Team Two Productions ™

**Game design document draft**

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CIS 487: 3D Game Design

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# Project Description

This game design document describes the details for a collecting platformer with simple mechanics, an original story, main character, and enemies.

**Production team:**

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# 1. Characters

**Main character:**

Noah Nem: Protagonist of the game, trying to escape his nightmare.

**Enemies:**

Apneas: Uhhh they're loud. They're the basic chasers.
Narcos: They sleep through the entire timer, but when the timer runs out, they're one of the faster ones.
Somnias: Their field of vision is larger. They are stationary while the timer is running. (Big ol eye boy)
(Sleep) Walkers: The patrollers, they'll wander back and forth on a certain path where the player has to avoid their sight.



Based on this little dude.
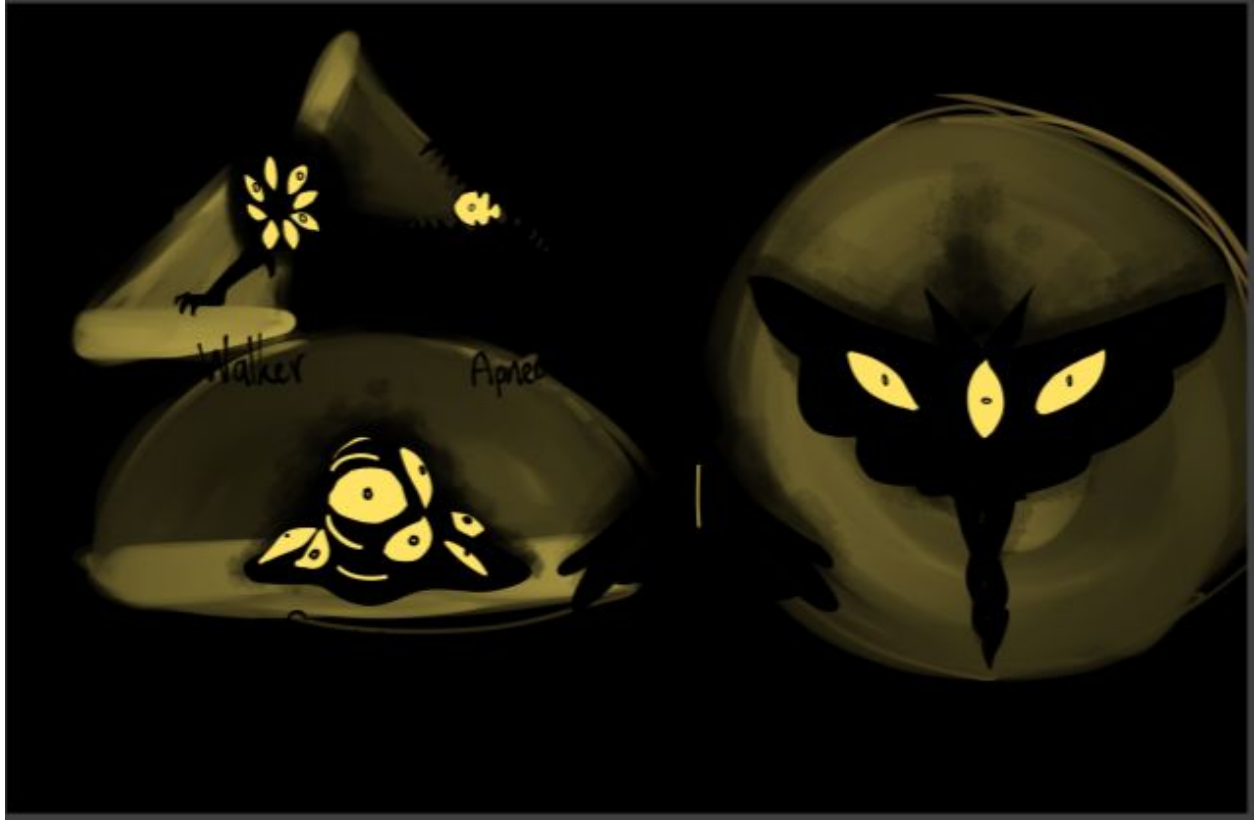
**Enemy concepts(media):**

**Image of the actual model in use(image taken from the unity store link provided in section 10 of the document):**

# 2. Story

Noah has been stressed out. His wife is taking the kids, his rent is tripling, his termination at his job imminent, and his favorite show just got cancelled. Some days, you just don't want to get out of bed. After a few sleepless nights, Noah finally exhausted himself enough to fall asleep...and right into the abyss. Noah has to decide, does he want to wake up and face the real world, or would he rather stay asleep. Forever. Nightmare Fuel is a 3D-Puzzle-Platforming game where you take control of Noah as he fights off the fatigue by collecting consciousness crystals and avoids the sleep paralysis demons that stand at the foot of your bed. Better plug in a night light. "Dreams are supposed to help solve your problems, not cause them!"

## 2.1. Theme

This game is about overcoming one's fears as the player faces his nightmares while collecting the consciousness crystals in order to free himself.

# 3. Story Progression

Game starts with Noah Nem's first nightmare once the player completes the first nightmare(level) they proceed to the next level. A player can only progress if they collect all the crystals in the level they are currently in.

**Level outline(general):**

Each level will have different tasks the player must do, from platforming puzzles, to avoiding hazards, and finally using stealth to avoid enemy detection. The first level will have a mix of all three of these features.

**Outline of the first level:**

The first level will consist of: platforming, stealth, and a puzzle(maze). The maze will be located in the bottom right portion of the level. The platforming will take up the rest of the level and the monsters will be scattered around the platforming areas but not in the maze. The player will start in the bottom left section and will have two choices, they can either go straight, then right and go through the maze first or they can go straight and do the platforming area first. The crystals will be placed throughout the level evenly. The setting of the first level will be a school-like setting.

