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# **Game Design Document**

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### **Into the Woods**

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# **1. Game Overview**

## **1.1. Game Concept:**

The game aims at teaching values and morals to young children. It is a derivation based on a popular children's story whereby the player interacts and plays through the story experiencing an interactive playthrough.

## **1.2. Genre:**

RPG, Open World

## **1.3. Target Audience:**

Young children. Aged 3-10 years.

Teachers (as learning aid)

## **1.4. Game Flow Summary:**

The player gets to explore the open map and has to complete tasks given to him by his father or his grandmother. The game can end differently based on the choices made during the gameplay. The game is filled with small challenges to make it interesting. We introduce strangers in-game to mislead the young player or bait the player into trying to take the easy road, which eventually would lead to a losing. Doing all tasks properly ensures that the player wins the game.

## **1.5. Look and Feel:**

The game is a low-poly open village set in medieval times, with wooden houses and lush forest cover. The player has access to the forest, the roads and all houses present in the map.

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## **2. Gameplay and Mechanics**

### **2.1. Gameplay:**

#### **2.1.1. Game Progression**

The game will allow the players to play through a children's story which will have them interact with the surroundings and complete tasks. Each of the choices that the player makes affects the outcome of the story. There exists some set of choices which lets you complete the story with a positive outcome.

#### **2.1.2. Mission/challenge Structure**

Primarily the challenge lies in the decision making process when provided with choices. The story will also make the player complete a set of tasks which will involve puzzles like gameplay. There are in-game strangers who are placed to mislead the player, baiting them by offering easy ways out to win the game. Doing so results in the player losing. The player wins if he/she completes all the tasks given to him/her.

#### **2.1.3. Objectives – What are the objectives of the game?**

The final objective is to play through the narrative and get a positive ( “happy” ) outcome/ending. We should not be misled by the stranger and fall prey to him by a bad decision. The game is intended to teach children two valuable lessons in life- To be responsible, and to not trust strangers.

#### **2.1.4. Play Flow – How does the game flow for the game player**

The player takes the role of the protagonist and plays through the narrative of the story. They will be given some prelude about the narrative as they start the game. Following this, they'll be given tasks and choices by friendly npc, which will make them move forward in the narrative. Completing these tasks can

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involve solving some puzzles and challenges. The tasks are sequential and one has to complete one task in order to unlock further tasks.

## **2.2. Mechanics**

### **2.2.1. Physics – How does the physical universe work?**

The Physics of the video game involves:

- Ever Present Gravity.
- All the objects ,characters and assets involved are Rigid bodies.

### **2.2.2. Movement in the game**

- Movement is in 3 dimensions.
- All the scenarios in the game take place in a 3-Dimensional space. The space is continuous.
- The player has the ability to move in all the directions on a plane till the boundaries.

### **2.2.3. Objects – how to pick them up and move them**

There are various objects present throughout the story. Upon reaching the object the player is prompted by a menu displaying options to choose a way to interact with the object. Major objects involved are flowers, Wood, Signposts etc. One can complete collection tasks correspondingly by walking through them. Walking through the objects lets us collect them to be delivered to NPC's later

### **2.2.4. Actions, including whatever switches and buttons, are used, interacting with objects, and what means of communication are used**

- Accepting the Baskets from the Father.
- Ability to talk to/start conversation with some of the NPC. These will be used to convey part of the narrative of the story.

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- Walking near objects like bushes to interact with them ( say collect berries ). These interactions may trigger the puzzle/challenges built into the game.
  - Walking near the objects like flowers, wood to collect or pick them up.
  - Accepting tasks and quests from the Grandmother
  - Reaching Sign Posts to choose the ending.
  - Evading the bad person so that you don't get caught.

**2.2.5. Combat – If there is combat or even conflict, how is this specifically modeled?**

There is no combat involved in any levels of the game. All the interactions and confrontations between various characters are conversation based and mostly dialogue oriented.

