**Design Document for:**

# Overdose

**The mind is your enemy!**

“Drug binge/addiction simulator”™

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(OUTDATED EARLY VERSION, FINAL FEATURES LIKELY TO BE CHANGE)

# Game Overview

## Philosophy

### Philosophical point #1

“Overdose” aims to be a realistic depiction of real-world addiction, mental health, and drug abuse with its consequences.

### Philosophical point #2

“Overdose” is an attempt to balance silly-arcade mechanics and style, with brutally realistic themes. The game is centered around takings drug, the decline of mental health, and addiction, which are touchy subjects and may seem tasteless to base a game around. The intention is not to make drugs seem cool. The game is meant to demonstrate how these overlooked parts of society end up as they are. Hence, the game will have to portray real-world societal issues, like homelessness, police brutality, criminal activity, and psychological illness.

### Philosophical point #3

The drugs *NEED* to represent their real-world counterparts completely. It is difficult to make drugs into a fun mechanic without glorifying them. So, like in the real world, certain drugs will have beneficial effects, but there will always be some downside that may cause harm. In other words, no drug is good.

## Common Questions

### What is the game?

My game is called "Overdose". It is a platformer survival game with RPG mechanics, that centers around taking drugs that also affect how you play, as long as you do not overdose. Typically, runs will end as such.

### Why create this game?

This game has permeated my brain for a couple of years now. I have always been interested in pharmacology and psychological conditions like psychosis/delirium. As well, I always wanted to play a stupidly complex RPG that has mechanics revolving around physical and mental health. So, “Overdose” is my attempt at creating this dream game.

### Where does the game take place?

The game does not take place in any specific location. Though the world that is based off of North-East American cities; tall skyscrapers, abandoned buildings, alley ways covered in graffiti, etc.

### What do I control?

You control a man that breaks down after a detrimental personal event. What causes your playable character to dive into his addictive tendencies is left unknown.

### What is the main focus?

The player will take continuously try to catch a high and do drugs, starting without any money or items. The player must work and fend off for themselves to satisfy their cravings. If they do not catch their high, the player’s well-being will decrease, and it will be harder to survive. If the player’s drug use gets worse, archetypal entities and unworldly monsters will invade your world.

### What is different?

The game is different because it is completely hand-drawn, uses a dynamic RPG system that replicates real-life mental and physical health. And the game is based around real-world drugs.

**What is the genre of the game?**

The genre of the game is a rogue-lite, RPG, platformer survival game.

**Who is this game for?**

The game is made for people who are old enough to understand the consequences of drugs. The game is also designed, in a way, to educate people on the effects of certain drugs.

# Feature Set

## General Features

Randomized 2D City, w/ enterable buildings

* Unique Districts that remember player’s actions (District Notoriety)

Dynamic player mechanics

* Physical stats (blood flow, metabolism, pain, heartrate etc.)
* Mental stats (wakefulness, mood, anxiety, etc.)
* Symptoms (stimulation, depression, stoned, rolling, tripping, craving, psychosis, etc.)

Real world drugs with accurate symptoms

* Drug combinations ( LSD+MDMA, Alcohol+Benzodiazepines)

## Gameplay Loop

## Minute-by-minute/Short-term loop

1. Start game in randomly generated city.
2. Player will begin to crave drugs.
3. Player obtains and takes drugs through various means.
   1. Scavenging (digging through trash, stealing copper)
   2. Odd jobs (assassination, trafficking, graffiti tagging)
4. District Notoriety increases after “inappropriate” activities.
5. Combat, harassment, and other stressful occurrences cause distress to the player.
   1. Lowers mood and kickstarts negative symptoms.
   2. Return to step 2.

## Hour-by-hour/Long-term loop

1. The player will take drugs to alleviate mental and or physical pain, or to obtain buffs.
2. Taking too much of a certain drug in a playthrough will cause the player to experience negative symptoms, progressively making the game harder.
3. Severe mental symptoms cause unique hallucinations, unique enemies, and bosses to appear.
4. The player will get progressively worse until they inevitably overdose.

# The Game World

## Overview

The game world is a city that has random districts and zones.

## World Feature #1: Districts

Districts are parts of the city that have unique buildings and qualities. Every generated city generates a residential district, industrial district, commercial district, and abandoned district. All districts are connected by alley ways.

