**MegaBite Studios**

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Design Document

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# Overview

This document will outline the specifics of the game that was pitched for this project. All topics discussed throughout this document will be targets that will help guide the process of implementation. These topics will include, gameplay, level design, GUI layout, player controls and interaction with the world.

# Gameplay

## Summary

“Abyss” will follow the progression of a character as he makes his way through a series of rooms. These rooms will be randomly generated at the beginning of each level in the format of a maze, so the player has a sense of disorientation at the start of each level. The maze, as a whole, can be thought of as a cave system. Once the player has reached the last room of this system, they will descend to the next level, which will contain a larger, more complex cave system than the previous.

A flowchart explaining the general structure a level is attached as an appendix[[1]](#endnote-1).

## Enemies

Enemies will be spawned in most rooms and the player will need to defeat them before progressing to the next room. Some rooms will contain enemies which respawn, if the player backtracks to that room at any point. This adds a level of complexity to the game, and gives the user motivation to navigate smartly, rather than randomly. Enemy difficulty will scale with the player as he progresses deeper into the “Abyss”.

## Rooms

Rooms are used to divide the cave, in the form of a maze. These rooms are spawned at the start of each level and contain a set number of doors. Each room can have one door on each edge for a maximum of four. These doors lead to other rooms, which the player can enter. Each room will have different décor, and will have multiple spawn-points where items such as, loot-chests, obstacles and Abyssal Artefacts can be placed. This allows the player to receive a unique playthrough for each room they enter.

## Puzzles

Puzzles will be used to break the exhausting fighting and exploration to add an extra level of depth to the gameplay. This will keep the player interested with varied gameplay and allow them to catch their breath.

One puzzle can be added to any given room, restricting the player from leaving that room until the puzzle has been completed. These can be given in the form of riddles, anagrams and situations that require the user to interact with certain game objects.

## Navigation

The player has full range of motion, in a third person perspective. Being able to see a complete picture of the environment shows the player what is really going on around them and heightens the experience.

The player is able to navigate around each room freely, exploring and killing enemies as they go. Players can navigate between rooms also. To do this, the user will need to interact with doors that they will find. This may only happen if the player has defeated all enemies and completed any puzzle that may be present in their current room.

Along with guidance systems discussed in the “GUI Layout” section, the player is able to interact with the environment by carving markings into surrounding walls. This will enable the player to have some bearings.

Throughout the cave system, the player will find 4 “Abyssal Fragments”[[2]](#endnote-2). Once all four are collected, they can be combined into an “Abyssal Artefact”. This artefact can be interacted with to give the player a bearing for the last room of the cave. Once the player reaches this room, they can descend to the next level of the Abyss.

# Level Design

Each level will present the user with new challenges, puzzles and environments. However, the geometry will mostly remain the same. Pre-set game models will be used in conjunction with programming that allows positions and interactions to differ depending on the scenario they are used in. Random generation of levels allows more time to be spent on enhancing the user experience, whilst giving consistency in gameplay using pre-set models.

The atmosphere these levels possess should convey a feeling of being completely alone in an ‘other-worldly’ environment. Images shown on the Moodboard[[3]](#endnote-3) document outline the look and feel that this design should consist of.

Levels will be dark and eerie, with ambient sound effects and graphic effects. This follows the theme of the game, and enhances the player’s immersion.

A Moodboard is attached as an appendix to this document.

# GUI Layout

GUI will be kept to a minimalist design. This will not only ensure the player is not overwhelmed by on-screen instructions and displays, but also gives control over how the player feels alone, with no help. The only GUI that will be available to guide the user will be a compass at the top of the screen and a map the player can bring up.

The map will only outline the current room the player is in, along with any other rooms they have been in recently, before ultimately fading away as time goes on. This allows the player to have a brief representation of the environment around them before the map fades and the player must go by memory. Other displays will include reminders, such as, how many “Artefacts” the player has collected.

# Player Controls

Controls will be configured to the layout of an Xbox One Controller. The left thumb stick will be used to control the player walking forward, backward and strafing side-to-side. The right thumb stick will be used for camera movement.

Attacking and blocking will be performed using the right and left triggers, respectively. A collection of the full game controls is listed below;

|  |  |  |
| --- | --- | --- |
| **Input** | **Type** | **Outcome** |
| Y | Button | Interact / Pickup |
| X | Button | Open Inventory |
| Menu | Button | Pause Game |
| Right Trigger | Axis | Attack |
| Left Trigger | Axis | Off-hand Attack / Block |
| Left Stick | Axis | Player Movement |
| Right Stick | Axis | Camera Movement |

# Resources

Resources used during implantation of this game will be recorded in a spreadsheet and attached as an appendix to this document[[4]](#endnote-4). The data recorded on this spreadsheet will include, name, media type, description, what level the resource is for and if the resource was created or acquired.

# References

1. See – Typical Level Structure Flowchart Appendix [↑](#endnote-ref-1)
2. See – Game Pitch document for further information on fragments [↑](#endnote-ref-2)
3. See – Moodboard Appendix [↑](#endnote-ref-3)
4. See – Media Assets appendix [↑](#endnote-ref-4)