CS497 Game Design Document

Basic Story

   The power has gone out in an office building. The backup generated is behind a locked door in the basement. The door requires multiple keys, all of which have been lost in the basement.

Gameplay

   The game will be in first person perspective. The player will have a flashlight because the environment is dark. There will be two main controls. One button to toggle the flashlight (F key), and another to interact with the environment (E key). There will be several main pickups: batteries, keys, and candy. There will be a HUD which shows remaining battery power, health, and the number of keys the player has. Ideally, the keys will be placed in random locations on the start of each playthrough.

   Darkness will be the players weakness. Health will degrade as the player spends time with the flashlight off. Candy is used to regenerate health. A stretch goal is to implement a more efficient flashlight that can be found as a power up.

Space

   The space will be a dark maze-like basement that is primarily used for storage which means that there will be many desks, chairs, lamps, computers, etc. The walls will be brick and the floor will be concrete. Having openable drawers and cabinets to hide pickups in would be ideal.

Goals

   The player can win the game by finding all the keys, unlocking the door and starting the generator. The player loses the game when their health reaches zero. Each playthrough will be timed so that there is incentive to try to get a better time.

Actors

   The player is a maintenance worker for the office building who is afraid of the dark.