

Game Design Document for a VR Escape Room

Carnival Mania
Launch Date: 31 July 2024

By Charmaine Goh

Confidential Disclaimer

This Game Design Document has been prepared for review by Charmaine Goh. All information is confidential and proprietary and should not be shared without written permission.

Overview of the Game

GENRE: Horror & Adventure

INSPIRATIONAL REFERENCES:

-IT Chapter 2 Haunted Funhouse & Carnival - The IT Experience w/ Pennywise

(<https://youtu.be/FIOIRGMzmxo?si=TATY818fyjUTGpid>)

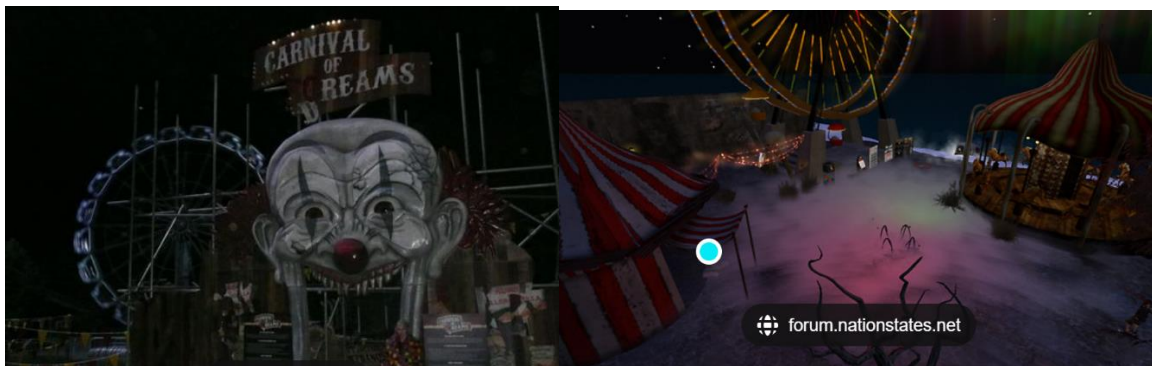
- CIRCUS Haunted House Walk Through - Queen Mary's Dark Harbor Halloween 2019

(<https://youtu.be/9cD11-nSeZE?si=3ymL1pHcKDjoRgFt>)

BASIC NARRATIVE:

The game places players in a haunting, mysterious, and suspenseful carnival attraction. The happy music has become warped and disturbing, and the once-vibrant lights now flicker menacingly and eerily. The player discovers the terrible secrets that contributed to the carnival's demise as they make their way through twisted attractions. A sinister presence that stalks the premises is revealed with each puzzle piece and hint that is deciphered, revealing more of the terrible past. To avoid becoming a permanent part of the carnival's terrible history, players must race against the time and escape the carnival mania.

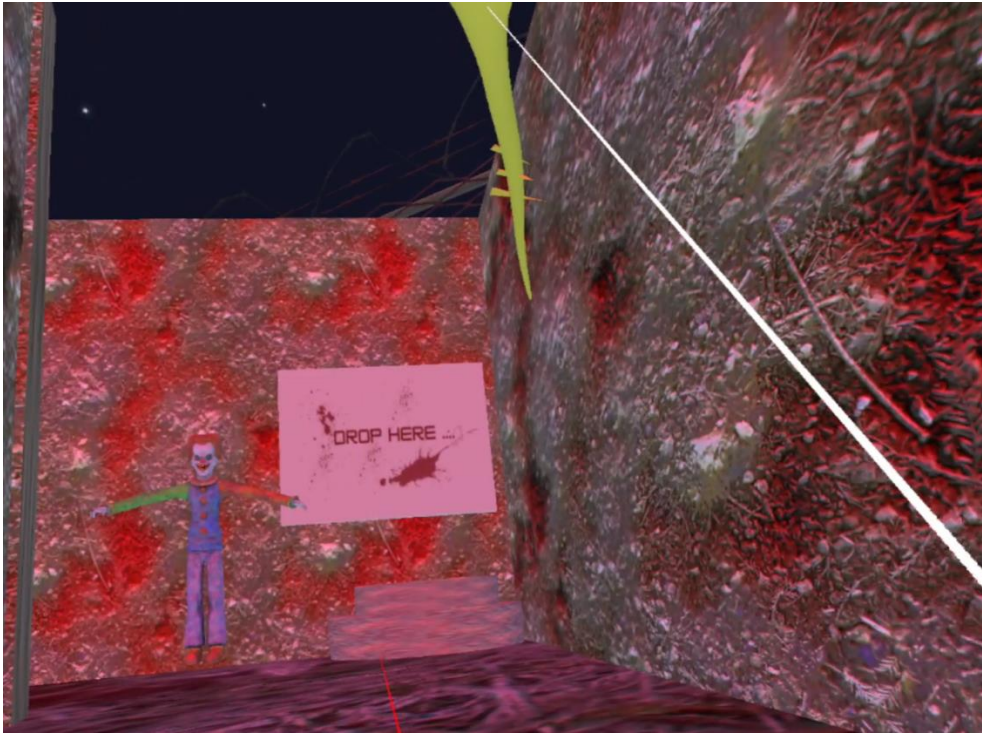
INSPIRATIONAL ART:





