

**ANOTHER GAME STUDIO**



# Project Nani Game Design Document

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Version #0.1

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### Version History

V0.1 – Synopsis of the game, Type of game, World Environment, Character movement, Enemies and game features, Role designation.

**I. Game Overview**

*Survival horror/ suspense game that will be driven by the story of our main character; Father Matthews. When Matthews checks on his kids, something happens to him and suddenly he is experiencing a nightmare he doesn't understand, he will have to solve his way out of the nightmare to find out what's happening.*

**II. Game Play Mechanics**

*Virtual Reality game which will immerse the player into Father Matthews nightmare*

**III. Camera**

*First Person view through the virtual reality headset*

**IV. Controls**

*Oculus rift controllers and keyboard mouse input (former is a backup input)*

**V. Saving and Loading**

*To be determined*

**VI. Interface Sketch**

*To be added*

**VII. Menu and Screen Descriptions**

*To be added*

**VIII. Game World**

*The game takes place in an orphanage with Victorian aesthetics, Father Matthews will be able to walk around the house and explore the different rooms in the building.*

**IX. Game Progression**

The player will have to solve a series of puzzles that will allow him to move forward to a different location, In addition the puzzles will provide the player with clues regarding the story of the game and what is happening.

**X. Characters**

*Father Matthews, runs the orphanage, a caring man with a dark past.*

**XI. Enemies**

Orphans, they live in the orphanage and appear in Father Matthews' nightmare. and boss monsters.

**XII. Items**

*Father Matthews will have a backpack where he will carry a few items he finds in the world; his best friend is his oil lamp that will illuminate his way in the dark nightmare.*

**XIII. Abilities**

Praying, doesn't give him abilities but he is a Father so might as well.

**XIV. Script**

To be added

**XV. Puzzles/Mini-games**

The player will have to solve a series of puzzles during the game that will allow him to proceed to the next location, puzzles will be an important part as they provide insight regarding the story of the game.

**XVI. Sound Index**

*To be added*

**XVII. Story Index**

*(Outline your game story here) To be added*

**XVIII. Art / Multimedia Index**

*(Include an index of all your graphic and video assets here) To be added*