

Game Design Document (GDD v1) - Relic Depths

Game Overview

Title: Relic Depths

Genre: 3D Puzzle / Dungeon Crawler

Platform: Unity WebGL

Target Audience: Casual puzzle players, students, fantasy adventure fans

Summary:

Relic Depths is a short, immersive dungeon crawler that emphasizes light puzzle-solving and exploration. The player navigates a crumbling underground temple, avoiding traps, solving environmental puzzles, and collecting ancient relics to unlock the final door.

Core Gameplay Loop

1. Spawn into a mysterious dungeon corridor.
 2. Explore and interact with the environment.
 3. Solve light puzzles (pressure plates, movable blocks, switches).
 4. Avoid traps or simple roaming hazards.
 5. Collect relics hidden throughout the dungeon.
 6. Unlock the exit and complete the level.
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Game Mechanics

- **Movement:** WASD keys to move
 - **Camera:** Basic third person follow camera
 - **Interaction:** E key or proximity-based triggers
 - **Puzzle Triggers:** Levers, pressure plates, movable objects
 - **Collectibles:** Glowing relics used to open the final door
 - **Hazards:** Spikes, fire traps, or simple moving obstacles and simple enemy / monster ai
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Puzzle Examples

- **Pressure Plate:** Opens door when player or block is on it.
 - **Movable Block:** Can be pushed onto a plate or used to access higher ground.
 - **Lever Puzzle:** Must be pulled in a specific order.
 - **Relic Collection:** 3 relics hidden in puzzle rooms, all required to exit.
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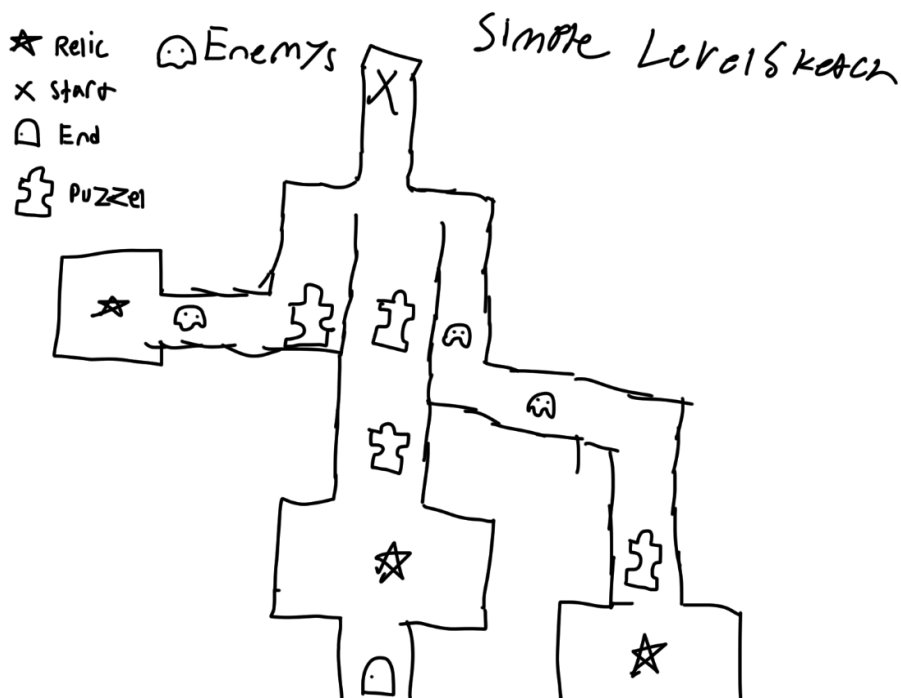
Art & Audio Style

- **Visuals:** Stylized low-poly
 - (if manageable: Stone walls, torches, glowing glyphs, ancient ruin aesthetic)
 - **Audio:** Ambient cave sounds, stone movement, puzzle cues
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Level Design Sketch (V1)

A top-down map sketch showing:

- Player spawn point
- 3 relic locations (each behind a puzzle room or enemies)
- Puzzle and enemy locations
- Corridors linking the rooms
- Exit door (requires all relics)



Scope Planning

Feature	GDD Phase	Implementation Notes
Player Movement	v2	Basic 3D movement and camera
Puzzle Interaction	v3	Trigger zones, pressure plates
Health/Traps	v3	Optional hazard tiles
NavMesh Enemy	v3	Simple patrolling enemy later
Mobile Adaption	v4	Rescale UI, touch input
Inventory System	v5	Store collected relics
Object Pooling	V5	Optimize traps or puzzle elements

Saw these in the course overview so I did some minor planning for them in advance.

Future Expansion Ideas

- More complex puzzle types (light beams, time switches)
 - Multiple levels with increasing difficulty
 - Inventory UI showing collected relics
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