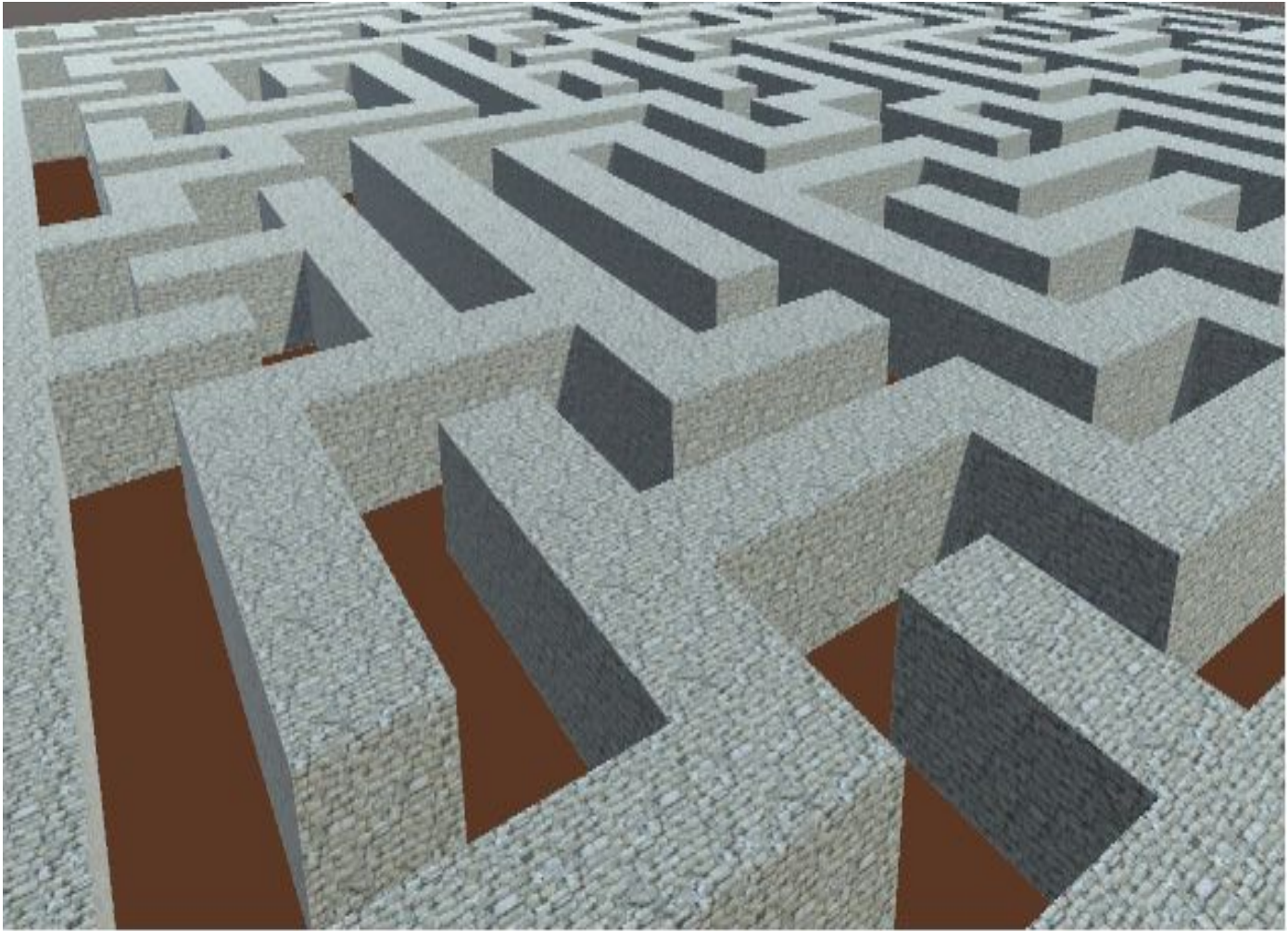


# The Dying Dark

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## *Game Design Document*



*Closed alpha 0.4.20 / 5/3/2018*

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# *Game Concepts ELLIOT FLANDERS, Joel U/Reid McCrillis*

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## High Concept Statement

Our game is basically the a “puzzle solving” game where you run an old man through a series of puzzles. As you progress the puzzles will become longer or harder. As you progress you will encounter new things, abilities, and bosses. For each boss defeated light will be restored to the old man.

