

MONOPHOBIA

GAME DESIGN DOCUMENT

Project Description

This game design document describe the details of a 3D first person puzzle based horror game with original story and characters.

Version History

Version #	Implemented By	Revision Date	Approved By	Approval Date	Reason
1.0	<i>Faizal Khan</i>	<i>09/12/2022</i>	<i>Faizal Khan & Anmol Mittal</i>	<i>10/21/2023</i>	<i>Initial version</i>

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1. Characters

A man who suffers from monophobia (the fear of being alone) is the main character in this game. He is afraid of loneliness, and when he is, he starts to see strange faces and things which are not actually there, hears strange sounds which no one else can. He becomes paranoid by all this.

2. Story

The protagonist was going on his way back home, tired. In the middle of night he stops by a building which looks strange, to rest for some time. But the main gate gets locked and now he is trapped in the area. Now he has to look for a key somewhere in that building to open the main gate so that he can escape in his car.

2.1 Theme

This game is about the fear to do something or be someone, and how to take action and overcome that fear no matter how hard it look and feels. There are moments where protagonist is highly paranoid and scared and where he is sane and his mind is working properly.

3. Story Progression

The player gets spawned near the main gate of the area and game begins. His car is outside the main gate which is unreachable right now.

The player decides to explore the building which he finds out is abandoned and its really dark inside, gladly he has a torch. Now player has to go inside it and explore it to find a key or something to open the main gate.

Once the player gets inside the building, the door gets shut and he starts to hear strange noises. Monophobia starts to get in his head and become paranoid.

The key is hidden somewhere in this three story building, maybe under a table or in the bathroom?

Once the player finds the key, he starts to see more and more of these strange things and his monophobia reaches its peak. He has to escape right now.

4. Gameplay

4.1 Goals

The main goal of the protagonist is to find the key to the main gate to escape.

4.2 User Skill

- a. Walk & Sprint*
- b. Pick up items*
- c. Open/close doors*
- d. Puzzle solving*

4.3 Game Mechanics

- *There are 3 scenes and a canvas in the whole game*
 - *Main Menu scene*
 - *Settings scene*
 - *Game scene*
 - *Pause menu canvas*
- *Player can walk, sprint and jump.*
- *Player can press “esc” to activate pause menu which has two buttons: BACK & MENU to continue the game and exit to menu respectively.*
- *There are text-only dialogues in the game*

Player's perspective:

- *The gets spawned at the spawn point.*
- *He can explore around the building but cannot go into the forest.*
- *The main gate is initially locked.*
- *The player enters the building [door was already open].*
- *As soon as the player enters the building, the door gets shut.*
- *His monophobia kicks in i.e., he starts to hear weird sounds & see strange faces around the house.*
- *These sounds are randomly played at different times.*
- *There are many invisible colliders which trigger these faces [faces are also randomized].*
- *Player starts to look for the key which is randomized at any location on first and second floors.*
- *As soon as the key is found, the main door of the building and main gate of the area opens.*
- *Player now sees more and more of these weird things like warnings written on the walls, dead body with some ritual candles, knives on the wall etc.*
- *Finally the player gets out of the building and escapes in his car.*
- *A cut scene is played that he is driving his car away from the building with a text in the screen that says “YOU SURVIVED”.*

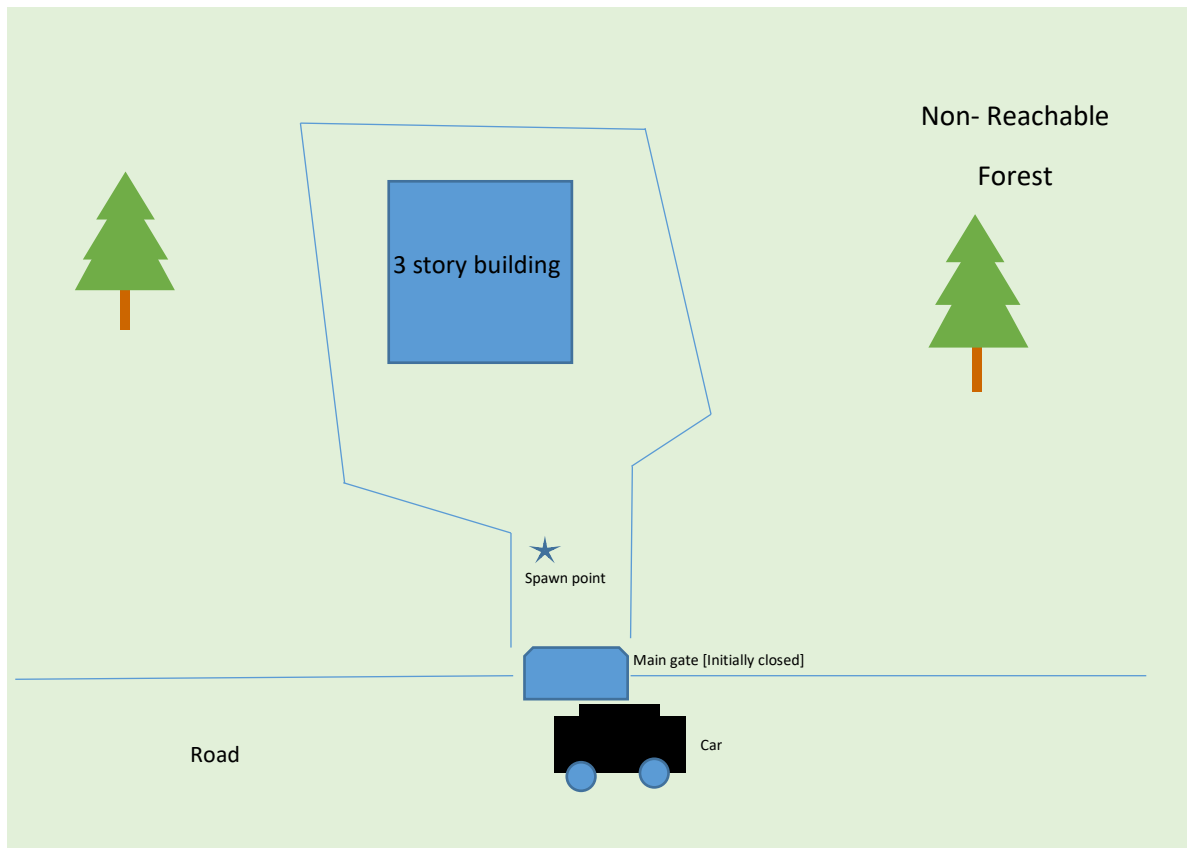


Fig. 1 Whole Map



Fig. 2 Building

4.4 Items

- The key which is to be found by the player is the only item in the game. It is a rusty iron key.

5. Art style

- Art style will be 3D and it should look realistic.

6. Music and Sounds

- Main Menu
 - Piano music in the background
 - Rain and thunder music
- Settings
 - Settings has no background music except rain
- In-Game
 - A horror background music as soon as player enters the building
 - And randomized horror sounds at different times.

7. Technical Description

The game will be cross-platform:

- Windows
- Linux
- Mac OS

Follow with PC standalone version and a webgl version to be published on itch.io

Consider the following engines: Unity

8. Marketing

- Posts on Facebook, Instagram, twitter etc.
- Development diary videos on YouTube.

8.1. Demographics

- *Age: 8+*
- *Gender: Everyone*
- *Anyone who likes horror games.*
- *The gets spawned at the spawn point*

8.2. Platforms and Monetization

- The game will be published completely free of cost.

8.3. Localization

- The language of the game will be English.