My VR GAME:





Unique Selling Points

Art - The artwork in the game combines surrealism and realism to create an eerie atmosphere that is both disturbing and engrossing. Deeply evocative lighting effects and intricate textures immerse

gamers in the spooky carnival environment. Compared to more obviously realistic or fanciful horror games, the eerie carnival setting feels genuinely alive and frightening thanks to the highly evocative lighting effects and complex textures.

Unique soundtrack - The game will feature an atmospheric and eerie soundtrack that enhances the overall mood and immersion of the game, adding to the suspense and tensions as players unravel the mysteries within the control panel and the game itself. This will make the game more memorable as it will evoke strong emotions from players as well as an eerie clown laughter to guide the players to finish the game.

Engaging puzzles – The game will consist of 4 puzzles for the players to solve, one linking to another for the player to finally solve and exit the escape room.

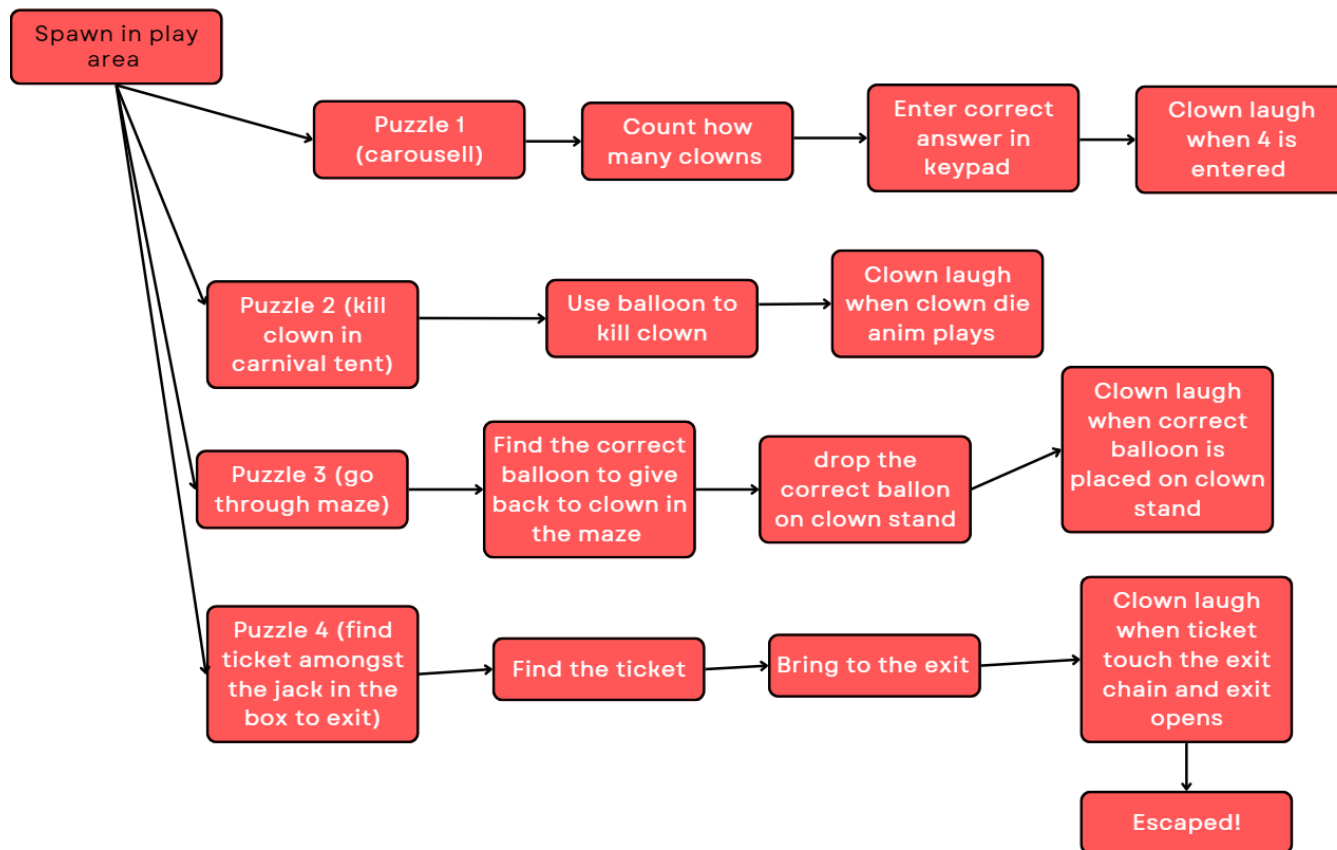
Deep Storyline Integration - This game delivers a deep, multi-layered plot that develops with each problem compared to typical escape rooms. By piecing together, the tragic story of the carnival's downfall, players can go through the narratively driven odyssey and solve the puzzle. Compared to other games a more engaging and emotionally impactful experience may result from this narrative integration.

Sensory engagement – The game will have sound and visual effects to help players solve a puzzle. For example, the sounds of clowns laughter could be the password that leads to something or could be a clue to something. Given that players must employ many senses to advance, this kind of sensory interaction can make for a more dynamic and captivating gaming experience.

Game loop

FLOWCHART:

Flowchart



Gameplay Scope

- How long is the game?

The duration of the game depends on the player's investigation, puzzle-solving skills, and pace. But the average time a player can take is 2-4 minutes as the game has clues which can help the player to solve faster.

- How many levels are there?

The game consists of 4 levels as there are 4 puzzles for the players to solve to finally escape the carnival.

- What is the average playtime?

Four puzzles to solve and a variety of ambient features to investigate make for an average playtime of 2-4 minutes. However, the amount of time players spend will vary based on their level of exploration and puzzle-solving abilities.

- What are the objectives?

The main goal of the game is to unlock the exit door and escape the haunted carnival by solving each linked puzzle and players could come across extra plot points and undiscovered discoveries along the

route that enhance the overall narrative experience.

- How many playable characters? Can you customize or upgrade them/what can you customize or upgrade?

The game features a single playable character, the player themselves.

Art Style

The visual design of the Carnival Horror virtual reality game combines aspects of fantasy and gothic horror to create a dark, twisted take on the classic carnival aesthetic. The intention is to create a terrifying, immersive experience that draws players in and terrifies them by taking them to a macabre carnival where fear and danger are present everywhere.

ENVIRONMENT:

Lighting and shadows: dark lighting with some red in certain areas to evoke fear as well as dim lights.

Colour palette: dark, moody colour palette with a strong emphasis on deep reds. Dirt splashes here and there give some places an eerie, unnatural hue.

Texture: There will be rusty metal, muddy areas, broken wood to create a sense of abandonment in that carnival.