## Player’s Role

The players role is to guide their character through levels and puzzles. The players purpose has no deeper meaning. the progress the player in totally mindless progression through the heartless game with no purpose other than completion that is how the player defines the game.

The player’s role is to lead the oldman through the maze and defeat the boss. The player will have difficulties finding their way through the maze and the boss will be difficult to beat.

## Main Character

The games main character is a middle age man getting on in years. He is blind, average height, slim build gray haired and of asian descent, and eyeless.

## Gameplay

The gameplay is centered around challenging puzzles found within the maze. In the end boss fight the player will learn to manipulate mirrors to shine upon the boss resulting in its death.

## Interaction Model

The interaction model is avatar-based. The player plays as one avatar with one point of view for the entire game.

## Camera Model

The Camera Model stays constant as a first person perspective throughout the entire game. The game intends for the player to have the same perspective of the surrounding world as the avatar. As it is intended for vr it will be as immersive as possible.

## Genre

The genre of Dying Dark is an adventure puzzle game. The game hopes to challenge the player with difficult and intriguing trials while instilling an adventurous feeling akin to Indiana Jones.

## Type of Play

The game's type of play is Single Player.

## Target Audience

Teen, because players may jump at the maze secrets and the final fight for violence. Also due to some complicated puzzles as the levels progress.

## Platform

Dying Dark is run on PC and makes use of virtual reality headset which is essential to gameplay.

## Setting

The setting of Dying Dark is a dark world where the old man is trapped in a series of puzzles. The time and place are unknown.

## Levels

The maze is one of many puzzle type levels that the player will be put through. After the completion of a number of levels a mini boss will appear after 5 mini bosses a boss will appear, After each boss the level difficulty increases.

## Story

There happens to be no story included within Dying Dark. We're completely serious if you want there to be one make it up.

## *Game World elliot flanders*

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### Physical Dimension

We use a physical dimension for the maze walls so the player can't escape the maze and beat the game too easily

There are 3 spatial dimensions everything in one zone.

The game is infinitely big and growing

One scale for the entire game

Movement speed is dependent on what's moving size will be determined by the original cube in the world.

The player cannot see beyond the light around them thus they cannot see the end of the world. They cannot leave the world

### Temporal Dimension

Time has no meaning unless you are speed running levels then it will be real time. Time changes nothing. As the only reason the player will need time is for speedrunning there will be a real time timer added later on.

### Environmental Dimension

No particular period not an alternate dimension..

The only people in the game world is the player and the bosses. The bosses occupation is to kill the player.

The people value nothing.

No superstition no religion no belief no personality.

They are an organized chaos

It takes place indoors and outdoors the furniture is stairs and assorted objects for puzzles.

The mood of the game is eerie dark and brooding.

Sparse and uncluttered so no unnecessary items are in the puzzles

## Emotional Dimension

The emotional dimension is uneasy. Emotion is to through of the player. Uneasy and anger(probably).

## Ethical Dimension

There is no right or wrong in an ethical dimension. Only choices to solve the puzzles or make no progress. Winning the game is solving all the available puzzles by the games means or finding a different way.

## *Character Development elliot flanders, Joel U*

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### Character Style

Dying Dark's character style is primarily art based. The maze and avatar both have a degree of realism to express the dark and unsettling atmosphere of the game.

### Stereotypes

The game does not follow any stereotypes created by normal people. The avatar, who happens to be an old man, moves at speeds higher than a car.



