

Game Design Document – Fragments

Table of Contents

1. General Information

- 1.1 Title
- 1.2 Developer
- 1.3 Question
- 1.4 Genre
- 1.5 Platform
- 1.6 Format
- 1.7 Target Audience
- 1.8 Themes
- 1.9 Summary

2. Position in Media and Games History

- 2.1 Influences
- 2.2 Unique Selling Points

3. Narrative

- 3.1 Premise
- 3.2 Characters
- 3.3 Plot
- 3.4 World
- 3.5 Themes

4. Gameplay

- 4.1 Structure
- 4.2 Goal
- 4.3 Winning Condition
- 4.4 Losing Condition
- 4.5 Gameplay Loop
- 4.6 Abilities
- 4.7 Controls
- 4.8 Gameplay Example

5. User Interface

- 5.1 HUD
- 5.2 Menus

6. Audiovisual Aesthetics

- 6.1 Art Style

7. Technical Approach

- 7.1 Software Used
- 7.2 Programming Language

8. The Team

- 8.1 Team Info and Contact

1. General Information

1.1 Title

Fragments (working title)

1.2 Developer

Brain Drain Interactive

1.3 Question

How deep is your love?

1.4 Genre

Environmental puzzle game

1.5 Platform

Personal computer

1.6 Format

Third-person

1.7 Target Audience

Mid-core gamers

20 – 35 years old

All genders

Prefer implicit storytelling

Interested in games about the mind

Do not need to have a lot of leisure time

1.8 Themes

Reassembly

Self-acceptance

Dealing with past regrets

1.9 Summary

Fragments is a third-person PC puzzle game about self-acceptance, taking place in the protagonist's mind. Due to past regrets, their body has been shattered and they set on a journey to find and reassemble their missing pieces. Every reclaimed body part unlocks a new ability that is used to progress. The game is aimed at a mid-core audience in their twenties interested in implicit stories about mental phenomena.

2. Position in Media and Games History

2.1 Influences

<i>Severed</i>	(cut-off body parts)
<i>Gris</i>	(protagonist's mind as game world)
<i>Journey</i>	(implicit storytelling)
<i>Metroid Prime</i>	(unlocking new paths in known areas)
<i>Ori and the Blind Forest</i>	(new abilities unlocking new ways)

2.2 Unique Selling Points

Unique world design with different areas

Distinct art style and aesthetic

Uncommon character design (just a head -> head on legs -> head and torso on legs -> full body)

Strong bond between narrative and gameplay

Subtle storytelling

3. Narrative

3.1 Premise

Game takes place in the mind of a broken person lacking self-acceptance

Lack of self-acceptance is related to past incidents where the main character burdened themselves with guilt

The protagonist has to heal themselves by working through memories related to a "loss" of a particular body part representing a flaw of the main character

3.2 Characters

Main character

3.3 Plot

Protagonist sets out to find and reassemble their missing body parts

They starts with their legs, then their torso, and finally their arms

With every found body part, they gain a new ability that helps them progress and unlock another area

At the end, they are able to leave their mind

3.4 World

Representation of protagonist's subjective mind

Central hub with three distinct, surreal areas

Hub has a more distinct shape and looks more stable than the areas

Each area focuses on one aspect of their trauma and reflects it visually

Using all abilities, you are able to reach the exit of this world

3.5 Themes

Self-acceptance

- Missing body parts as metaphor for broken mind

- Confrontation with harmful memories and personal flaws

- Need to be worked through in gameplay

Dealing with past regrets

- Areas transport elements of memories visually

- Gameplay connected to protagonist's past failures

Reassembly

- Literally on the level of character representation

- Metaphorically by reviewing and accepting one's own flaws instead of ignoring them

4. Gameplay

4.1 Structure

Linear structure

Central hub with temporarily inaccessible areas

Continuous world, no discrete levels

Three different areas

Predefined order of visiting them

In each one, a new body part / ability is gained

4.2 Goal

Find all body parts

4.3 Winning Condition

Exit the mind world

4.4 Losing Condition

Not existent, no game over

4.5 Gameplay Loop

High-level

Enter area

Analyze environment

Solve puzzle(s)

Collect body part

Learn new ability

Unlock next area

4.6 Abilities

Move

Jump

Wall run (legs)

Build up speed to run up walls

Speed decreases over time

When it reaches 0, you fall down again

Breathing out (torso)

Pushes away movable objects nearby

Hook shot (arm)

Aim somewhere, then confirm to extend your arm into that direction

If arm hits something solid, you are launched towards this location

4.7 Controls

Keyboard and mouse

(Gamepad)

4.8 Gameplay Example

[Placeholder for now]

5. User Interface

5.1 HUD

No elements on the HUD

5.2 Menus

Main menu

Pause menu

6. Audiovisual Aesthetics

6.1 Art Style

Abstract, distinct

Surrealistic

Simple, monochromatic characters

Each area has a unique visual theme

7. Technical Approach

7.1 Software Used

GitHub for source control

Unreal Engine 4

7.2 Programming Language

Blueprints (visual scripting system of Unreal Engine)

8. The Team

8.1 Team Info and Contact

Alexander Gerhards (Project Lead / Artist)

alexander.gerhards@mailbox.org

Trixia Quinzon (Artist)

trixiaquinzon@gmail.com

Thiago Morano Gerding (Programmer)

thiago.morano159@gmail.com

Daniel Baracotti (Game Designer)

daniel.baracotti@web.de

Lars Kalthoff (Game Designer)

larskalthoff@web.de