Lab 6

>FOW Design<

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Special thanks to Alec Markarian

Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

- <Psychological, Puzzle, Horror>

## Core Gameplay Mechanics Brief

- <Arrow Keys>

- <Keyboard (1,2,3,4, Tab)>

- <W,A,S,D>

- <E>

- <Space and Enter>

-< Esc and F1>

## Targeted platforms

- <Desktop Computer>

- <Laptop>

## Monetization model (Brief/Document)

- <One Time purchase

- <They buy the game and then play it>

## Project Scope

- <Game Time Scale>

- Cost? (140k?)

- Time Scale (2 years)

- <Team Size>

- <Core Team>

- Developer

- Develops the game

- <37ph>

- Artist/2

- Creates assets and game art

- <74ph>

## Influences (Brief)

### - <Influence #1>

- <IB> (Game)

- /IB is a 2d pixel horror game that has a captivating story and epic characters.

### - <Influence #2>

- <Mad Father> (Game)

- /Mad Father is a 2d pixel horror game with an intense storyline and a basement lab/

### - <Influence #3>

- <SCP containment breach> (Game.)

- SCP takes place in a lab where you are trying to escape experiments

### 

## The elevator Pitch

<Escape or the city will belong to Satan.

## Project Description (Brief):

## Lab 6 is a challenging experience that combines the stealth and horror of SCP – Containment Breach with the closed environment world of IB. Lab 6 is different, however, as in SCP the scientist who was doing the experiments, was captured, and became a test subject, then was trying to escape. In Lab 6 it is the detective that is trying to find the missing people, was captured, and is trying to escape to get help.

## Project Description (Detailed)

In “Lab 6”, the game is set in a busy city, inside a laboratory which is disguised as a regular office building. You play as the detective (you get to name him), a missing person and homicide city detective. Your goal is to escape Lab 6 “as human” so you can get help to rescue the other captives while surviving various horrors like man-eating plants, rooms of water, rooms of blood and corpses, demons, and crazy scientists bent on capturing you and turning you into a demon. The story begins when you enter the building and get captured.

# What sets this project apart?

- < Lab 6 is about saving hostages, yourself, and a city from Satan’s control.

Designed as one of the most challenging psychological horror puzzle games ever created.

Lab 6 delivers scares, puzzles, complex choices to make, and an alternative ending, but leaves you with the feeling of accomplishment when you have defeated Satan and saved the city.

With a sympathetic hero, a prisoner you adventure with, and Satan in disguise, making their way through a horror-filled world, Lab 6 will exceed what you would expect from a psychological horror game.

Created as a pixel-based game, with characters, puzzles, and complex choices all fused into a seamless entertainment experience.

Lab 6 is committed to the gamer by creating a new psychological horror franchise and characters. Lab 6 is addictive and intelligently challenging gameplay.

# 

# Story and Gameplay

## Story (Brief)

## The Detective (you name him) is from the city of Portal. He is a missing person and homicide city detective. The detective’s purpose is to escape Lab 6 while remaining human so he can get help to rescue the other captives. The Detective uses a squirt gun full of holy water he took from one of the labs. He makes decisions, solves puzzles, and fights demons with two men named Ink and a white-haired man with amnesia. Ink uses a metal pipe and the man with white hair uses an axe, both men are played along with the Detective during fights.

## The main character, the Detective, lost his partner years ago and he does not know what happened to him. When this missing person’s case came up it gave him hope of finding his partner. His goal is to save people and find his partner. The horrors of Lab 6 stands in the Detective’s way of getting help, the demons, the corpses, the crazy possessed scientists, and the man eating plants.

## Story (Detailed)

It’s the City of Portal. A Detective takes a missing-persons case in hopes of finding his partner. The case leads him to an office building on a busy street. While checking out the office building, he is knocked out and put in a cell in the basement where he meets a man named Ink. Together the Detective and Ink make their way through the first two levels up, fighting demons, corpses, mad scientists, and man-eating plants. Ink warns the Detective “that if a demon gets ahold of you, you will get turned into a demon.” The turning point takes place on the third level they meet a man with white hair, that fakes having amnesia, that joins them in their fight to escape. Unknown to the Detective and Ink, the white-haired man is Satan who had taken over “Lab 6” (the building) so he can turn humans into demons and take over the city.