## Sidekick

NOT APPLICABLE

## Player Interest

The player will be interested in the avatar because he has achieved a sixth sense since becoming blind. The avatar's realistic and relatable figure will really help the player create a bond with the Old Man.

## Character Growth

The avatar's physical features do not alter at any point in the game. The avatar began with no emotional or deep characteristics making mental change impossible.

## Archetypes

The Old Man would relate closest to Campbell's Hero archetype; however, the Old man has no depth for the player to emotionally relate to.

## Character Sounds

The avatar does not generate any sounds besides the feet making physical contact with the ground.

## Character Speech

NOT APPLICABLE

## *Story -elliot flanders/Reid McCrillis*

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## Actions

The actions available make it so you can interact with the level and further progress in the game

The maze will be randomized so it will change the gaming experience for the player

## Type of Story

There is no storyline

## Granularity

Not applicable

## Advancing the Plot

NOT APPLICABLE

## Prologue

Not APPLICABLE

## Narrative

Not APPLICABLE

## Non-Challenge Actions

The only non challenge action that can be taken is exploration.

## Scripted Conversations

Not APPLICABLE

## Story Parts

NOT APPLICABLE

# *User Experience elliot flanders, Joel U*

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## Controls

Dying Dark is controlled with the keyboard and mouse. The basic WASD keys coordinate with forward and backward movement and side to side strafing. The mouse directly corresponds to the camera view and the direction the player faces. All controls are very simple and easy to understand in response to any person new to video games.

## User Interface

There is no User Interface included in Dying Dark. However, the lack of an UI is for the purpose of creating a more immersive game for the player.

## Interface Details

The Interface Details include a simple main menu, but no on screen text, no culturally recognizable icons, or numeric values. The large door that opens when the player collects all the gems is the only symbol that communicates to the player to continue through the game.

## Style Support

Dying Dark has a realistic aesthetic style and lacks a user interface. The combination of realism and absence of an UI enhance the gameplay. No audio cues are inserted to keep the player in a position of suspense and mystery. The music played during gameplay is meant to create a feeling of unease for the player.

## *Creative and Expressive Play/Reid McCrillis*

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Creative play options are limited to how you solve the puzzles the avatar is unchangeable. There will be no modifications of the game. Community will come from sharing speed of accomplishment of a level on a forum or social media.

## *Gameplay elliot Flanders*

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### Types of Challenges

All challenges challenge the player's mental capability. The maze is full of puzzles ranging from riddles and world puzzles to pattern and mechanical puzzles. The boss fights also include special challenges for the player to figure out to defeat the boss.

### Hierarchy of Challenges

Each time the player progresses onto the next level, the difficulty of the challenges increase. The number of levels will continue to increase dependant on the amount of money the game makes. Each atomic challenge within a level will not be completed in a sequence as the maze feature makes the player encounter each challenge randomly. Every gem must be collected, however, before continuing onto another level.

### Difficulty Levels

The difficulty of the game depends on how far the player has advanced through the game. The early levels are fairly simple allowing for the general audience to enjoy.

Only competent maze runners will be able to solve the puzzles and challenges in late levels to push their capabilities beyond the boundary.

## Actions

The player will have the ability to jump and affect specific objects in the maze to help solve puzzles. Each puzzle has its own characteristics meaning the player must complete each puzzle at a time before continuing to the next puzzle.

## Saving

The only point the player can save in the game is after each level is completed. The player is unable to save the game within a level.

# *Core Mechanics* (Grant Arave) elliot flanders/Reid McCrillis

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## Major Mechanics

Our major types of mechanics are the collection of gems, the first-person aspect, the allowance of the mouse or a & d to look around, and the game is dark. The game uses all of the mechanics at once. Although, eventually strafing will be added instead of the option to look around with a & d.

## Entities and Resources

The entities are: gems, the maze, water and the door so far. The only entity made of pieces is the maze which is made of hundreds of individual pieces. The water is described by mass nouns.

The maze will be unique.

