

Group 9: Project 3 Game Design Document (GDD)

TEAM SPOOKZ



‘Step into a new survival horror’

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Game Development Team Members

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1 Game Overview

Title: The Visitor

Platform: PC Standalone + iOS & Android, VR, Xbox, Switch

Genre: Horror/Puzzle

Rating: (13+) ESRB

Target: Casual gamer (aging from 15 - 30)

Release date: December, 2020

Publisher: Team Spookz

Description:

You wake up trapped in a bizarre environment. You need to find a way out of the room quickly! But be wary, for a dangerous creature lurks. As it approaches your room, cover your tracks and hide before it finds you!

2 High Concept

The player finds themselves in a bizarre room and they need to find a way out. However, a monster returns to the room periodically. The player must solve puzzles in the room to get out but they also need to put the room back to cover their tracks and hide if they hear the monster coming back again. If the player doesn't fix the room before the monster comes back, it will realize there's something in the room and it's game over.

3 Unique Selling Points

- Unique Gameplay
- Intricate inventory system and puzzles
- Suspenseful interactions with NPCs

4 Platform Minimum Requirements

PC, MAC AND LINUX STANDALONE

OS: Windows XP SP2+, Mac OS X 10.8+, Ubuntu 12.04+, SteamOS+ Graphics card:

DX9 (shader model 2.0) capabilities; generally everything made since 2004 should work

5 Competitors / Similar Titles

- Resident Evil 7
- Silent Hill

6 Synopsis

You wake up trapped in a bizarre environment. You need to find a way out of the room quickly! But be wary, for a dangerous creature lurks. As it approaches your room, cover your tracks and hide before it finds you!

You can't remember anything from before, but there's a creature that will return to your room from time to time. Luckily, the creature doesn't know you're there, but you must make your escape while staying hidden from the creature and covering your tracks so it doesn't raise its suspicions.

7 Game Objectives

Initially, the player is directed to escape the room. Later they are introduced to the creature and the interaction with it implies that it *is not* aware of the player's presence but has a keen eye for noticing differences in the room.

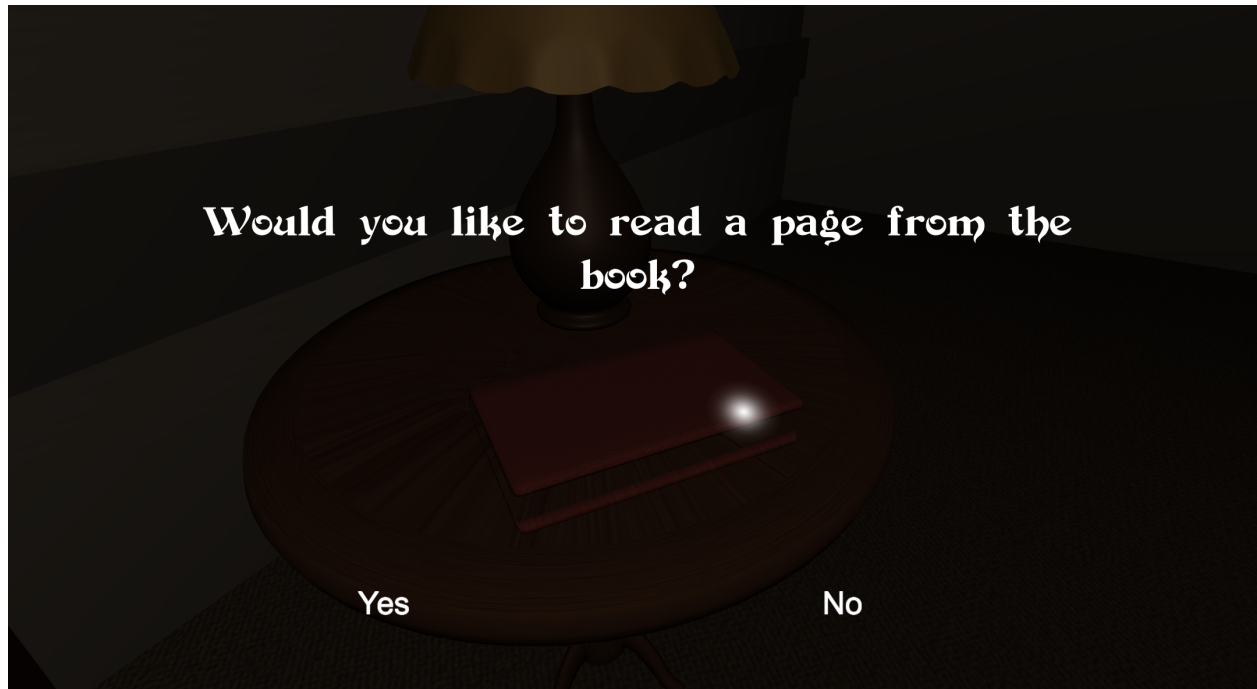
8 Game Rules

- No way of defending yourself from the creature. Hide and hope it doesn't find you.
- Various key items are hidden to solve puzzles.

