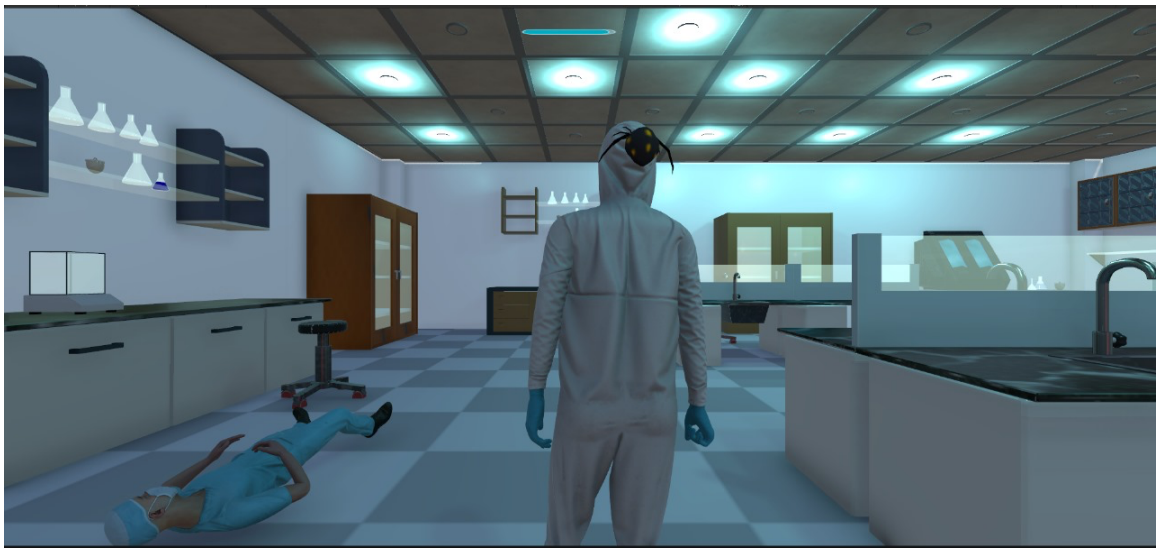
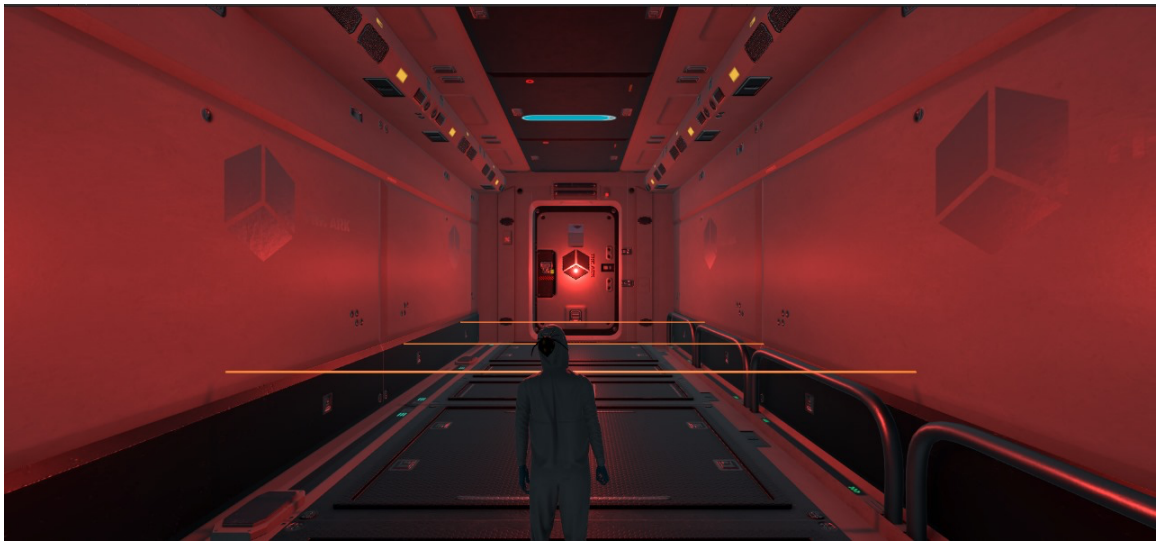
Game Design Document: Body Snatcher





