

Secrets of Ignacios 10-pager

Table of contents

Table of contents	2
Introduction	4
Brainstorming Containment Unit	4
All About Your Game	4
Name	4
Genre	4
Kind of Fun	4
Concept Summary	4
Themes	4
Setting	4
Story	5
Game Mood	5
Characters	5
Artstyle	5
Target Audience	6
Gameplay Design	6
Important to Consider	6
Core loop	6
Aesthetics	7
Dynamics	7
Mechanics	7
Platform	8
Performance	8
Camera	8
Controls	8
Settings	8
Levels	8
UI and Menus	9
Desired Playtime	9
Music	9
Sound Effects	9
Visual Effects	9
Flow/Difficulty	9
Player Feedback	9
Feedback Loops	10
Advertising	10
Business Strategy	10
Copyright and other legal business	10
-	10

Introduction

Brainstorming Containment Unit

<https://miro.com/app/board/uXjVLfGVeiw=/>

All About Your Game

Name

Secrets of Ignacios

Genre

Puzzle

Kind of Fun

Discovery and Sensation

Concept Summary

In this magical dungeon crawler, you are a budding wizard trapped by a powerful master who seeks to test your skill. To escape, you'll need to master a range of spells, solve intricate puzzles. With each new spell learned, the dungeon reveals more of its secrets. The ultimate test is to prove your worth as a wizard and escape before time runs out. Will your magic be enough?

Themes

Personal growth (for character)
Magic

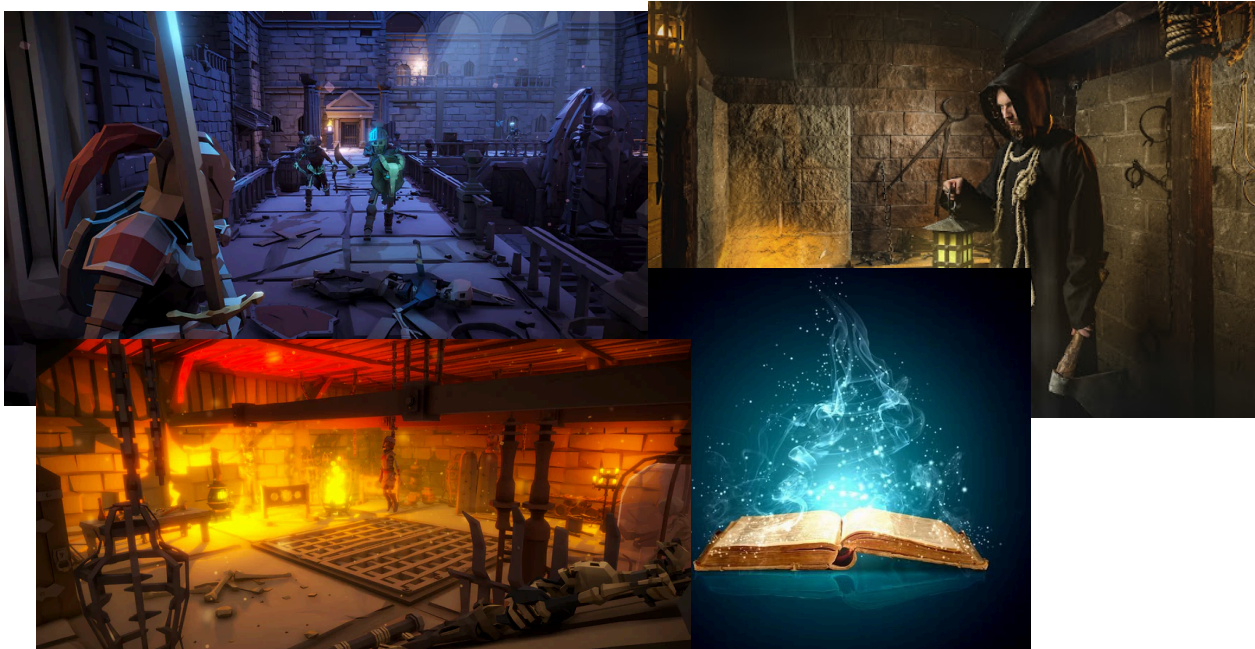
Setting

The game takes place 150 years after the fall of the great capital Valtoria, in a fantasy dungeon. The main character is teleported to this dungeon by Ignacios' magic. This teleportation is an invitation from Ignacios.

