**GAM110+GAM130**

**Game Design Development**

**Labirynth**

**Outline**

**DATE: 27/11/2020**

**Contents**

**Labirynth**

**Game Statement**  
Blindly find your way through a Labirynth with all your senses except sight while under pursuit of a creature, meanwhile a narrator tries to help guide you - or does it?

**Synopsis**

*You've been placed into a Labirynth as punishment, your eyesight was taken and now you have to find your way out of the winding corridors.*

*You must use your senses to get through the maze, you use your touch to know if you're against a wall, visualised by showing the object you're touching. Hearing the creature's footsteps will be shown as glowing steps on the ground. Smell is represented through colour, meaning you can remember an area's scent through the colour, the creature also has a scent that will overpower and warn you.*

*The player has to avoid the creature as it will kill the player in one hit, however the player is given good warning through the visual cues as to where the creature will be coming from.*

*The player will control the character using the WASD keys and will look around with the mouse.*

*The player can win by reaching the end of the maze, which will be difficult but possible.*

**Game pillars**

*The game pillars are:*

* *Pursuit - You are always being chased*
* *Lack of sight - You must rely on the visualisation of your other senses*
* *Decision - Unreliable narrators can either guide you to help or to your demise*

**USPs**

*Your other senses are visualised and so without sight you must rely on these visualisations in a different way to usual.*

*A sense of horror as you're constantly pursued by this unknown beast, with little to fend it off, you're quite on your own.*

**Systemic Description of the Game**

**Core Gameplay***The player must avoid the creature and reach the exit of the Labirynth. The player controls the game with the WASD keys:*

* *W A S D - The player moves forward, left, back, and right.*
* *Moving the mouse - Used to look around by rotating the camera*

*Player rewards*

* *The player is rewarded by a clock which shows how long it took them to escape the labirynth.*

**Game Context and story**

*Your character is in a prison of their own mind, troubled with obstacles that correlate to real issues. You've created this fantasy world and now you must escape it.*

**Game Goal(s)***To 'win' the game, you have to find your way through your Labirynth and escape, you do this by searching your way through the maze and hopefully not dying to the creature.*

**Core Game Entities**

* The player - A model-less character.
* The creature - Also model-less but you can see the footsteps. Idle, walking
* The labyrinth walls - Need to stay invisible
* Items - They sit on the floor and can be picked up

**Core Game Rules**

*Avoid being killed by the creature, survive and escape the maze.*

*The longer the player takes, the more chances the creature could attack you. When the creature shows up, you need to run from it or use pills to ward it off.*

*If the player dies, you will respawn in a new place or in a new maze and then have to essentially start again.*

**Game Entities Interactions***Player*

* *Colliding with creature - death*
* *Colliding with a wall - the wall glows so you can see it*
* *Reaching the exit - wins the game*
* *Interacting with items - picks them up*

**Audio***There will be ambient sound rather than music in the background.*

*A loop of an environment ambience  
Distant creature sounds*

*Specific SFX*

*Player's footsteps  
Creature footsteps*

*Voice Acting  
The two narrators that help guide you.*

**Art style**

There will be minimal art as we have no artists and thus are having the character be blind and the other senses be visualised. This can be done through shaders and particle effects.

**Target Players**The players we are targeting the game at will be Thriller/Horror fans. Those who enjoyed the genre of horror that Slenderman is in where you are under pursuit by a strange creature. Probably ages from 16 up to 25.

**Reference and Research**See discord

**Market Analysis**

*There is still a market for pursuit-type horror games and unique ones are being made all the time. Often they get some attention but then quickly fade, hopefully a more compelling narrative will help keep it in the spotlight.*