

Flee or Freeze

Game Design Document

For the "Nokia 3310 Game Jam 6"

Contents

1	Introduction	2
1.1	Game Summary	2
1.2	Inspiration	2
1.3	Player Experience	2
1.4	Platform	2
1.5	Development Software	2
1.6	Genre	3
1.7	Target Audience	3
2	Concept	3
2.1	Gameplay overview	3
2.2	Theme Interpretation	3
2.3	Primary Mechanics	3
2.4	Secondary Mechanics	4
3	Art	4
3.1	Theme Interpretation	4
3.2	Design	4
4	Audio	4
4.1	Music	4
4.2	Sound Effects	5
5	Game Experience	5
5.1	UI	5
5.2	Controls	5
6	Development Timeline	5

1 Introduction

In **Flee or Freeze** you are imprisoned by the local magical police department and your goal is to escape it without beeing seen.

1.1 Game Summary

You have been captured while fighting your arch enemy on the street. But when the MPD arraived he somehow convinced them that you are the aggressor. So the MPD freezes you in time and take you to their police department for further investigations. You know that the cards are against you in this situation, so you make the decision to flee the prison that holds you.

1.2 Inspiration

Robbery Bob: A comic styled robbery game where you have to steal as much as you can without getting seen by the local inhabitants and security.



1.3 Player Experience

In a scrolling screen area a player has to reach the goal while also avoiding the sight of NPCs. With increasing difficulties. The Player can also upgrade himself before each game run by buying upgrades or tools from an NPC in the prison.

1.4 Platform

The game is developed on linux but with releases for windows and linux.

1.5 Development Software

Game Programming	The Game programming is done in the <i>Godot Game Engine</i>
Art	The art is done in <i>Aseprite</i>
Music	The music is done in <i>Reaper DAW</i>

1.6 Genre

Hide and seek, Pixel Art, Escape, casual

1.7 Target Audience

The target audience are players who search for a stealth game with increasing difficulties.

2 Concept

2.1 Gameplay overview

The player controls a person which tries to escape a situation therefore it can sneak, walk, and sprint, all movement abilities have got an incremental sound pollution which will alarm surrounding guards. By using the environment, like a wall or a moving vehicle, the player tries to stay out of sight for the guards. Additionally while progressing throughout the game, the player can get power ups which makes it move faster without making more noise or use magic powers to create a distraction.

2.2 Theme Interpretation

When the player gets caught the guards use a freezing spell to freeze the player in time and take it back to the prison cell.

2.3 Primary Mechanics

Movement The Player can either sneak, walk or sprint. These forms offer a variety between speed and stealthness	Pic
Guards The Guards are looking out for the Player In early levels they are very passive but later they will actively search for the player	Pic

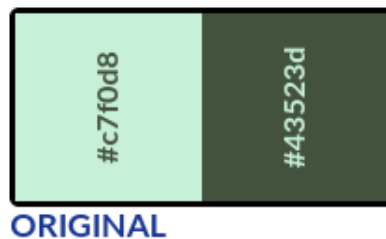
2.4 Secondary Mechanics

Moving Objects From time to time there is an opportunity to use a moving object to cross an unsafe area	Pic
Distraction Later in game the player will be able to generate distractions for the guards by using magic	Pic

3 Art

3.1 Theme Interpretation

The Game art is based on the old Nokia 3310 graphics. The color pallet is fixed by the following one.



3.2 Design

Because of the main theme of this Game Jam the color pallet and the screen resolution, 84 x 48 pixel, is very limited. So the Design of the game graphics will be very simple and sharp.

4 Audio

4.1 Music

To add a nostalgic feeling to the game, only the old Nokia 3310 sounds will be used. Non then less should the music be mysterious and threatening to give the player a feeling of an intense situation for a more immersive experience.

4.2 Sound Effects

Sound effects are rarely used because the nokia 3310 has got only one audio channel. Therefore the music always needs to be taken a break when playing a sound effect. Possible situations are, when the player was very noisy and the guards are alarmed of the presence of the player. Also the distraction action could get a sound effect.

5 Game Experience

5.1 UI

The game's UI is weaved together with the prison cell, where different places let the player access different options. Like the store NPC, Settings on a wall board.

5.2 Controls

The Player Movement will be controlled by either numpad (8 4 2 6) or by the std keys (W A S D). Additionally the player can use the (7/Q) Keys to change the walking speed, and the (9/E) Key for abilities.

6 Development Timeline

Task	Status
Creating Art	
Creating Music	
Creating Sound effects	
Game Programming	
Testing	
Release	