Game Design Document

Twisted VR Escape Room

Launch Date
February 2023

DEVELOPER NAME / LOGO

Celest Chang

Modified from a Game Design Document provided by Oculus training

Confidential Disclaimer
This Game Design Document has been prepared for review by Mr Derek Lee. All information is confidential and proprietary and should not be shared without written permission.

Overview of the Game

Introduction and background

Childhood games, with a twist. Childhood games would bring memories and nostalgia, but childhood memories can sometimes be scary or memories you do not want to remember. My take on childhood games for this game is to have a twisted sense of childhood. Creepy, yet nostalgic.

This game is about having to play childhood games to escape the room. Meaning there could be anything that you used to play as a child, from playing with friends, to playing alone. Using all the knowledge you know from nostalgia to escape the room.

Genre

Falls somewhere around survival horror, thriller, slight mystery. The overall vibe the game is going to would be to escape from the gloomy room, making it thrilling yet mysterious.

Inspirational references

Having a lot of games going back to childhood nostalgia nowadays, I get inspiration after recalling the games we used to play during breaks in school and how similar the games we play are compared to popular games now.

Basic narratives

You wake up to find yourself in a room, no windows, one door. You see a drawer with plates on top. You turn to the other side and see a weird stand and three rocks. You turn to the back, and you see a wolf's head. A note that says, "Remember back when we played those childhood games?" is lying on the floor you awoke from. Solve these puzzles to escape and maybe solve these mysteries of why you are here, and who brought you here.

Reference image: Shuttershock, Deadly Wolf

Unique Selling Points

Game Loop

The game is quite simple.

- You wake up from the room, notice that there are very little things in the room.

- You look around, using teleporting locomotion to move around.

- You look at the drawer top, there is a candle. You turn around and see a table with a button and a skull.

- You pick up the skull and place it on top of the button and hear a "click" sound.

- You open the door and see a hallway full of candles. The candles are placed at a different height.

- Curious, you click on the candles in order of height. You hear another "click" sound.

- You open the door and walk into a room with a wolf. You see a table on the side. There is a rock on top of the table. On the floor, you see a piece of paper, a pair of scissors and rocks.

- Thinking about the game of "scissors, paper, stone", you grab the stone and place it on the rock on the table. You hear a "click" sound.

- You click the door and it opens, leading you to the outside.

Special mechanics and interactions

Picking up items, placing them in the right order, using the controller to direct movement with teleporting markers on the ground. Being able to enter the passcode to unlock locks.

Target audience

Mature audiences, not too old and not too young. Mostly teenagers. Target audience should have a sense of nostalgia when playing such games, and not afraid to trying thriller genres. Those who are passionate and ambitious in solving puzzles.

Gameplay Scope

Duration: Relatively short, depending on how long it takes to solve the puzzles. An estimated duration would be around 10 minutes.

Levels: There is only one level, which is the singular room. Since the schedule is tight, the game is

short.

Average play time: Around 10 minutes would be given, any more than that would be end game.

Objective: To escape from the room before the timer runs out.

Number of players: One, no equipment or upgrades available for the character as most items are found within the room and using those items to escape are the main objectives.
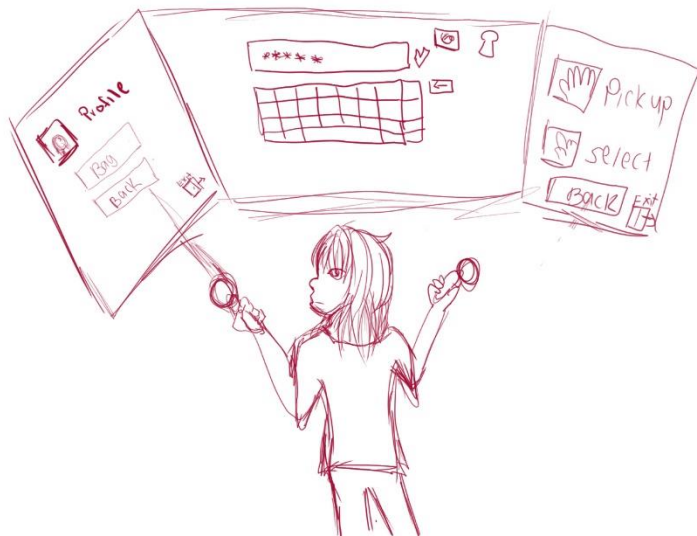
Art Style

Mostly gloomy and dark. The art style would be cartoonish yet creepy.

Panorama design of room:

UI menu sketch:

Player Profiles Stories

➢ Maggie is 30 years old and likes to read. She tried Twisted VR Escape room and did not like the game much because of its gloomy atmosphere. She gave it a try however, and thought the

puzzles were doable.

- If someone who is not a teenager were to play the game, they would most likely not understand the references of the childhood games being used. It may be doable, but may take a longer time.

➢ Sam is 16 years old and likes to play horror/thriller games. He tried Twisted VR Escape room and found that the game was interesting.

- Since a teenager would most likely know the games being referenced, they would know how to solve the puzzles. They would also know about the twists and what is different compared to normal childhood games, which I find it the main element of the game.

➢ Bel is 10 years old. She tried Twisted VR Escape room and could not understand what is going on. The room was also too dark for her to see what is around.

- Younger people may be able to play the game, however, the dark atmosphere may hinder some people's vision. I may add more candles/lighting such that it is easier to see and look around. Since there may be younger people playing, the difficulty should not be too difficult, and the horror/thriller aspect should not be too violent.

Milestone Schedule

No.	Objective	Start	End	Remarks
1	Ideation, planning	Week 1	Week 3	Done
2	Developing GDD	Week 4	Week 7	Done
3	Sketching and designing VR room (panorama)	Week 5	Week 5	Done
4	Sketching UI menu	Week 6	Week 6	Done
5	Searching asset store for possible assets to use	Break (6 December 2022)	2 January 2022	Done
6	Creating scripts for objects	3 January 2023	3 February 2023	Done
7	Testing game	20 January 2023	3 February 2023	Done

Project Vitals

Development cycle: 12 weeks
Launch timing: Q1 2023
Staff:
- Design: Celest
- Scripts: Celest
- Testing: Celest
- Assets: Unity assets store