As the three fight their way out, leveling up and getting weapons by killing enemies, they have to make many choices, (Satan tries to get them to make a wrong choice so they will end up joining him). The further up they go they are given clues on how to make the right choices, by the end they find out who the white-haired man is. The game ends when the Detective decides on who to trust, Ink, or the white-haired man. If he trusts Ink the white-haired man will show his true colors as Satan and attack the Detective and Ink. When the Detective and Ink win the fight, the city is saved. If the Detective trusts the white-haired man, he turns into a demon.

…

## Gameplay (Brief)

There are 7 levels to the game with an alternate ending. There is also a secret ending that can be unlocked. Each level gets harder, and choices become more difficult.

## Gameplay (Detailed)

Level 1 - The Detective meets Ink as he awakens in the basement cell. Ink and the detective go through several rooms finding clues and solving puzzles, some by pulling the right lever to find the key to the trash room. Ink and the Detective use stealth to crawl through bloody corpses. They meet the Boss, the Corpse Eater. They run into a side-room and find a dead body, holding the stairwell key. The body ends up being the Detective’s missing partner. The Detective then vows to destroy the place and save the rest of the people. Ink picks up a pipe lying next to the dead body and goes and defeats the Boss. They both head up the stairway to the next floor.

Level 2 – Solve puzzles, fight demons, and gain experience to level up, enter the main lab, and find a spray bottle with a cross on it. Ink guards the Detective while fighting every enemy. They fight the mini-boss. Look for clues. Enter the Boss room. Defeat Boss and get the stairwell key. Go to the next floor

Level 3 – Solve puzzles, meet white-haired man chained in a cell. Go through rooms fighting demons and gaining experience to leveling up, find sleeping bombs, a knife, and a mask. Make their way past man-eating plants. Get key. Save white-haired man. Receive healer. The white-haired man finds a fire ax. Fight Boss using the spray bottle, ax, and pipe and get the stairwell key. Go to the next floor.

Level 4 – Fight demons and experience to level up. Get clues and solve puzzles to unlock rooms and search to find healing syringes and antidote pills. Meet the Boss. Solve Bosses riddles. Get rewards for solving puzzles of a squirt gun (of holy water) for the Detective, a bat for Ink, and a scythe for the white-haired man. Jump over a pit full of acid. Find clues to where the stairwell key is. Find the stairwell key. Devise a plan. Knock the Boss out. Go up to the next floor.

Level 5 – Get clues and solve the puzzle maze, get separated from Ink in the maze. The white-haired man works on deceiving the Detective and tries to get him to leave Ink behind. Unlock rooms by using clues to know which buttons to use, and search to find healing syringes and antidote pills. This level gets harder, they have to use stealth to fight more demons to gain experience and level up. Once the Detective gets to level 20 (achievable by this level) he is much stronger. Decide whether or not to find Ink. If the Detective does not choose to, he will lose Ink’s trust and he can no longer guard the Detective. If the Detective goes into the maze and finds Ink, the friendship grows stronger. Defeat Boss using a squirt gun (of holy water), a bat, and a scythe and get the key. Go up to the next floor.

Level 6 – Fight stronger demons and get experience to level up. Get clues and solve puzzles to know the right buttons to use to unlock rooms and search for healing syringes and antidote pills. The white-haired man stops the Detective and Ink from going into the last room. He tries to deceive the Detective once more. He exposes the hole in Ink’s chest and states that Inks is a demon that will betray them. The Detective decides whether or not to believe the white-haired man.

\*If the Detective does not believe him, the white-haired man runs off into the room and locks the door.