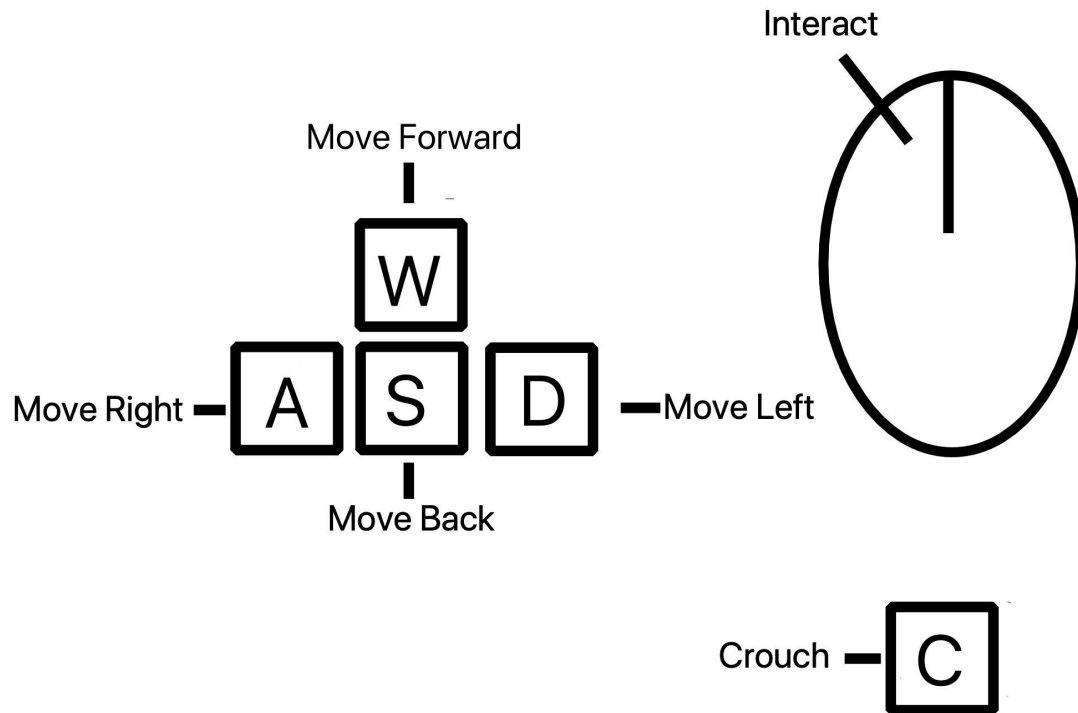
9 Game Structure

- Main Menu
- Play Game
 - Escape room while solving puzzles and avoiding the creature.
- Credits