**2.2.6. Economy :**

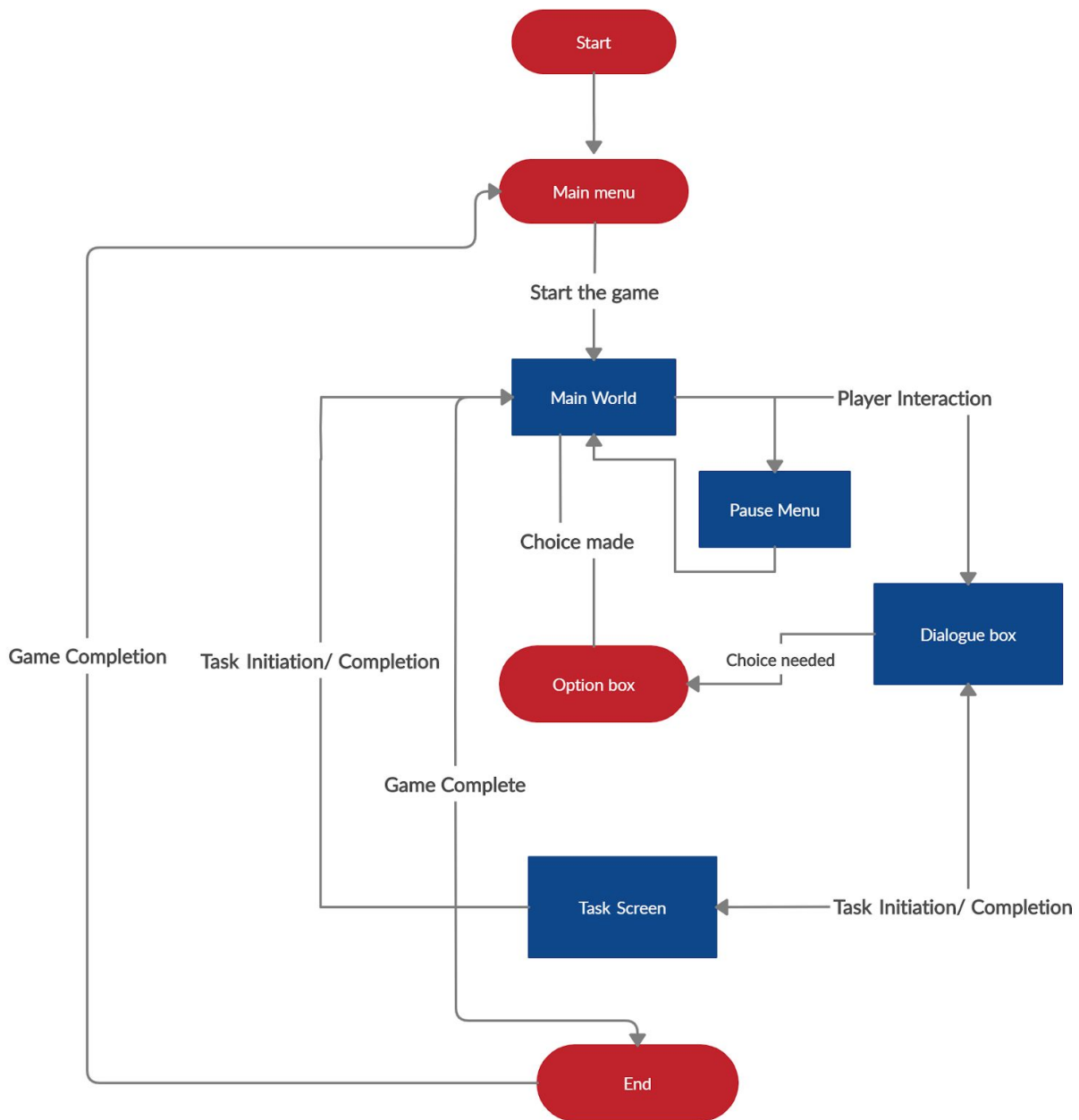
There is no Economy involved in the game.

**2.2.7. Screen Flow**

Main screen where the player has the ability to choose the story/narrative to play.

Each narrative will have continuous screen flow i.e the screen will move in accordance with the active player's movements with narrative pop ups and dialogues in between. Exact flow the story has been described in the diagrams below.

The tasks screens involve tasks to be done within some constraints and serve as the main challenges in the game. They can be initiated after dialogue with NPCs. On completion , the player is brought back to the main world screen.



## 2.3. Game Options

Options in Main Menu:

- Play
- Help
- Quit

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Option in pause menu:

- Resume
- Go to main menu
- Quit

## 2.4. Replaying and Saving

The player can save the game to continue their journey later.

The player **cannot** save the game while doing tasks or having interactions with characters.

Once the game has been completed, the game can be replayed as many times as one wants

## 2.5. Cheats and Easter Eggs

None planned till now.

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### 3. The story, Setting, and Character

#### 3.1. Story and Narrative :

The narrative is loosely based on **The Little Red Riding Hood**. The protagonist, a little girl (or a boy), lives in a village with her mother. Her grandmother lives in a hut across the forest. The girl is sent by her mother to visit her sickly grandmother, and is advised not to talk to strangers. She is given tasks by her grandmother to complete. In the midst of doing each task, the girl meets a stranger who offers help in completing the task. The stranger acts polite and tries to know more about the girl. In this game the player has to complete tasks given by the Father or the Grandma. The player meets strangers (one stranger added for now) in the game, who would try to mislead the player by giving wrong, but attractive hints. Trusting the stranger and trying to evade tasks result in losing, while completing tasks leads to victory.

##### 3.1.1. General look and feel of the world

The story is of a little girl. It takes place in a dense and damp forest. The forest environment is very lively and refreshing with bright sunlight everywhere and has an energetic atmosphere. This is the place where she does many tasks and also interactions with the stranger take place. On one end of the road is the little girl's house and the other side of the forest lives her grandma. A crossroads is present in the middle of the forest where she will have the first interaction with the stranger.

The forest is lushy and filled with flora on which different tasks are to be done.