## World Feature #2: Buildings

The player can enter unique/special buildings that relate to what the building is and what district it resides in.

## The Physical World

### Overview

Each district is randomly generated with unique buildings depending on the type of district it is. Outside are the streets and alley ways.

**Travel**

The player walks the streets and between alley ways.

### Key Locations

Streets

* Police and civilians patrol the streets. Scattered around the streets are trash cans that you can search through. The player can walk up catwalks as well, which gives verticality to the world, and allows alternative ways to enter inside buildings. The streets are the way to navigate across a district.

Alley Way

* Alleyways are outside areas that reside in between buildings. In Alley Ways, you can find drug dealers and hostile enemies. Alley Ways function as areas in between districts.

Apartments

* The player can steal resources (copper, mechanical parts, etc.) and special items from these buildings, though it may raise their Notoriety in the district, and cause the entities who reside there to get violent. These are located in residential and abandoned districts.

Abandoned Building

* Abandoned buildings are typically rare and spread out amongst the cities. Inside abandoned buildings, drug dealers, weapon traffickers, and “people-of-interest” gather. These buildings only appear in abandoned and industrial districts.

### Scale

The scale of each district is medium-sized, with the player being able to walk from the left-most border of a district to its right in up to four minutes, excluding obstacles and enemies.

### Objects

See the “Objects Appendix” for a list of all the objects found in the world.

## Camera

### Overview

The game is a platformer, so the camera will be following the player from a second-person perspective.

### Camera Detail #1

If the player is intoxicated with drugs, the camera will have effects that will portray such. Ex. If the player is drunk, the camera will darken, and begin to sway.

### Camera Detail #2

When the player is walking around on the streets or in alley ways, the camera will go from left to right. However, if the player enters a building: the camera will typically be restricted to up and down movement.

## Game Engine

“Overdose” will be using the engine, Game Maker Studio. However, as development progresses, the game’s engine may change.

# The World Layout

## Overview

The world is randomly generated with unique buildings and types of districts. Each district type is unique.

## Residential District

Residential districts are mostly safe and lack patrolling police or criminals. Apartments can be found here with residents living inside. Though, if you are caught performing a crime or are spotted because of high Notoriety, cops will quickly begin to flood in.

## Commercial District

Commercial Districts are relatively safe compared to Industrial and Abandoned districts. In Commercial Districts, you can interact with unique characters and enter buildings that sell food and gear. Cops patrol these parts, but so do criminals.

## Industrial District

Industrial Districts are risky areas to be in, as criminals litter the streets and there is minimal cops. You cannot enter into most buildings, though you can find special items that “people-of-interest” make be seeking.

## Abandoned District

Abandoned Districts are dangerous, festering with criminals. In Abandoned Districts, you can enter into abandoned buildings that are inhabited by black-market businessmen, like drug dealers and weapons traffickers. No cops reside in these parts.

# Game Characters

## Overview

You do not create your own character in the game. You spawn as a blank slate, forced to deal with the denizens of the city. There are commoners, authorities, traders, and hallucinations.

## Denizens/Entities of Overdose

Commoners (characters that walk aimlessly around the city)

* Bystander – Resides in apartments and walks around the city.
* Harasser – Walks around the city, attempting to provoke fights with the player.
* Mugger – A criminal that threatens the player with violence if they do not give money or drugs.
* Drug Fiend – A criminal that is extremely paranoid of the player and other commoners.
* Rabid Dog – Crazed, disease-ridden animal, fighting for survival.

Authorities (characters that are caused typically caused by high Notoriety and criminal behaviors)

* Police Officer – The average cop that carries a baton.
* Drug Dog – Dogs that follow squads around, smells drugs, and holds the player down.
* SWAT – Authorities that are sent out when the player is at an extremely high Notoriety level.