10 Game Play



10.1 Game Controls



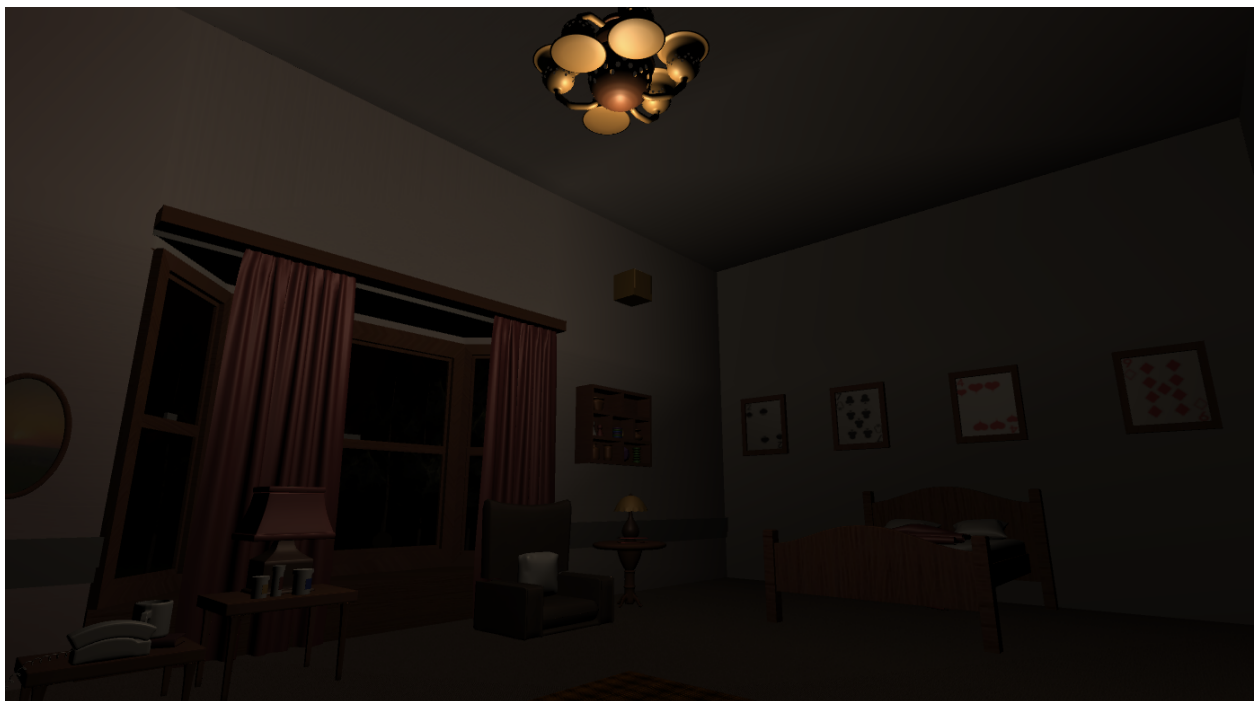
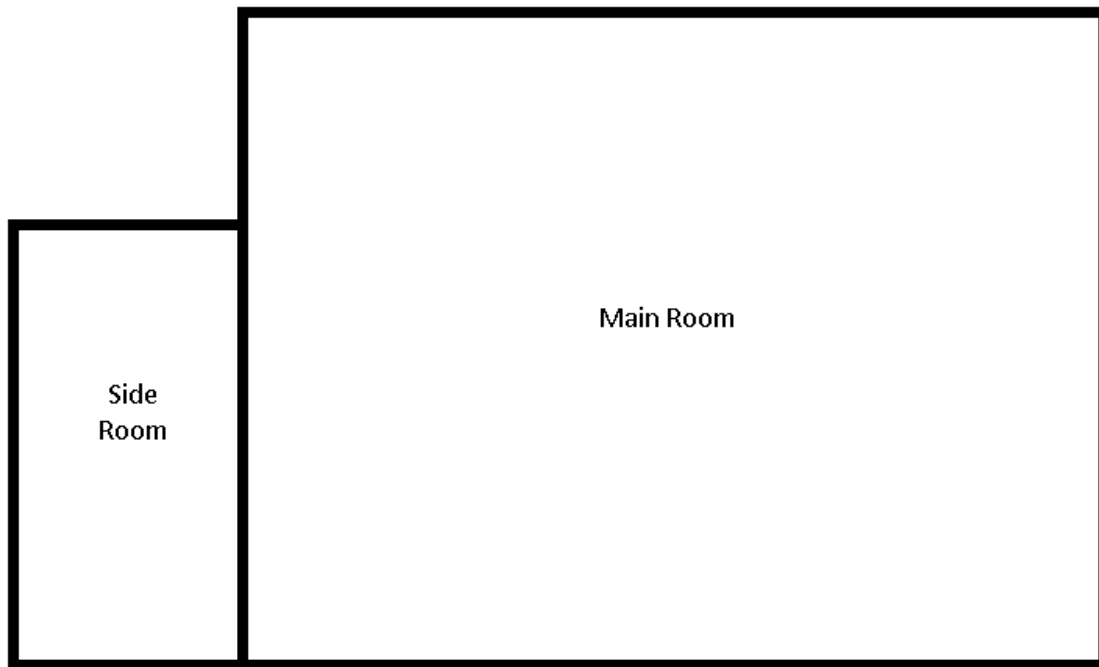
10.2 Game Camera

The game camera is tied to the player's movement (First Person). As the player moves, the camera follows. The camera will display dimmed and brightened images as lightning causes the light in the room to flicker. The camera will also focus on certain objects when performing certain tasks.

10.2.1 HUD

No HUD during gameplay. This is done to increase the tension in the player, making them feel more vulnerable to the environment and increases immersion.