##### 3.1.2. Areas

There are three main areas :

1. The Forest



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2. Father's House
  3. Grandmother's house

The FOREST: The forest is quite big with lots of tasks to be performed at different places. It is a dense forest full of plants, bushes and trees. There exists pathways/roads to access different locations of the forest. Movement within the forest is restricted only at a few places.

The houses are on either side of the forest and they are connected by a main pathway from which side pathways within the forests emerge.

### 3.2. Characters.

#### **Little girl(or boy) :**

She is the **protagonist** of the story "Little Red Riding Hood".

She is a sweet young girl who has been sent on an errand by her father, a trip to old grandmother's house for help. She is outfitted in a red velvet cape, made for her by her grandmother and also wears a red cape. She is loving , obedient, innocent ,kind towards fellow beings. She is quite naive as she does not see through the stranger's plans.

#### **Grandmother:**

The grandmother of the little girl is a very old lady. She lives in a cottage inside the woods. She is both ill and weak. As she is aged and she is unable to get around her house freely . As she is very old , she needs help with a lot of chores and tasks which she asks her little girl to help her with. She is very kind and loving towards little girl.

#### **The Stranger:**

The Stranger is the **antagonist** of the story. He is a very cunning and conniving person. The stranger acts friendly, but in reality tries to mislead the player into losing the game.

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## 4. Levels.

### 4.1. Levels.

Single level. The narrative and challenges will remain the same, only the difficulty in completing the tasks/challenges increases as the game progresses. The difficulty is solely based on the number of objects to be collected, their spawn locations and their spread in the map. As the map is huge, the player has to explore the entire map and surroundings in order to search for the objects in the village area. (We could even introduce timed quests in the map, but we haven't implemented them for presentation purposes).

The player is introduced at the start of the game at her father's house. The basic introductory material to the purpose and gameplay are provided here to the main character. The other characters are revealed and introduced to the player as the game unravels.

Following tasks need to be done in the level:

- Travelling the forest and going to the grandmother's house.
- Completing the tasks given by her grandmother.
- Completing tasks given by her father.
- Completing challenges/puzzles successfully while trying to complete some of the tasks.
- Escaping/evading the stranger when he tries to abduct.

The objective is to complete all the tasks and reach grandmother's house safely without getting into trouble.

The critical path taken will be between the mother's and grandmother's house. On this path, the child will encounter and interact with the stranger. The stranger will be present at the crossroads in the middle of the forest where roads diverge. The interactions with the stranger in the forest are most crucial as it ultimately decides the outcome of the game. The interactions with grandmother and father are for

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initiating the tasks/missions to be done. The player can either decide to help the elders and complete tasks by collecting wood and flowers , or can be deceived and misled by the stranger to get abducted in the end.The decision is up to the player if he wishes to take a short-cut to the ending of the game leading to a bad outcome or completing the game by doing all the quests and tasks.

#### **4.2. Training Level**

None

### **5. Interface**

#### **5.1. Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?**

The visual setting will be the story world, the characters and only a pause/menu option. No HUD will be present. Pop-up dialogue boxes will appear to show narrative/ dialogues/ choices periodically in sync with the narrative.

There are 2 menus:

1. Main Menu
2. Pause Menu

Both of the menus can be used to navigate to other sections of the game or quit.

A quest menu is always displayed on top indicating number of quests available and progress of each quest getting updated as and when the player advances through the quest

The Camera will mostly be Third Person View or Over the Top (Eagle Eye view) throughout the game.

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## 5.2. Control System

W,A,S,D for controlling movement. Esc for pausing the game and displaying the pause menu. Space bar for jumping ( in narratives where there might be a need ). Left Shift is used for Sprinting. Mouse is used for making choices when interactions occur with other characters. "Q" key is for checking the quests menu.

Special actions based on the narrative will either happen automatically without player inputs ( given the choice has been made) or will be defined in the pop up.

## 5.3. Audio, music, sound effects

Open Source.

## 5.4. Help System

None

# 6. Artificial Intelligence

## 6.1. Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making

The game is not a strategic game and will follow predefined narrative(s). Only movements of npc in particular areas of the map will require some logic and AI.

## 6.2. Non-combat and Friendly Characters

All non-combat characters will be derived from the narrative ( the story being played ). Their actions and dialogues will be explicitly defined beforehand and will be based on the source material for the story.

## 6.3. Support AI -- Player and Collision Detection, Pathfinding

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Restricted movement space will be used for pathfinding. Collision with any object will restrict the movement in that space/direction from the current point of occupancy.

## **7. Technical**

### **7.1. Target Hardware**

- Physical - Desktops / Laptops ( should work with low end ones too )
- OS - Windows

### **7.2. Development hardware and software, including Game Engine**

- Physical - Laptops
- OS - Windows
- Softwares used - Unity

### **7.3. Network requirements**

None - The game will be offline.

### **7.4. Game Art – Key assets, how they are being developed. Intended style.**

The intended style is to mimic the feel of children's stories by using cartoonish assets. Most of the key assets will be obtained using free asset libraries for unity.