Traders

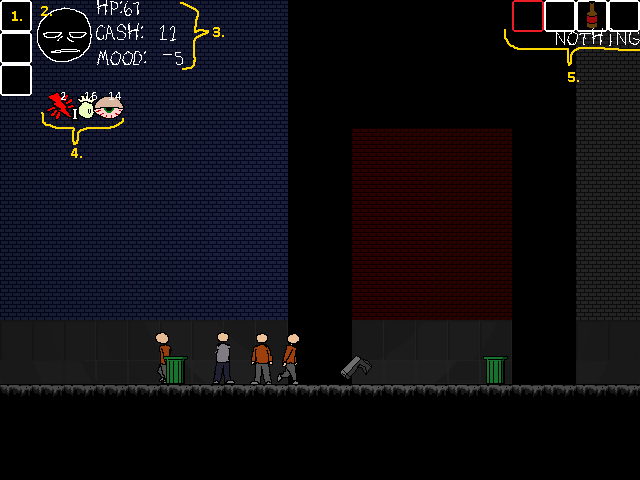
* Drug Dealer
  + Sells drugs.
* Weapons Trafficker
  + Sells weapons.
* Person-of-interest
  + Assigns random quests to the player.

Hallucinations (drug-induced enemies/entities)

* Phantom
  + Harassers that are not really there. Knocks the player down without any damage and disappears in an instant.
* Poltergeist
  + These hallucinations function like Phantoms, except they cause actual damage.
* Angel
  + Hallucinatory entities caused by high notoriety and psychotic episodes. Flies and throws spears at the player.
* Demon
  + Hallucinatory entities caused by high notoriety and psychotic episodes. Sends attacks at the player unexpectedly, shouts insults at the player, and runs away when provoked.
* FBI Agent
  + Agents of chaos. Attempt to stall and weaken the player through various different means.
* Shadow entity
  + Shapeshifting entity and adapts to the players attacks. Moves in shadows.
* Hatman
  + The controller of shadow entities. Slowly enshrouded the player’s world/consciousness in darkness.

# User Interface

## Overview



1. Gear
   1. Head
   2. Body
   3. Feet
2. Conscious State
3. Visible GUI
   1. Health
   2. Cash
   3. Mood
4. Symptoms/Drug effects
5. Inventory

# Musical Scores and Sound Effects

## Musical Overview

The game should use fast-paced, drug-induced, rave music as its general theme. Though, this type of music should only be played in game when the player is in tight, frantic situations.

## Sound Effect Overview

The city will feel alive with sounds of chattering people, industrial noises, car alarms, and sirens. The sound will be realistic too. A bat hitting a person will sound like the collision of wood meeting bones and flesh.

# Single-Player Game

## Overview

The game is rogue-like, so each playthrough will be short and sweet.

## Victory Conditions

The player wins by experiencing all of the imaginable highs for an hour, reaching spiritual enlightenment, or by defeating the Hatman.

# “Weapons Appendix”

* + Wooden Bat – “An American classic.”
  + Nailed Bat – “Made for zombies.”
  + Police Baton – “Swing it back at them.”
  + Brass Knuckles – “Look tough, hit hard.”
  + Rock – “Your mind is saying: throw it, throw it now!!”
  + Pistol – “Carrying that heat.”
  + Sniper Rifle – “They won’t see what’s coming.”

# “Drugs Appendix”

* + Cigarettes – “Enough to scratch the itch.”
  + Marijuana – “Like, chill out, man…”
  + Beer – “Get a little buzz going.”
  + Coffee “A little pep in your step.”
  + Liquor – “Party it up!”
  + Amphetamines - “Time to zero in.”
  + Meth – “Too good pass up.”
  + Cocaine – “Unleashes the gorilla inside you.”
  + Benzodiazepines – “Finally, peace of mind.”
  + Oxycodone – “Stops the pain.”
  + Heroin – “One hit and you’re hooked.”
  + Bath Salts – “This s\*\*\* is legal?”
  + Antipsychotics – “Stops the madness.”
  + Mushrooms – “Creates pink elephants.”
  + Diphenhydramine – “A way to visit to the Hatman.”

# “Items Appendix”

* + Trash – “Useless, for the most part.”
  + Copper Scrap – “The currency of the working man.”
  + Mysterious Package – “Open it…. Do it….”
  + Snack Bar – “Yummy!”
  + Water Bottle – “Quenches the thirst.”
  + Razorblade – “Ouch!”
  + Spray Can – “Picaso’s dream.”

# “Quest Appendix”

* + Assigned Assassination
  + Scrap Gathering
  + Graffiti Tagging
  + Secret Package

# “Object Appendix”

* + Trashcan
  + Copper Pipes
  + Wiring
  + Door