

REQUIREMENT SPECIFICATION DOCUMENT (RSD)

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INTRODUCTION

Project Title: BENEATH THE VINES

This project aims to develop a visually engaging and narratively rich visual novel game. The game will feature a choice-based system that allows players to influence the storyline, leading to multiple possible endings significantly.

Purpose

The primary purpose of this project is to provide players with a captivating and enjoyable gaming experience that emphasizes storytelling and player choice. While the game does not specifically focus on Filipino culture, it aims to create a universal narrative that resonates with a wide audience.

Scope

The system will include:

- A rich and engaging storyline with multiple branching paths.
- A choice-based system that allows players to influence the narrative.
- High-quality character portraits and backgrounds.
- Appropriate sound effects and music to enhance the atmosphere.

The project will not include:

- Multiplayer features.
- Complex gameplay mechanics beyond the choice-based system.
- Extensive customization options for players.

PROJECT DESCRIPTION

Beneath the Vines is a story-based psychological horror game that immerses players in a gripping tale of betrayal, fear, and survival. Set in a vast, eerie mansion, players take on the role of Ivy, a woman who discovers the horrifying secret behind her perfect husband's family—a murderous cult known for its gruesome rituals. With her life hanging by a thread, Ivy must navigate the dangerous corridors of the mansion, outsmarting her pursuers in a deadly game of cat and mouse.

Developed by Filipino students Beneath the Vines blends Filipino talent and creativity with universal themes of terror, human survival, and psychological tension. With strong narrative elements, this game focuses on atmospheric horror and tension rather than jump scares, allowing the player's decisions to significantly impact Ivy's fate.

Our project aims to bridge between Filipino developers and the visual novel game genre since there are not many Filipino developers tackling the visual novel game genre and also the genre is very underrated as a game genre and since most people tend to enjoy a game that is both thrilling at the same time make the players immersed

System Overview

The system addresses the need for a highly engaging and interactive horror game that emphasizes storytelling and player immersion. It solves the problem of repetitive or shallow horror mechanics by offering a rich narrative combined with varied gameplay elements such as stealth, puzzle-solving, and decision-making. Players are faced with unpredictable threats, heightening the sense of fear and urgency.

Players control Ivy, navigating the mansion while avoiding detection from enemies (cult members) and solving environmental puzzles. based on the player's actions, Choices made by the player influence the storyline and can lead to different endings. Interactive objects in the environment help build tension, and players must manage their resources carefully to survive.

User Types

Players (Customers):

- These are the main users who will control Ivy and experience the story. They interact with the game world, make decisions, solve puzzles, and avoid enemies.

Game Admin/Developers:

- Admins will be responsible for maintaining the game servers, managing player feedback, and releasing updates to ensure the system runs smoothly and players experience minimal issues

Assumptions

- Users have access to a PC or gaming console.
- Players are familiar with basic gaming mechanics such as interaction and decision-making.
- The game will be primarily played in single-player mode, so a low-latency network is not required for core gameplay.

Limitations

- Some advanced mechanics, such as complex multiplayer modes or virtual reality support, are not planned for the initial release due to resource limitations.
- The game may initially launch only on a single platform (PC) before expanding to consoles and mobile devices.

FUNCTIONAL REQUIREMENTS

User Interface

Main Menu:

- Main screen for starting a new game, loading saves, and accessing settings and help.

Navigation & Settings:

- Options for gameplay navigation, adjusting settings, and accessing help and about information.

Game Display:

- Visual presentation of backgrounds, characters, and background music that enhance storytelling.

Game Options:

- Tools for pausing, auto-playing, reviewing dialogue, and accessing settings during gameplay.

Dialogue UI:

- Interface for narrative text and choice buttons that allow player decisions to influence the story.

Save and Load System:

- Players can save their progress and load previous saves.

Game Mechanics and Features

Story-driven Narrative:

- Players experience a branching storyline influenced by their choices.

Choice-based Mechanics:

- Players make decisions that affect the plot and character relationships.

Character Profiles:

- Detailed character descriptions and backgrounds are accessible to players.

Text Review Feature:

- Players can review all text that has been presented during the chapter.

Multiple Endings

- Different outcomes based on player choices, encouraging replay ability.

Game Interaction:

- Interactive elements like clickable objects and puzzles that engage players beyond dialogue choices.

NON-FUNCTIONAL REQUIREMENTS

Performance:

- The game should load scenes and assets within 1-2 seconds.
- Transitions between scenes should occur within 1 second to ensure a smooth user experience.
- Background music and sound effects should have minimal latency during playback.
- The game should maintain consistent performance across various screen resolutions, ensuring no degradation in quality.

Usability:

- The interface should be intuitive, allowing players to navigate the menu and options without a tutorial.
- Text should be readable on all supported devices (consider font size, contrast, etc.).
- Players should be able to save and load their progress easily, with a clear save/load interface.
- Players should be able to skip dialogue or scenes at any time to accommodate different play styles.
- An auto-read feature should be available, allowing players to set a comfortable reading speed for automatic text advancement
- Tooltips or brief descriptions should be available for in-game mechanics to guide new players.
- The game should include a help or FAQ section to address common questions or issues players may encounter

Security:

- The game should not collect unnecessary personal information from users.
- Save files should be backed up locally to prevent loss in case of system crashes.
- Feedback and bug reports should be submitted without requiring any personal information, maintaining user anonymity and confidentiality.