

Play Time Game Design Document

Team Name: Tanjerine Studios

Members:

Anna Salieva
Tyler Pasela
Jake Yamashita
Carlos Gomez
Jaydev Patel
Nour Hamade
Peiyi Li
Ben Chiaro
Daniel Garcia

Table of Contents

Introduction	3
Genres	3
Platforms	3
Pillars	3
Target Audience	4
Artstyle	4
Environment	4
Characters	4
Lighting	5
Story	6
Setting	6
Sound Design	6
Mechanics	7
Character Mechanics	7
Puzzle Mechanics	7
Fighting Mechanics	7
Controls	7
Gameplay	8
Orange Puzzle	8
Lemon Puzzle (in green)	8
Marketing	9
Communication/Process	9
Task Management	9
Weekly Meetings	10
Project Management	10

Introduction

Play Time is a game about 2 toys (Orange and Lemon) escaping a house. The game features a darker aesthetic meant to invoke tension and a slight sense of horror. Environments will be filled with puzzles, small enemies, and common household items like boxes, tables, and small appliances which players will have to work with and around to make their escape. The two main characters should have different abilities that complement each other such that they are only able to advance if they work as a team.

Genres

Play Time is a side-scroller puzzle platformer with light “Beat ‘em up”-style fighting elements, for the most part it will be a standard puzzle platformer, however during battle the camera’s position will freeze and players cannot continue until they defeat the enemies attacking them. In terms of visual and story genres, the game will primarily be fantastical, but will contain a more horror focused tone and will try to invoke some mystery elements within its story and setting.

Platforms

We are developing for Windows PC's, with the intent to distribute through Steam and have a web build uploaded to Itch.io. This was chosen because of the prevalence and popularity of indie horror games on these platforms in the past.

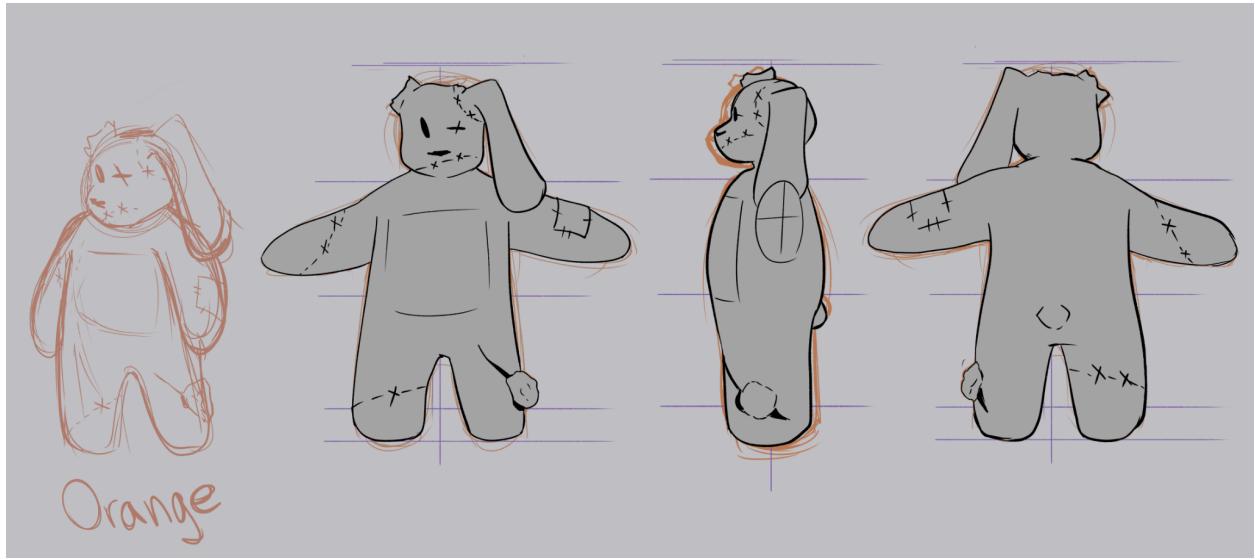
Pillars

Puzzle-solving - The player will be solving a variety of puzzles using physics-based and other interaction-based mechanics, including, but not limited to, pushing, pulling, catching, bouncing (for Orange), climbing, jumping, collecting items, and pressing buttons (for Lemon).