CHARACTERS:

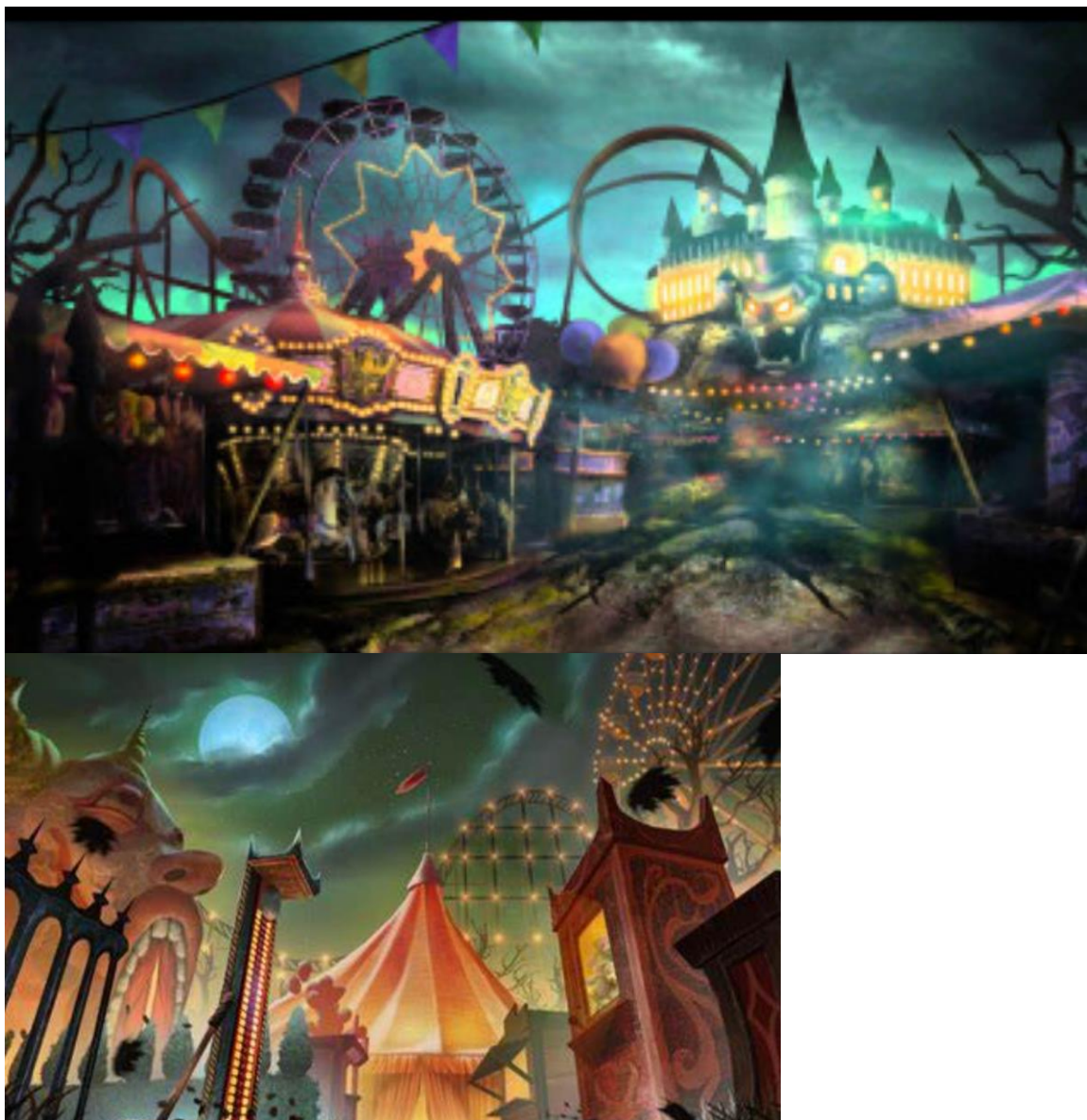
Clowns: Traditional carnival costumes, ragged and splattered with blood, are worn by the characters.

