

At Debt's Door Game Design Document

Edison Cai, Sergiu Mereacre, Bayan Nezamabad, Jack O'Brien

March 24, 2021

TABLE OF CONTENTS

INTRODUCTION/OVERVIEW 2

STORY SUMMARISED 2.1

FEATURES THAT MAKE THE GAME COMPELLING AND UNIQUE 2.2

GAME MECHANICS 3

GAME MECHANICS - SUMMARY 4

GAME AI 5

GAME ELEMENTS: CHARACTERS, ITEMS, OBJECTS/MECHANISMS 6

STORY OVERVIEW 7

GAME PROGRESSION 8

SYSTEM MENUS 9

INTRODUCTION/OVERVIEW

STORY SUMMARISED

FEATURES THAT MAKE THE GAME COMPELLING AND UNIQUE

GAME MECHANICS

GAME MECHANICS - SUMMARY

GAME AI

GAME ELEMENTS: CHARACTERS, ITEMS, OBJECTS/MECHANISMS

STORY OVERVIEW

GAME PROGRESSION

SYSTEM MENUS