Story

<https://docs.google.com/document/d/1YWCLGhHfYJwZrs42onBnHoMYnBQB9JDJKjWooew9m4o/edit?usp=sharing>

Game Mood



Characters

Ignacios the Undying

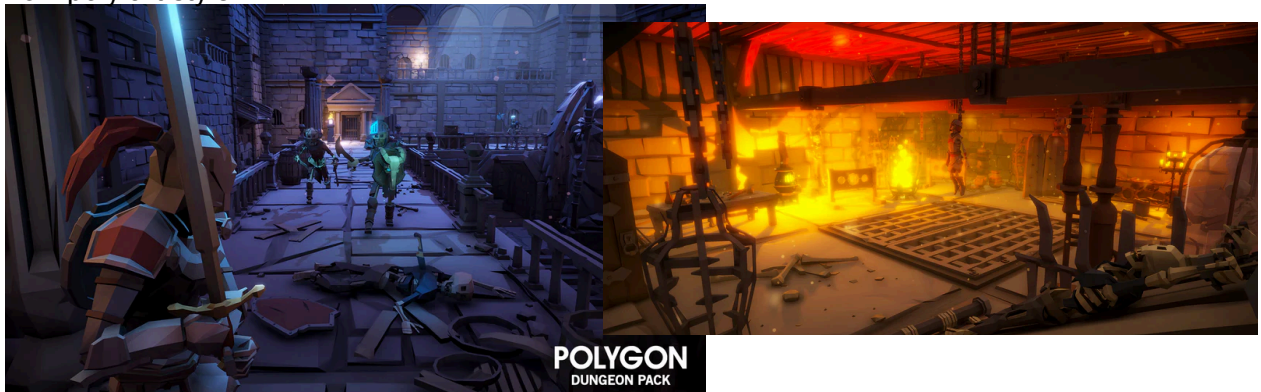
****subject to change due to story bible****

Ignacios is the wizard who has invited you to this dungeon. He is the progenitor of magic. He created a dungeon to find a successor to pass his grimoire on to, which he does via invitations.

The player character (you). The player has accepted Ignacios' invitation and was teleported into the dungeon.

Artstyle

Low poly art style



Ultimate GDD by Bulldozer

Target Audience

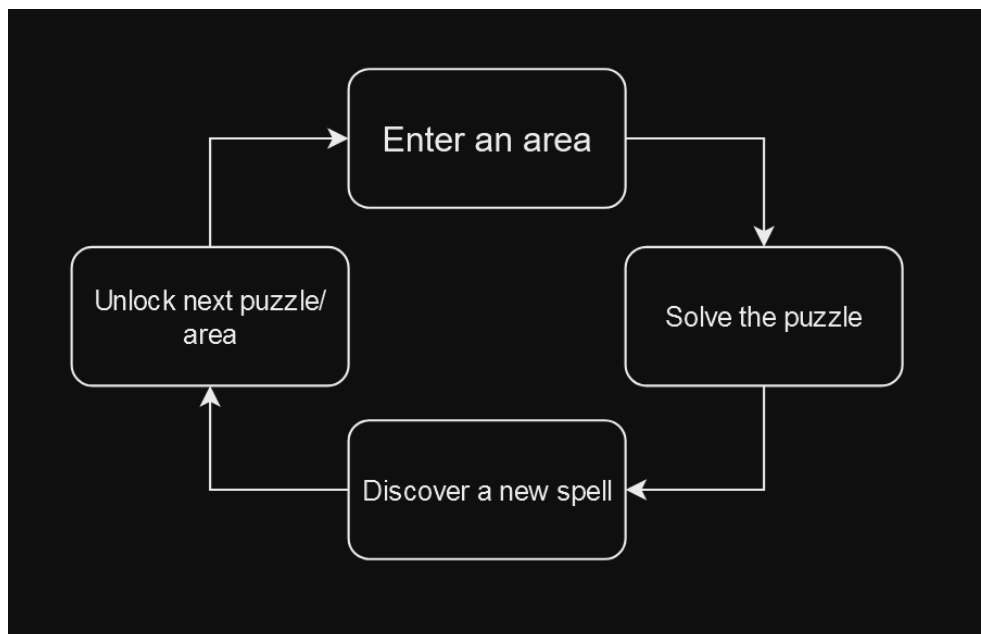
Our target audience consists of casual gamers who enjoy solving puzzles within a fantasy setting. While the game is designed exclusively for VR (gamers), it aims to be appealing to a wide range of players, even those who may not own a headset, with an engaging experience for ages 12 to 99.

Gameplay Design

Important to Consider

Not too many new spells- also consider that the signs should make sense
Design the rooms with backtracking in mind.

Core loop



Aesthetics

Main focus on Discovery with a secondary focus on Sensation. The player should feel curiosity from wanting to get to the end of the dungeon and escape, exploring its rooms, as well as satisfaction from physically casting the spells with hand gestures.

Mechanics

Rules

Entering a dangerous area will fade the screen to black and teleport you to a safer area.

Resources

Player has access to a grimoire which details all spells as well as some menu options.

Actions

-Grab forwards and pull towards you to move.