UI:

-With features inspired by vintage, blood-stained tickets, blinking neon signs, and haunted house posters, the user interface is meant to heighten the horror vibe. Menus are designed to resemble tattered, old signs, and buttons have the appearance of spooky carnival buttons.

- With its clear, unsettling text and symbols, the UI is uncluttered and minimalistic. The design makes sure that gamers aren't distracted and can stay fully submerged in the terrifying experience.

Inspirational concept pics:



Player Profiles Stories

Player 1: Horror enthusiast (Ben)

Ben loves anything horror from horror movies to horror games. He loves the adrenaline rush of these horror contents and would always look for more.

Approach to the game: Ben is going to investigate every inch of the carnival, looking for the creepiest and most disturbing spots. He will interact with every interactive feature to reveal the deepest secrets of the carnival and set off hidden scares.

Game loop Focus: Ben's primary goal will be to fully experience the terrifying atmosphere of the game. The intricate settings, spooky sound design, and unnerving character interactions will be appreciated by him.

Player 2: Puzzle solver enthusiast (Alex)

Alex loves to solve complex puzzles in games and would always thrive whenever she goes to escape rooms with her friends.

Approach to the game: Alex is going to look for clues everywhere and take in every little detail to help her solve the puzzles to exit the carnival.

Game loop Focus: Alex's goal is to try to solve the puzzles as quick as possible with her problem-solving skills and escape the carnival as fast as possible.

Player 3: Adventurer (Megan)

Megan likes to play games that are story-driven and have interesting characters and plots. She values games that offer immersive worlds to explore.

Approach to the game: Megan will be mainly drawn to the story of the game. To comprehend the plot and history of the haunted carnival, she will interact with characters and follow the primary narrative and will also appreciate the game's atmosphere, taking time to soak in the visuals, sound design, and overall mood while solving the puzzles.

Game loop Focus: Megan's goal will be living the narrative and engaging with the characters. She will value compelling narrative turns, well-written dialogue, the layout, visuals, and engrossing storytelling while playing the game.

Milestone Schedule**Escape room VR Development Process**

Gantt Chart

PROCESS	QUARTER 1				QUARTER 2							
	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Planning												
look for assets, GDD completion, look and feel												
Prototype mechanics, First Playable												
Refining, Enhance vertical slice												
Final Polishing												
Submission												

April 24 - April 30

Milestone 1 - Plan theme/puzzles of VR game

Date of delivery: April 30

May 1 - May 15

Milestone 2 – Look for assets in asset store that are available for use and draft some ideas of objects to make for VR game.

Date of delivery: May 15

May 16 – May 29

Milestone 3 – Game Design Document Completion

Finish and submit the vertical slice game design document, which includes information on the story, levels, graphic direction, sound design, game loop and mechanics.

Date of delivery: May 29

May 30 – June 15

Milestone 3 – Look and feel.

Create the first setting and art materials to set the mood and visual style. Make concept art and a mood board.

Add Assets in and make the carnival.

Date of delivery: June 15

June 12 – June 30

Milestone 4 – Prototype the mechanics.

Create working prototypes for the movement, interaction, and fundamental VR features of the game.

Date of delivery: June 30

July 1 – July 10

Milestone 5 – First playable

Compile the game's essential gameplay elements and basic visuals into a playable version. Incorporating a tiny portion of the carnival setting.

Date of delivery: July 10

July 11- July 20

Milestone 6 – refining/ upgrading / test riskiest VR features

Upgrade/ edit from the first playable and see what is there to change or add to the game interactions, visuals, sounds and many more.

Date of delivery: July 20

July 15- July 25

Milestone 7 - Enhanced vertical slice.

Create a polished vertical slice that has better gameplay features, enhanced art assets, and improved mechanics.

Date of delivery: July 25

July 26 – July 30

Milestone 8 – Final Polishing

Apply the last coat of polish to the vertical slice, fixing any lingering problems. Carry out comprehensive testing

to guarantee quality and stability.

Date of delivery: July 30

July 31

Milestone 9 – Submission of game

Date of delivery: July 31