10.2.2 Maps



11 Players

11.1 Characters

Main character. Male in their early 20s.

11.2 Metrics

Walking Speed: 12

Crouch Speed: 3

Max Health: 100

Attack Damage: N/A

11.3 States

Idle: The idle state is a cycled animation where the Player is gently moving up and down.

Move: The movement animation will cause the character to walk in the direction of movement. It will be triggered when the Player moves the character.

Hide: When hiding, the player will crouch down with a crouch animation and remain still to avoid being seen by foes.

Death: The death animation will show the monster grabbing the player from behind, sound and black screen will further indicate death. Following the animation, a 'game over' scene will show.

11.4 Weapons

N/A

12 Player Line-up

Only one playable character.

13 NPC

13.1 Enemies

- Creature

-

Speed	Health	Attack Damage
4.5	N/A	N/A

13.1.1 Enemy States

Idle: The idle state is a cycled animation where the NPC is gently moving up and down.

Move: The movement animation will cause the NPC to walk in the direction of movement.

Hunting: The hunting animation will make the NPC search the environment as if it's looking for something

13.1.2 Enemy Spawn Points

- The creature essentially doesn't have any spawn points yet patiently waits outside the player's room. Randomly entering the room after a specified trigger has been activated

13.2 Allies / Companions

N/A

13.2.1 Ally States

N/A

13.2.2 Ally Spawn Points

N/A

14 Art

14.1 Setting

The game will take place in an isolated room.



14.2 Level Design

The room consists of a generalized bedroom. There are books scattered around, windows, art work, drawers, bookshelves, and much more. Certain objects in the room will guide and hint the player towards a possible escape. It is up to their wits and outside the box thinking to help them escape and complete the game

Once the user selects to play the game, they will spawn right next to the bed inside the room.

14.3 Audio

Name	Category	Description
Rain.mp3	Background FX	Sound of rain that will continuously play throughout scenes
Thunder.mp3	Background FX	Sound of thunder that will continuously play throughout scenes, occasionally.
LightFlicker.mp3	FX	Sound of the lights being turned on and off
CreditsSceneMusic.wav	Background Music	Music to play once the player successfully completes the game and arrives at the credits.
DeathSound.mp3	FX	Sound of player being killed by monster
door-3-open.mp3	FX	Sound of door opening when player completes puzzles and arrives at escape door
G1.mp3	FX	Sound of when the monster gets triggered and randomly begins entering room.
PhoneSound.mp3	FX	Sound of phone when player enters correct number.
ShelfMoving.mp3	FX	Sound of shelf moving when monster enters room
TheCreatureEnters.mp3	FX	Sound that plays everytime the monster enters the room
ItsAFineDay.mp3	FX	Sound of woman singing

15 Artificial Intelligence NPC

The creature will roam around the environment searching for the player. If the player is in sight of the creature, he will be caught and killed. If the player is hiding the creature won't be able to see him and he'll be safe.

Player hiding under bed - Creature can't see him:



16 Minimum Viable Product (MPV)

- Moveable Player character.
- Built for the PC Platform
- Interactions with objects

17 Wish List

Add more interactions

- Either with the monster itself, objects in the room (including adding more objects), or with the player himself (or all the above!).

Add more rooms

- Maybe expand the game to encompass the entire house, allowing the player to explore more and essentially increasing the difficulty as more tasks will be included.

Monster Improvements

- Implement Machine Learning algorithms to allow the monster to learn from your moves to try and outsmart you.
- Implement more sounds and tricks the monster can play to trick the player.
- More fluent and detailed animations
- More monsters / levels

Add more riddles and clues

Customizable player

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Usage Rights: Clear / Self-Made

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UIController.cs. Description: Script to control the UI and Scenes. *Usage Rights: Clear / Self-Made*

MenuOptions.cs. Description: Script to control the main menu. *Usage Rights: Clear / Self-Made. (Later on discarded from game to utilize UIController.cs)*

MouseLook.cs. Description: Script to control how the player looks around with the mouse. *Usage Rights: Clear / Self-Made*

MusicController.cs. Description: Script to control the music. *Usage Rights: Clear / Self-Made*

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PlayerMovement.cs. Description: Script to control the player movement. *Usage Rights: Clear / Self-Made*

SettingsController.cs. Description: Script to control the settings menu and options. *Usage Rights: Clear / Self-Made*

Interactable.cs. Description: Script to control the interactions between player and objects. *Usage Rights: Clear / Self-Made*

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