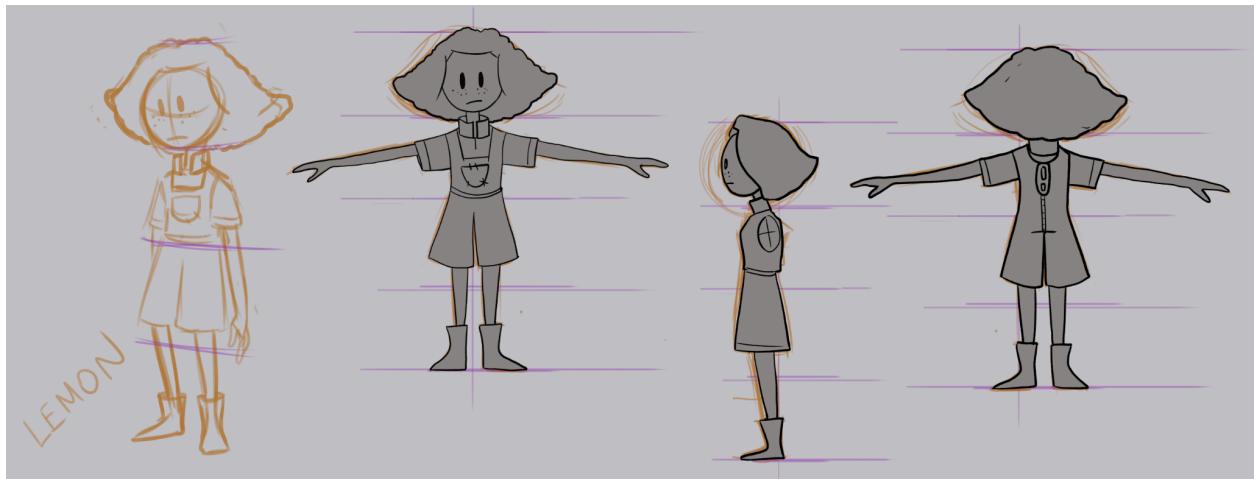
Horror Atmosphere - The game's atmosphere and aesthetic will primarily be horror-based, taking inspiration from games such as Little Nightmares, incorporating our own twists with toy characters Orange and Lemon.

Character-building - There will be heavy emphasis put on utilizing the mechanics of Orange and Lemon. The player will be swapping between the characters to traverse various puzzles. In terms of story, there's a brotherly bond developed between the two as they search for each other.

- **Orange** - should stick to being a heavyset character with moves and abilities that take advantage of his size and weight



- **Lemon** - should always be the “little brother” who is protected by Orange. His abilities should always follow the concept of him being small, nimble, and somewhat frail compared to Orange.



Target Audience

Because of the game’s atmosphere, it will be directed towards more teenage audiences around the age of 13 or above. Horror elements will be tonal in nature (night time setting, tense music, and a darker color palette, etc), so very few (if any) sudden scares will appear, rather horror will be conveyed via the mood/tone of the setting. As such, the game won’t feature any explicit gore or other horror trademarks, but we do plan to include some darker implications via environmental storytelling (i.e. “dead” toys with stuffing removed).

Artstyle

Environment

Our game is inspired by the art style of Little Nightmares with muted, cool colors and an overall disheveled look to the environment. Everything will appear in grey, blue, and purple tones with hints of other colors in specific/important objects. All elements will have a worn down look and feel. In addition, the characters will appear much smaller than the world around them due to the fact that they are toys.



Characters

The main characters, Orange and Lemon, will contrast directly with their surroundings with warm, brighter colors. This is done intentionally to make them visible within the scene and to allude to elements of the story. While keeping their own colors closer to the muted side, they will still stick out amongst the complimentary colors in the background (blue and purple). Also, their character models will reflect their state in the story with Orange being a large, yet fairly run down, teddy bear and Lemon being a fragile, delicate looking doll. This will not only allude to their mechanics but to their positions in the story as a whole with the possibility of adding changes to their models as the story progresses.