Step 1: Game Title

Title: Body Snatcher

Step 2: Group Members & Contributions (Team Delta)

- Elias El Khoury: Characters, Animations, Character Controllers, Finite State Machine (FSM), Health System, Combat System, Player Detection
- Haifa Al Ashkar: UI, Inventory, Camera Follow, Object Pooling, Singleton

- Nael Haidar: Game Environment, Colliders, SFX + Singleton for Audio, Particle Effects, Coroutines, Raycasting

Step 3: Genre

Genre: Action Puzzle Adventure

Step 4: Camera/Game Perspective

Camera Perspective: Third Person (Freelook)

The player character (the parasite) will be visible on-screen, and the camera will follow from a third-person perspective, providing a clear view of the lab environment and the surrounding threats.

Step 5: Single vs Multiplayer

Game Mode: Single Player

The focus is on the parasite's journey through the lab, taking control of scientists and outsmarting enemies. A single-player experience will allow for a more story-driven approach.

Step 6: Target Audience

Target Audience: 13+ fans of sci-fi and action-adventure games. Suitable for those who enjoy puzzle-solving and strategic gameplay.

The game includes some violence fighting enemies but does not contain inappropriate content.

Step 7: Game Summary

Game Summary: Body Snatcher is a single-player action puzzle adventure where you play as a lab-created parasite that must prevent the scientists from developing a chemical that will destroy you. Use your powers to take control of scientists, solve puzzles to progress, and fight off enemies as you navigate through the lab. Outsmart the scientists and ensure your survival!

Step 8: Core Player Experience

Core Player Experience: The player should feel cunning and strategic, with moments of tension as they navigate through the lab, take over bodies, and solve puzzles while under pressure.

Step 9: Central Story Theme

- Protagonist: The Parasite - a lab experiment gone wrong, intelligent, and determined to survive.
- Antagonists: 1) The Scientists & Guards- they want to undo their mistake by creating a chemical to kill the parasite.

The story revolves around survival and outsmarting the scientists in a lab filled with dangers.

Step 10: Key Features

- Body Control Mechanic: Take over the bodies of scientists to solve puzzles and bypass obstacles.
- Dynamic Lab Environment: A changing lab environment, with new threats and obstacles appearing as the scientists work to stop you.
- Chemical Hazards: Avoid and counteract various chemicals that slow you down or harm you.
- Puzzles and Combat: Solve puzzles to progress through levels, beat a countdown, and engage in combat with enemies using the scientists' bodies.

Step 11: Gameplay Mechanics

- Movement: The player controls the parasite, which can move freely within the lab.
- Combat: Use possessed bodies to fight enemies; enemies use chemicals and tools to counteract the parasite.
- Puzzles: Players will need to solve puzzles involving lab equipment, security systems, and more to progress.

Step 12: Controls

Controls: Keyboard + Mouse

- WASD: Movement
- Mouse: Camera Movement & Interact
- Space Bar: Attack/Interact

Step 13: Tech Stack

Tech Stack
- Unity Version: 2022.3.53f1
- Animations: Mixamo
- Sound Effects: Audacity, Youtube
- Models: Unity Asset Store

Step 14: Platform(s)

Platform: Windows (PC)

Step 15: Minimal Viable Product (MVP)

MVP: Two levels where the parasite solves puzzles, fights guards, and avoid enemy chemicals to progress. Basic combat and puzzle-solving mechanics implemented.

Step 16: Reference Games

- Diablo (camera perspective and RPG elements)
- Dead Cells (fast-paced combat and fluid movement mechanics)