The Boss from Level 4 appears. He gives the Detective a super soaker (of holy water) and he tells Ink not to be afraid of the goop coming from his eye and the hole in his chest, he can use it in battle. The Boss then gives the key to the door to Level 7

\*If the Detective does believe him, the white-haired man pushes Ink down and pulls the Detective into the other room. He reveals that he is Satan. The screen fades to black. The screen shows the Detective as a demon, Game Over.

Level 7 – The Detective and Ink enter a semi-dark room. They see the white-haired man and approach him. They talk to the white-haired man who looks distraught. The white-haired man turns into Satan. Satan calls forth his demon powers and releases a multitude of demons. The final battle ensues. The Detective uses his super soaker (of holy water) and knife, and Ink uses the goop from his body turning it into weapons. They defeat the Boss. All the captives are released. Ink goes to live with the Detective. Game Over

Diagram

Description automatically generated

- <Arrow Keys>

- <Keyboard (1,2,3,4, Tab)> To move and select weapons/ choices, to exit the game

- <W,A,S,D> To move

- <E> To open inventory

- <Space and Enter> To choose dialog options or in inventory to select and equip weapons

-< Esc and F1> Esc is to exit the game F1 is to quick save

# Assets Needed

## - 2D

- Textures

- Environment Textures – indoor lab texture

Tilesets named=

-Outside

-Inside

-Dungeon

-SF Outside

-Sf Inside

-Room

-Vrowom

-Office

- Etc.

- Characters List

- Character #1 The Detective

- Character #2 Ink

- Character #3 White haired man

- Character #4 Luciel

## - Sound

- Sound List (Ambient)

- Outside

- Level 1 N/A

- Level 2 N/A

- Level 3 N/A

- etc.

- Inside

- Source 1 The first will be diegetic, the voice acting of each character as they talk to each other to bond throughout the game when they are in a “break room” and as they talk between themselves while solving puzzles. The characters talking to each other while they are in the “break room” gives a break to the player from all the horror that they will be experiencing. I think that this will be important as these parts will help the characters bond and ultimately drive the player into deciding the final part of the game. The mad scientists will have voices that will seem to be lost of identity. Most of them will have a slight echo to them. It will make them seem less human.

- Source 2 The second part of the sound design will be the special effects. This part is diegetic. I want this to sound eerie. I want the door’s opening and closing to sound realistic. The sound of the demons will sound like nothing of this world. I was thinking of a mixture of my bird cleaning his beak and a dog a throaty growl. I will have the sound of levers, buttons, walking, etc. when the player walks around and interact with them. The game will also have some more organic sounds that will be offscreen like chains rattling, distant screams, and soft crying.

- Source 3 The third part of the sound design for my game will be the music. This part is non-diegetic. I was thinking there would be a very soft soundtrack playing in the background of the game. The soundtrack would be very dark, but it would not overpower the actual sound of the game itself. There would be battle music for when the characters are facing enemies and a calmer semi cheerful music when the main character is talking to his newfound allies in the “break room.”

- Sound List (Player)

- Character Movement Sound List

- Example 1 footsteps

- Example 2 Heavy breathing while running

- etc.

- Character Hit / Collision Sound list

- Damage 5

- etc.

- Character on Injured / Death sound list

- GameOver2

- Example 2

- etc.

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- I disabled the Gold/Money Option through the code.

- NPC Scripts

- Example

- etc.

## - Animation

- Character Animations

- Player

Character movement walking.

Character emotion bubbles

- NPC

- Walking

- Emotion Bubbles

# Schedule

### - <Object #1>

- 2021

- Level 1Milestone 1

- Level 1 Milestone 2

- Finish Level 1

### - <Object #2>

- 2022

- Level 2 Milestone 1

- Level 2 Finish

- Level 3 Milestone 2

- Finish level 3

### - <Object #3>

- 2022

- Level 4 Milestone 1

- Level 4 Milestone 2

- Finish Level 4

### - <Object #4>

- 2023

- Level 5 Milestone 1

-Finish Level 5

- Level 6 Milestone 2

- Finish Level 6

- Level 7 = End game