The Gems and the door interact as entities as to open the door you have to collect the gems

## Entities Attributes

All entities are tangible. Color and purpose are there only attributes.

## Entities Mechanics

Certain entities interact with each other some act as walls to prevent the player from passing. Other entities will be used to solve puzzles.

## Global Mechanics

Not APPLICABLE

## Source, Drain, and Conversion of Resources

The gems exit the game when picked up that is the closest thing to a drain.

## Equilibrium

The game cannot reach equilibrium.

## Mechanics Actions

The mechanics are built to challenge irritate or delay the player as they solve puzzles. Example there is no strafing. The core mechanics move the player and have him interact with objects.

## NPC Mechanics

The only autonomous npc are bosses there ai makes them move around. Also they will move towards a player if it within there radius. Those are the basic rules the boss will get more complex as the game progresses.

# *Game Balancing elliot flanders, Joel U*

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## PvP or PvE

Dying Dark. participates in the industry as a PvE type game.

## Relationship Among Player Options

NOT APPLICABLE

## Control of Units

NOT APPLICABLE

## Difficulty

The game will get steadily more difficult after each level and spike up after a boss is defeated and it continue in this pattern until the player runs out of available levels. No absolute difficulty changes in this game. The player should see it as it's getting harder. There is no mechanism for changing difficulty.

## Feedback

This game is meant to be challenging and confusing the player will have to figure out the puzzles on their own. The only feature that will be added to help them is micro transactions for hints. The game is supposed to make them feel puzzled and stumped.

# *Level Design elliot flanders Joel U,/Reid McCrillis*

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## Setting

The setting of Dying Dark takes place within a maze. The location of the maze is unknown. The inside of the maze is dark and made of old bricks.

## Initial Conditions

The player begins the game without being given any items or resources. The player however must search the maze to collect gems to advance to difference levels in the game.

## Level Layout

The player's movement is constrained only by the walls of the maze which guide the player to gems scattered across the maze. There is no specific order in collecting the gems, however, after collecting all gems a door will open for the player to progress to the next level. After completing so many levels the player will fight a boss.

## Short-Term Goals

Complete pieces of the puzzle to progress further in the level then complete level.

## Challenges and Actions

The challenges will be Puzzles. The player will be able to move and interact with objects to solve puzzles.

## Rewards and Punishments

The reward to completing a level is another level failure to complete means the next time they start the game means the start at the beginning of the level there on. The player wins/losses by completing the level.

## Pacing

As it is not multiplayer the only restraint is the speed of the player



## Story

Not APPLICABLE

## Mood

The mood has a spooky and mysterious atmosphere to it. The tight maze gives off a claustrophobic feeling that makes the player feel trapped. Bricks and dirt floor compliments the low visibility and the cryptic aura of the maze.

## *Schedule Joel U*

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*(Structure your development so that you complete each layer before going on to the next. Plan exactly what is entailed in each layer, and which team member is going to do each component.)*

1. **Functional Minimum:**
  - a. Learn how to make eerie sound
  - b. Make old man
  - c. Learn how to use audio tool
  - d. Creation of maze
  - e. Designing/downloading sound effects
  - f. Old man walk/run sequence
  - g. Lighting
2. **Low Target**
  - a. Creation of Gems
  - b. Boss animation walk
  - c. Dimensional door
  - d. Functioning menu
  - e. Eerie sound effects
  - f. Maze texture
3. **Desirable Target:**
  - a. Polished movement
  - b. Base/main soundtrack
  - c. Apply texture
  - d. Implement songs and sound effects

- e. Add wooden texture for door
  - f. Add maze photo to game document
  - g. Place gems
  - h. Apply scripts to gems
  - i. Apply scene change script
  - j. Apply scripts to door
  - k. Color gems
  - l. Add details to maze
4. **High Target:**
- a. New skin for boss model
  - b. Make barrel room
  - c. Insert credits on barrels
  - d. Everyone contribute a barrel.