Other Characters / NPCs:

Small enemies will be scattered throughout the house for Orange / Lemon to fight (mostly Orange). Otherwise there will be a large character moving in the background that will act as a recurring threat, but we plan to implement more of them later.

Lighting

For the lighting in our game and environment, we are inspired by Limbo and their use of extreme contrast to focus the player on the gameplay. We will use shadows and shading to focus the player on story elements or on the actions of the characters as the story progresses.



Story

The actual story telling is mostly told through the setting and background, using the environment, lighting, characters, level design, and enemies to tell the story of Orange and Lemon and their life in this house. It all begins in the attic of the brothers' house. Lifeless and cold, the house is an unplayful place. The two brothers are played as the toys that they played with as children within the confines of their attic, away from all the terror below. On one fateful

night the two brothers decide to come out of hiding and try to escape the house from the attic. Leaving their terrible lives in the hopes that they find something new.

The abusive parents exist in the game as roamers who constantly search the house and its rooms. Their parents have toy avatars (bosses) that Orange and Lemon have to fight/avoid. Their only hope is to reach the basement and escape through a hidden escape tunnel.

Setting

Our overall game takes place in a rundown house, with each level comprising an area within it. Every section will have a unique design depending on where it is situated within the house, but they will all have a rundown, abandoned feel. Due to our decision to limit/exclude dialogue, a lot of the storytelling will happen within the setting/environment which means our backgrounds will contain hints and clues for the story.

The prototype will focus entirely on the attic as the goal of the toys is to navigate through the house to the first floor and escape out the front door. It will be littered with broken toys, dusty boxes, and cracked wood. In addition, large shadows may be seen periodically in the background to help set the tone of the level by establishing a bigger threat.

Sound Design

The sound design is composed of simple, semi-realistic sound effects (grunts, hits, background noise) and soundtrack music, with each track appropriate for the story that it's telling. The sound effects will be used to help immerse the audience in the setting of the game, and there will be minimal (if any) spoken dialogue so that the music and sound effects can tell a large portion of the story. The music will consist of simple, eerie instrumentation that allows players to focus on gameplay while instilling in them a sense of dread and foreboding. Sound effects will mostly be grounded in reality, with no intense power-up sounds or cartoon-style punching effects. Instead sounds will be simple, like the thump of footsteps or the creak of a chair. Sound will also be used to inform players of certain things, like the switch of their controls from Lemon to Orange, for example.

Mechanics

Character Mechanics

Movement using pre-made scripts from Unity (edit depending on feel and what we need).

Puzzle Mechanics

Orange	Lemon
Push blocks (physics based)	Climb (ladders? Ladder-esque thing)
Pull levers / blocks / switches / other items	Jump
Catch (maybe) - negation of fall damage, bounce off orange?? (animation quirk?)	Interact with objects (take items, push buttons)

Fighting Mechanics

Orange	Lemon
Light attack (simple punches, kicks)	Ranged attack (slingshot?)
Heavy attack (charged punch, rush, slam)	Belly bounce bullet (maybe)
Block/Guard/Defend (maybe)	Being thrown by Orange?? (maybe)

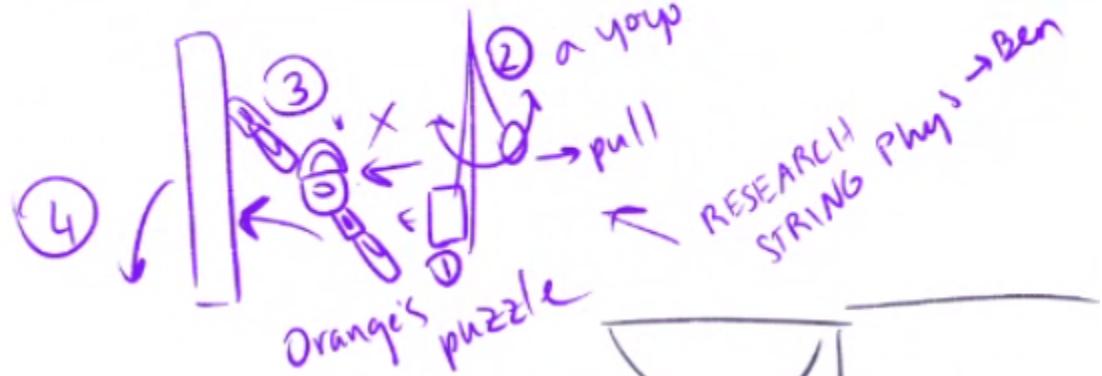
Each set of mechanics is only accessible in the right mode. For example, entering battle turns off all the puzzle mechanics and turns on the fight mechanics, and vice versa when outside of battle.

