Game Design Document

ピンク犬 (Pinkuinu) ***No Signal***

Roster

Team Member	Role	Signature
Abigail Weber	**Technology**	
Tyler Gonzalez	**Programming**	
Carlos Torres	**Art**	

1.1 High Concept

The experience of waking from a nightmare and seeking parental comfort embodied by the nighttime adventure of a young girl. This relatable, childhood event, invokes feelings of anxiety and, once it is over, relief.

1.2 Game Goal

PinkuInu seeks to provide an interactive experience in which players can relive a common childhood happening, providing the player an interaction beyond the normal reality of how such a situation would have played out in the real world.

1.3 Story

No Signal takes place in a modern household setting, the seemingly quiet abode of Abigail. Waking up from an unsettling nightmare, Abigail sets out for her mother's room in order to seek her comfort, only to find that one of her very nightmare haunts the path. Armed with only a flashlight, Abigail must conquer the terror haunting the dark beyond her bedroom hallway.

2.1 Overview

No Signal is a single-player, first person interactive story wherein the player guides Abigail from her room towards her mother's room. The player must scare off the TV Man guarding the hallway (and rooms) in order to progress and be able to reach their destination.

2.2 Mechanics

Interface:

The player interacts with the *No Signal* through various screens, including the interactive level, which indicate the player's positon within the game. In addition to the main menu and level, win and loss screens were implemented to indicate to the player whether they were victorious in successfully beating the game, or failed to do so.

Player:

The player controls Abigail for the duration of the game. As Abigail, the player can walk, and, once they have acquired it, use the flashlight in order to scare away the TV Man.

Flashlight:

An item acquired near the start of the game. The flashlight will be able to be acquired easily, and near immediately on beginning play, as it is a necessary function for completing the game. The flashlight functions by despawning the TV Man once it is used within a certain distance of the TV Man.

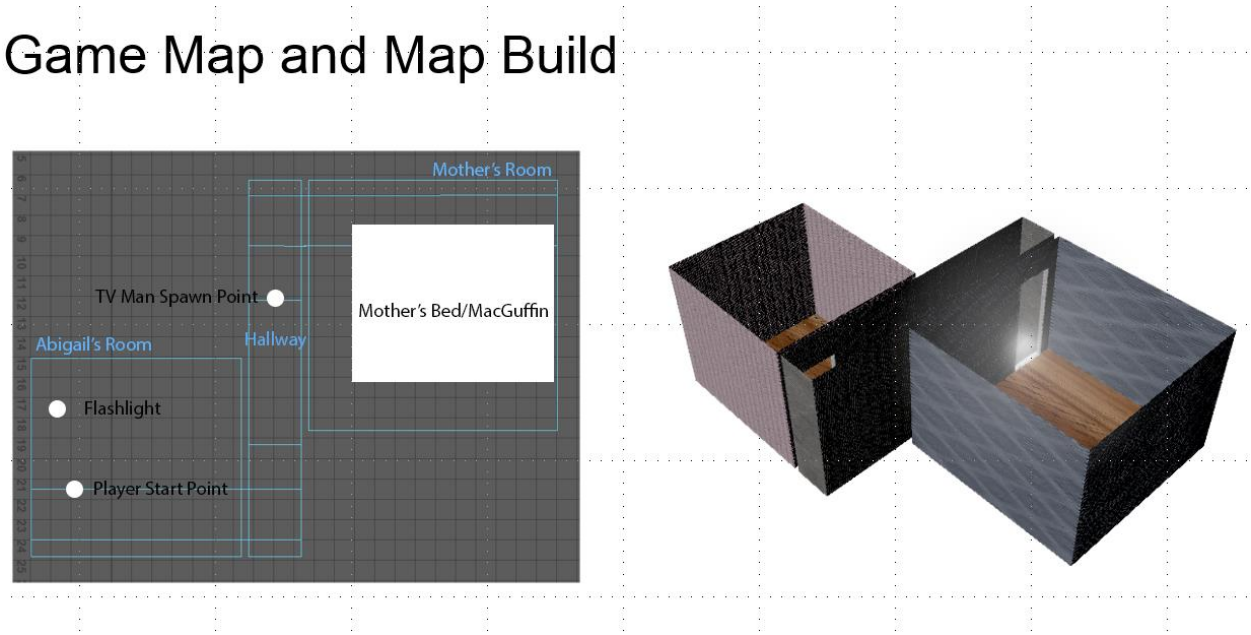
TV Man:

The primary antagonist of *No Signal*. TV Man patrols the rooms and hallway, and will catch the player if he manages to close within a certain distance of them. The TV Man automatically moves between the two bedrooms, with the beds therein being the points of check that the TV Man alternates between. If TV Man does manage to capture the player, the player will lose the game.

3.1 Controls

The player navigates through the game using both WASD and Mouse, or using Joystick Controls in order to move and navigate with the camera. An additional key, the default being ‘E’, or Button 1, is mapped in order to acquire and use the flashlight.

3.2 Player Objective

The player seeks to reach Abigail’s mother’s room, which requires obtaining the flashlight in order to bypass the TV Man who roams the halls and rooms.

4.1 Level Breakdown