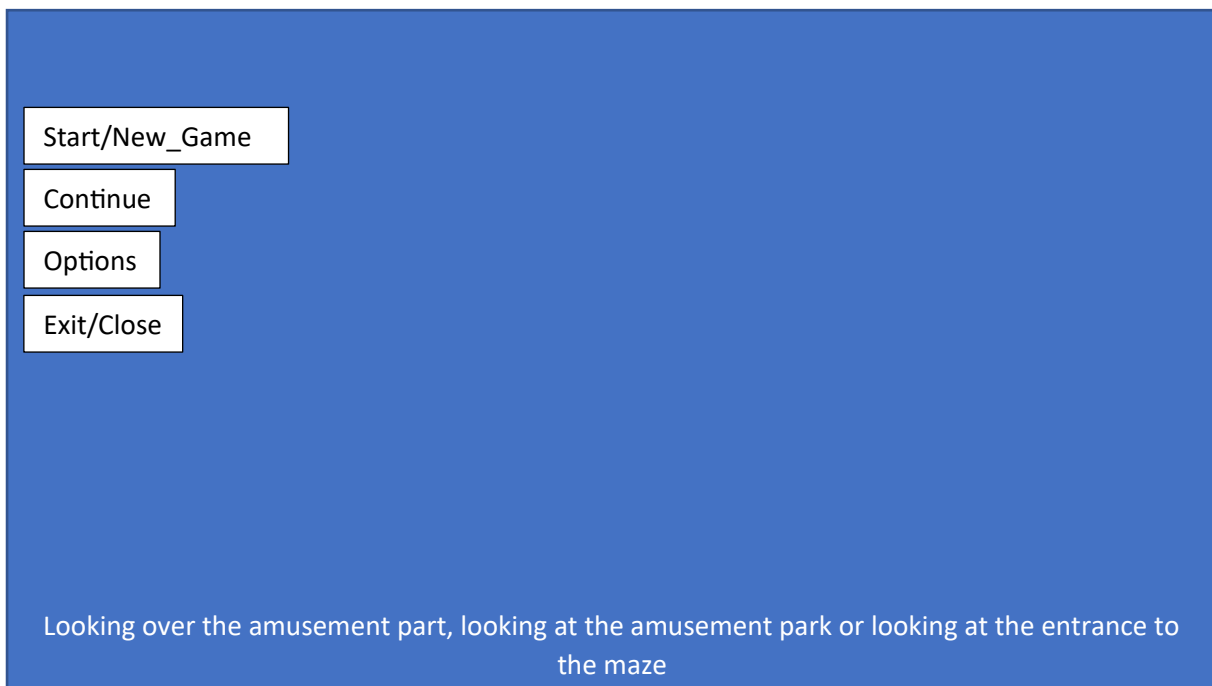
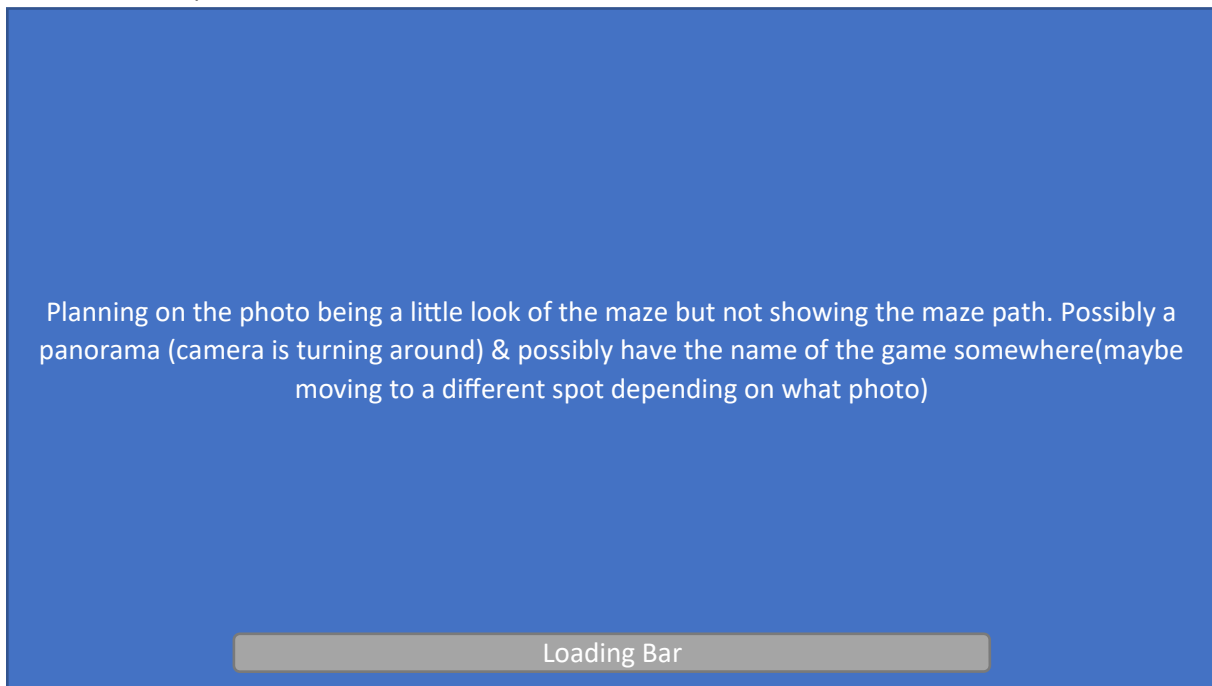
This is still being planned out.



This is not the end graph because it may change through development

- Character Art
  - Character art and bios.
    - You don't really get to see the player character.
    - The player character is supposed to represent the player, so I don't really want to make the player see their character except minimum of their hands and maximum their forearms so there can be some emersion.
    - At this point there will be no enemies.
- Environment ideas
  - Possibly an old theme park environment.
  - The maze walls are stone wall, wood fencing, metal fencing (wire fencing), and plant bush(hedges). I have chosen this because I want it to be a mix of environment feelings.
  - In a way it is like the backrooms, but I don't want it to be like that as much as I can at least.
- Environmental Art
  - Environmental art to be used in production.
    - Some of the textures here <https://github.com/Stampard0/Textures> (mainly what is in the Fence & Walls for Maze file and the Terrain file).

- GUI
  - Splash screens



- Main Menu

Selecting the Start/New\_Game or Continue button the camera moves into the entrance of the maze. (With a little spin)

For the Start/New\_Game button if you already have a save then it will ask if you want to overwrite your previous save

If you do then it will move the camera into the entrance & if you don't then it won't do that.

For the Continue button it will move the camera into the entrance with a bit of a faster spin.

- HUD



It is a very simple HUD

- Sound and music
  - What music and sound will the game need?
    - The game would need some eerie sounds. Like footstep sounds (that aren't the players) & some generic eerie sounds.
    - Not sure what music if any.
  - How will you use audio to enhance player experience?
    - I will use the audio to enhance the feeling of uncertainty.