Controls

WASD - Movement
 Space - Jump
 E - Interact
 J - Little punch (pull/push)
 K - Big punch
 Esc - Open/Close Menu Panel

Gameplay

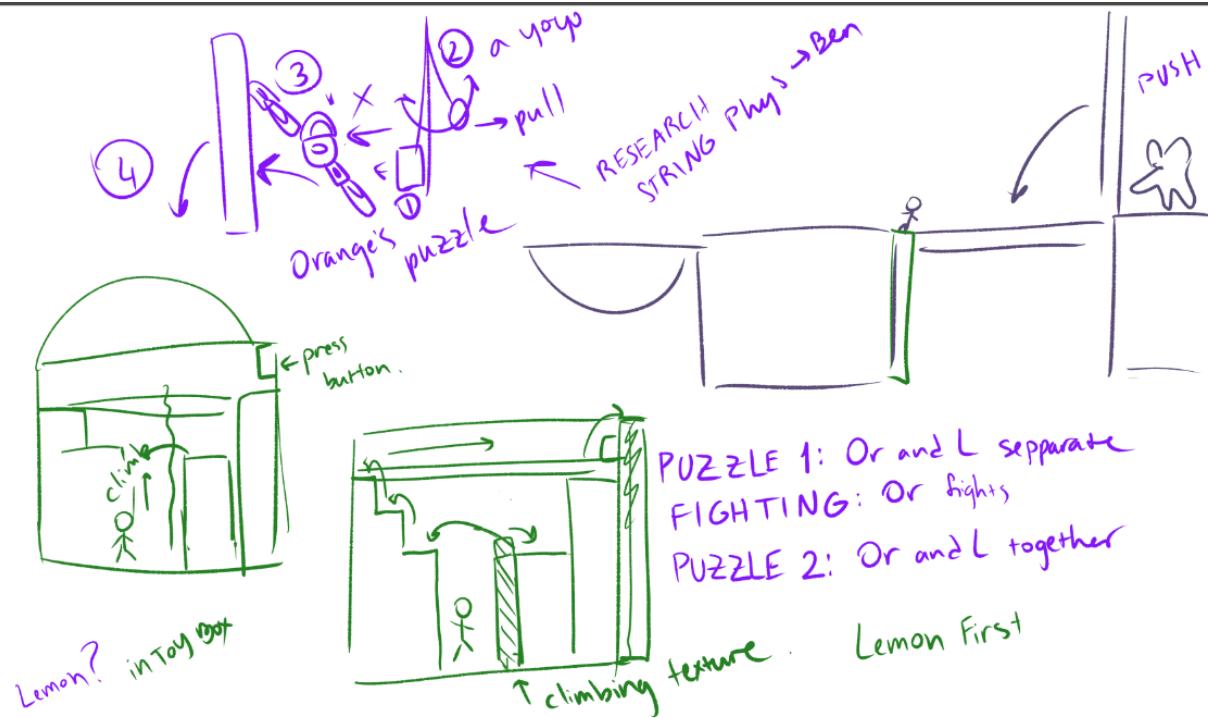
Orange Puzzle

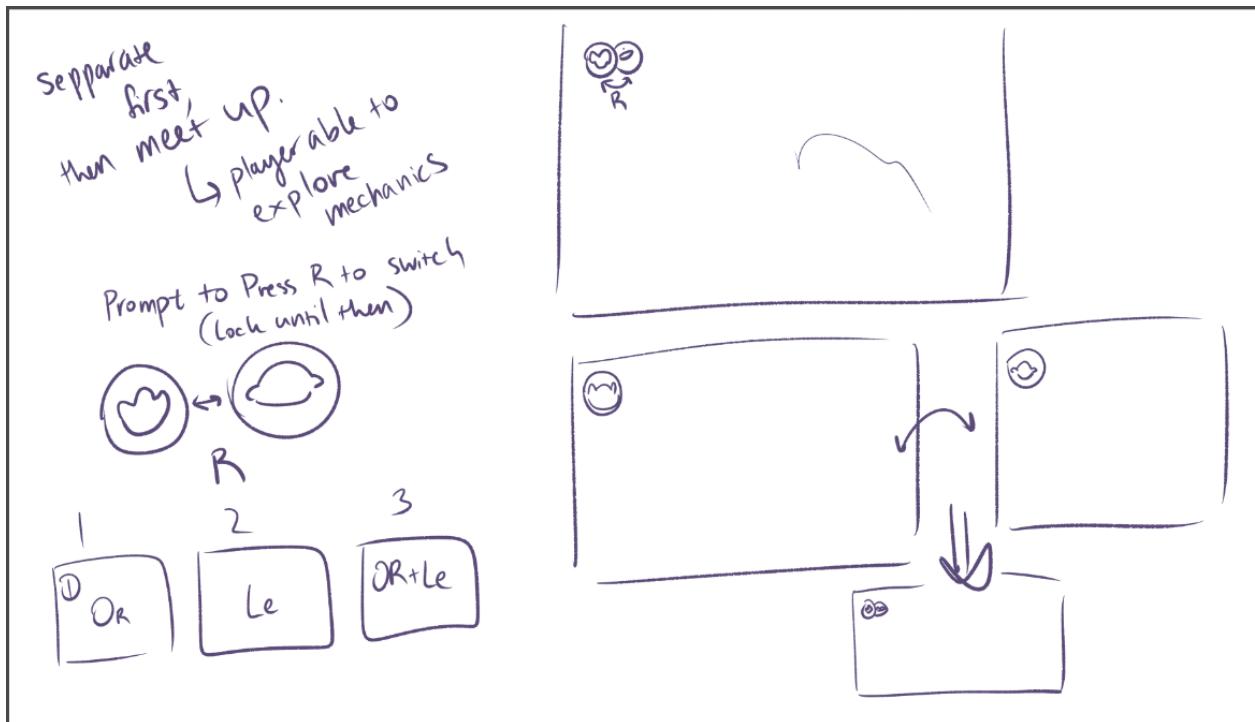


The following is the procedure for solving this puzzle intended for Orange:

1. Push counterweight to pull rope, lifting yoyo
2. Pull yoyo like a wrecking ball
3. Break chain by letting go of yoyo
4. Push bridge down to unite with Lemon

Lemon Puzzle (in green)





Concept sketch for the character-swapping mechanic between Orange and Lemon

Marketing

The game is going to be distributed on Steam, with a demo going up for free before the full game is released. The marketing will rely on online streaming. We will incentivize or sponsor creators to play/stream our demo to promote hype for the actual release. This genre has seen success with over 6 million copies of games from the little nightmares franchise sold. We aim to hit this market with a new spin that will differentiate us from the titles that served as our inspiration.

Communication/Process

Task Management

For task management, we will record and divide up tasks with Kanbanflow/Trello, Milanote, and Google drive. We plan on dividing the team into 2 subteams, one dedicated to each character, with more general tasks like level design being divided more evenly among individual members. Dates will be kept track of within a Google Drive spreadsheet that is sectioned off by group members with notes on what each member is working on within their subteams.

Weekly Meetings

We will meet every week Saturdays in person to discuss major decisions in the game. These meetings will be group members working together on specific elements, such as mechanics or models. Also, we will meet in person during class and take whatever class time we are given to discuss progress and what deadlines we need to meet.

Virtually, we will use Discord to communicate with official meetings scheduled on Tuesday and Thursday for check-ins where we discuss our progress on our tasks and break into predetermined groups to divide up tasks based on characters and levels. For example, two smaller groups are dedicated to the mechanics of each character.

Project Management

For this project, we will be using Github to handle repository and project changes, with time-based checkouts of files so that there are minimal merge conflicts. We have also considered creating a branch for each group member to avoid conflicts from working on the same areas of code or the same scenes.