**Game Design Document Drew & Josh**

1.1 - Working Title “Golem Grove”, “Forbidden Roots”, “They Move”, “Sounds of the Forest”, “The Thicket That Breathes”

A horror exploration game taking place in a forest in which an unknown entity pursues you in order to forcibly remove you from the forest. By death.

2.1 - In this game you’re playing alone. The goal is to escape this entity through means of collecting items in order to build yourself an escape and/or to find out more about what exactly is chasing you and how to stop it. 2 or 3 different endings that are achievable through in-game objectives and how you choose to deal with the entity chasing you. Inspiration drawn from games like Slenderman or SCP Containment Breach. Game consists of mostly ambient forest sound until a pursuit happens in which stressful music would play to alert the player and increase intensity. Monster aggressiveness increases as the player nears objective items to let the player know they’re progressing properly.

2.2 - Exploration/Horror/Survival

2.3 - 18+ Likely to contain intense gore or adult language.

2.4 - The player follows traditional movement methods with a sprint function. The game will have basic inventory functions, letting them check what items they’ve collected and will be prompted on screen to interact with their objectives.

2.5 - Game would look like and be presented as though it were found footage in the 90’s, with full VCR static aesthetics and film grain artifacts.

3.1.1 - The player is encouraged to explore the immediate area without very much prompting of what to do next other than to find a means of escape. Through witnessing in-game events and picking up context clues, the player will be able to determine the best course of action and what exactly should be avoided.

3.1.2 - The player will hopefully instinctively figure out that they have to find objects to build an escape or calm the evil entity. Objects will blend in with the environment so the challenge will be seeking out semi-hidden objects while being pursued by the enemy.

3.1.3 - The puzzle structure will begin as a mystery and make itself clearer as the player finds objects. The player will have to try to make sense of what they need to look for as objects are pieced together at an escape site or in the player inventory.

3.1.4 - The main objective of the game is to survive by escaping the enemy or disabling the enemy so it can no longer cause harm to the player. Other objectives include seeking out items in a dark forest and evading the enemy.

3.1.5 - The game will begin with little to no pressure for the player and increase in difficulty as the player explores and uncovers more areas.

3.2.1 - The physics will include dangerous items falling from above. Tripping and/or stumbling may also be included.

3.2.2 - Movement will include standard walking and sprinting on the X and Y axis. Potential falling and climbing obstacles may present themselves.

3.2.3 - When a player is able to pick up an item it will be added to their inventory and taken from the environment. When a player is able to place an item it will be taken from their inventory and placed into the environment.

3.2.4 - The player will be prompted with an “inspect” or “pick up” option when able to interact with objects.

3.2.5 - Conflict will be one sided and the player will take severe damage when in contact with the enemy. The player will faint upon being defeated and the enemy will take no damage from the player unless a potential condition is met.

3.2.6 - The game will be free to play for the public with a potential for ads to be included in the game if it is predicted to be a massive success by the end of the finished product. If the game proceeds to be overall playable and enjoyable, aesthetically and in challenge, might release game for purchase for a small sum of money(less than $5).

3.2.7 - Each screen will flow together to create the overall forest environment and/or map.

3.3 - Options may include look sensitivity options for the player so they can view the area at a custom speed. This will not affect the game play or mechanics.

3.4 - The in game items may spawn in various places but still be limited to certain areas. The player and the enemy may take various routes allowing for multiple routes of completion. More than one ending can be achieved. These will allow for more replay value. Save files may not be implemented to increase the difficulty of the game.

3.5 - Cheats may include a massive change in the difficulty of the game. Easter eggs may allow the player to find unusual items and perform unusual tasks such as weapons or swimming. This may also offer hidden areas of the game to explore. May also include way to make the game even more difficult.

4.1 - The story and narrative is about a human that is stranded in the woods and tasked with surviving an encounter with an evil creature of unknown origins. The origins may become clear as the player explores the environment.

4.2.1 - The generic look and feel of the world is ominous and based in a forest setting; with tons of images and structures throughout the map.

4.2.2 - Areas included will all be related to the theme of the creature hunting the player. Possible areas include (ancient ruins, living den, forest trails, hidden groves, escape point).

4.3 - The game has 2 main characters and no side characters. The player/survivalist and the entity hunting the player.

5.1 - The game does not have levels but rather the function of increasing in danger and difficulty as the player explores and progresses in tasks. Exploring areas that are not on the obvious path could increase difficulty and offer incentives.

5.2 - The game may not offer a dedicated training level and would be expected to learn the controls through context clues and in-game prompts.

6.1 - Game likely and planning to not utilize a HUD. If a HUD is added, we will most likely make it as simple as possible, displaying only health and possibly stamina.

6.2 - The player controls the game with basic movement options including “move in four directions, look in four directions, and sprint.” Other specific commands will be to toggle the light source, interact with environment through a single key, and sprint. Collection of tools in-game may increase ways to interact with surroundings in ways you previously couldn’t.

6.3 - Audio will include nighttime forest ambience and occasional character noises and outbursts. Possibly encounter music and/or sounds.

6.4 - May include a Help System in the form of a journal or possibly a message display, both in the pause menu screen, that would hint at what to do next but mostly keeping it vague.

7.1 - The enemy AI will attempt to attack/harm the player by making contact; adjusting the paths it chooses based on the player's decision making.

7.2 - N/A - The player will be alone in this game without any assistance from outside sources.

7.3 - The boundaries of the map may include plants that appear and deter you from leaving the play area. This way the map would feel larger and allow the player to look out while still not being able to leave. Additionally, plants within the map may provide vision of the player for the monster in order for it to track down the player.

8.1 - The focus would be to release it on PC for Windows, likely with no consideration to release on any other platforms.

8.2 - Unity would be the main platform for development. Assets will be created using Blender and Maya.

8.3 - Basic internet connection to download the game and provide updates if needed. Otherwise the game wouldn’t need a dedicated connection to play and could be played offline.

9 - Most key assets will be created with Blender and/or Maya and the intended style is to make it appear as though it was found footage and be somewhat realistic. Models will be detailed to a certain extent and can be visually filled in with use of film grain and slight static artifacts.

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