-The player can cast a spell in the following way:

1. Player makes the "start" hand sign.
2. Player makes the sign for the specific element and optionally more for complex spells
3. Player makes the "cast" hand sign to cast the spell
4. Optionally player recasts the last spell with the cast sign or a recast sign (requires testing to find out which)

-The player can pinch to pick up items and hold them, which can be used to solve puzzles.
(This is a default XR function.)

-Spells:

- Teleport- pick a point on the floor and warp to it upon casting. Requires a line to the target (test what type of line is best, arc or straight)
- Fire- shoots a small bolt of fire that can hit objects in a small area on impact and set them on fire.
- Water- While handsign for complete is active, shoots a constant stream of water.
- Air- on cast, creates a small wind area for a second that pushes objects
- Earth- on certain objects with a sign, cast this to make things happen to it.

Platform

Platform is Meta Quest. This means we have to think about the reduced performance as well as the immersion and unique ways of movement.

The main focus will be to optimize for the quest pro and quest 3. There will be a possible expansion to PCVR. This should yield better performance for worse headsets, like the Quest 2.

Performance

Baked lighting mixed with realtime (used sparingly).

Low poly models

Camera

VR camera. You look out of the eyes of the Player Character (first person). If people get motion sick quickly while playing the game, research will be done to minimize the problem as much as possible.

Controls

Everything is controlled with hand tracking, no controllers will be used to play this game.

Hand gestures to cast various spells.

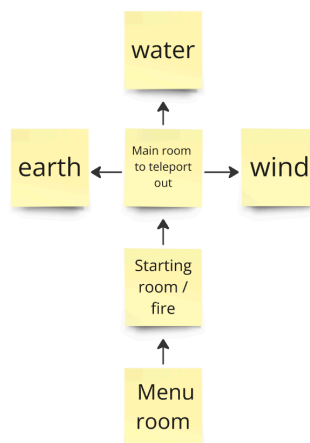
Teleport movement via hand gestures.

Grab forwards and pull towards you to move besides teleport.

Settings

Sound options, main menu and unstuck/restart level

Levels



UI and Menus

Grimoire as a menu. Check your wrist and pull out the book out of your 'pocket dimension'. Includes learned hand gestures, settings menu, restart level and a quit game to menu/ quit game.

Main menu is real time. Starting the level will make you fall through a hole/ teleport.

The main menu includes a start, settings and quit game menu.

Desired Playtime

5-10 mins per puzzle that combine into a ± 30 min room. Desired total playtime of the game will be around 6 hours.

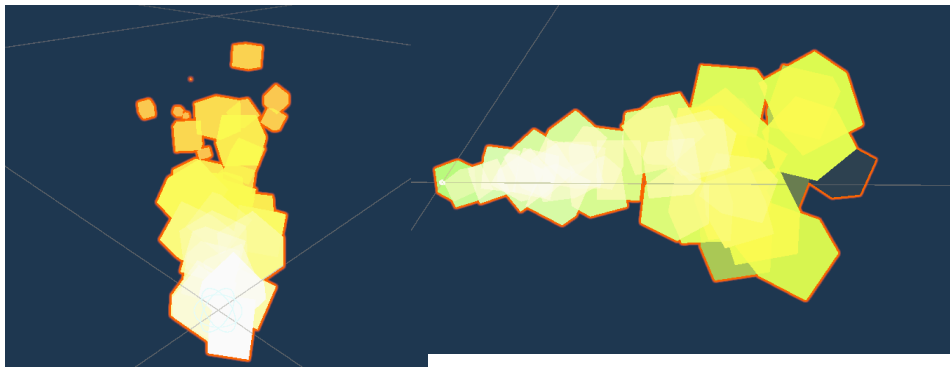
Music

No music, just ambient sound effects to give the feeling of actually being in a dungeon.

Sound Effects

spell cast, every hand sign a small sound for charge (confirmation for the player), ambient dungeon sounds

Visual Effects



Flow/Difficulty

Some puzzles will be more obvious to solve than others. Some require more use of your brain, or putting various other spells/ parts together to get the full picture. Puzzles will get more difficult the further you get into the dungeon.

Player Feedback

Players will receive audio and visual feedback: when adding a correct hand sign in their sequence their hands will glow a different color and play a sound. Casting a spell will display its visual effects and play a sound as well. Puzzles being solved will display the audio and visuals of the effect of your actions but will add no extra music.

When casting a spell there will be a visual indicator for where you are aiming. This is combined with a slight delay before casting to make the player aim. This delay is accompanied with a charging vfx and sound.

Whenever the player is making handsigns, they should receive audiovisual feedback on how close they are to making a sign, so the player does not get confused.

Feedback Loops

The player is rewarded for solving a puzzle by being able to continue the room.

The player will be rewarded with a part of the final spell when a room is completed.

Advertising

Trailer

Business Strategy

Copyright and other legal business