**Mapping of the first level:**

connects?

Exit

Falling

MAZE

Class room

moveable walls?

Fall

moving wall?

**Flow chart:**
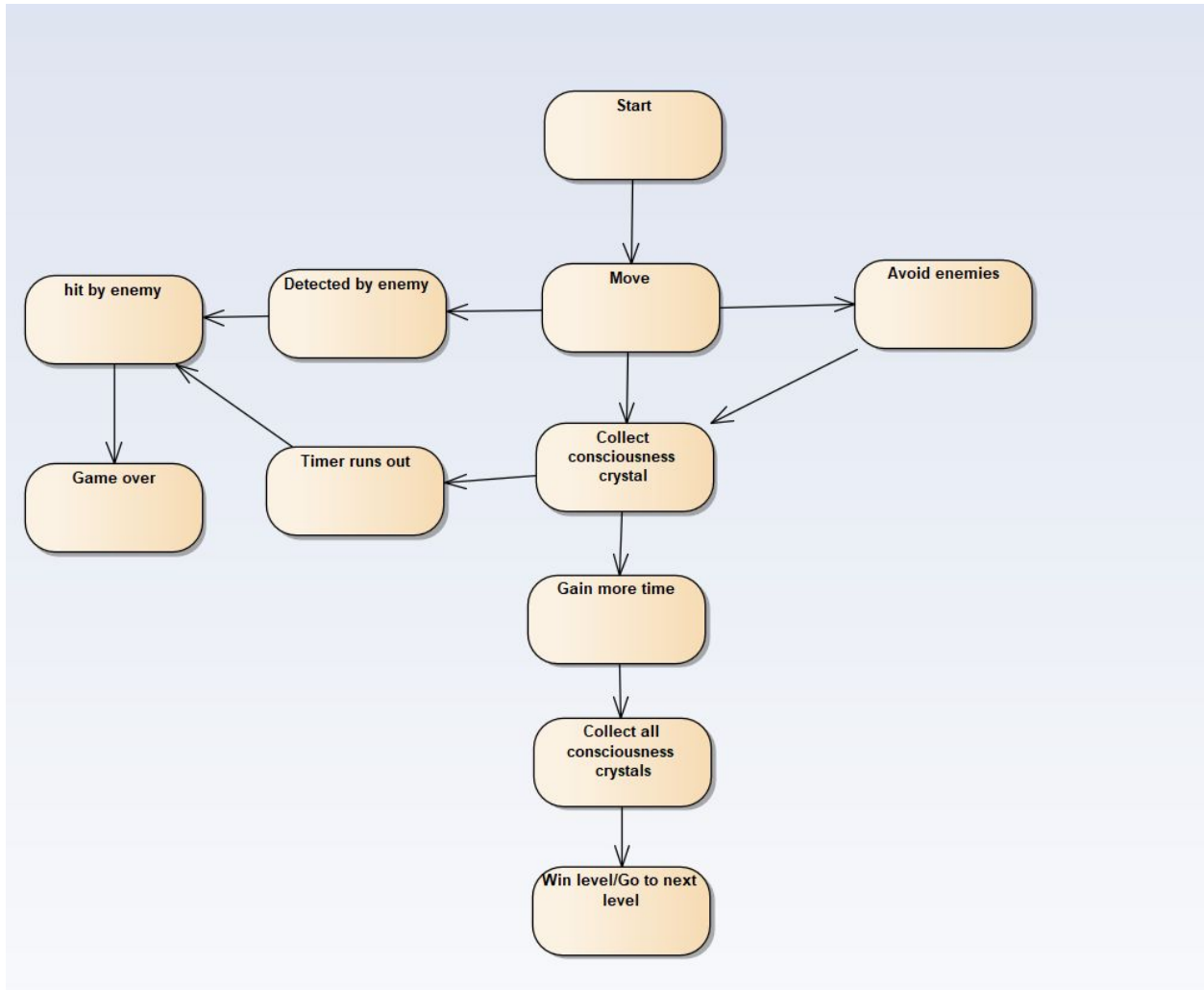
**Storyboard:**

# 4. Gameplay

The player must collect the conscious crystals in order to escape the current reality of living in a dream world. Throughout this surreal environment, only some of the nightmare fuels will haunt the player. If the player is unable to collect all the crystals, the timer will reach zero, and *all* the nightmare fuels will haunt you. The nightmare fuel will instantly know the player's location and follow them until they collect more conscious crystals, thus adding more time to the timer.

## 4.1. Goals

**Overall(Long term):**

Find and collect all the consciousness crystals in the map.

**Short term goal 1:**

Avoid getting the timer to reach zero.

**Short term goal 2:**

Do not get killed by the enemies once they awaken.

**Short term goal 3:**

Do not fall off the map.

## 4.2. User Skills

Skill player will most likely need:

**Motor skills**

-In order to maneuver around the map.

**Time management**

-In order to avoid making the timer reach 0.

**Stealth**

-In order to avoid enemy detection.

**Strategy**

-Collect all the items in a timely manner.

-To outsmart the enemies so they do not end up killing you.


## 4.3. Game Mechanics

The game's mechanics include running and jumping around the map to collect objects called consciousness crystals hidden throughout it. Furthermore, throughout the map there will be enemies keeping watch around the area in order to prevent the player from collecting the crystals. These crystals will add more time to the timer, this will in turn prevent all the enemies from knowing the player's location instantly(if the timer reaches zero).

The player also must jump from platform to platform to avoid encounters with some monsters, and they must have quick reactions in order to collect all the crystals scattered around the maze(maze will have moving walls that open and close fast).

Concept of what happens when time runs out:
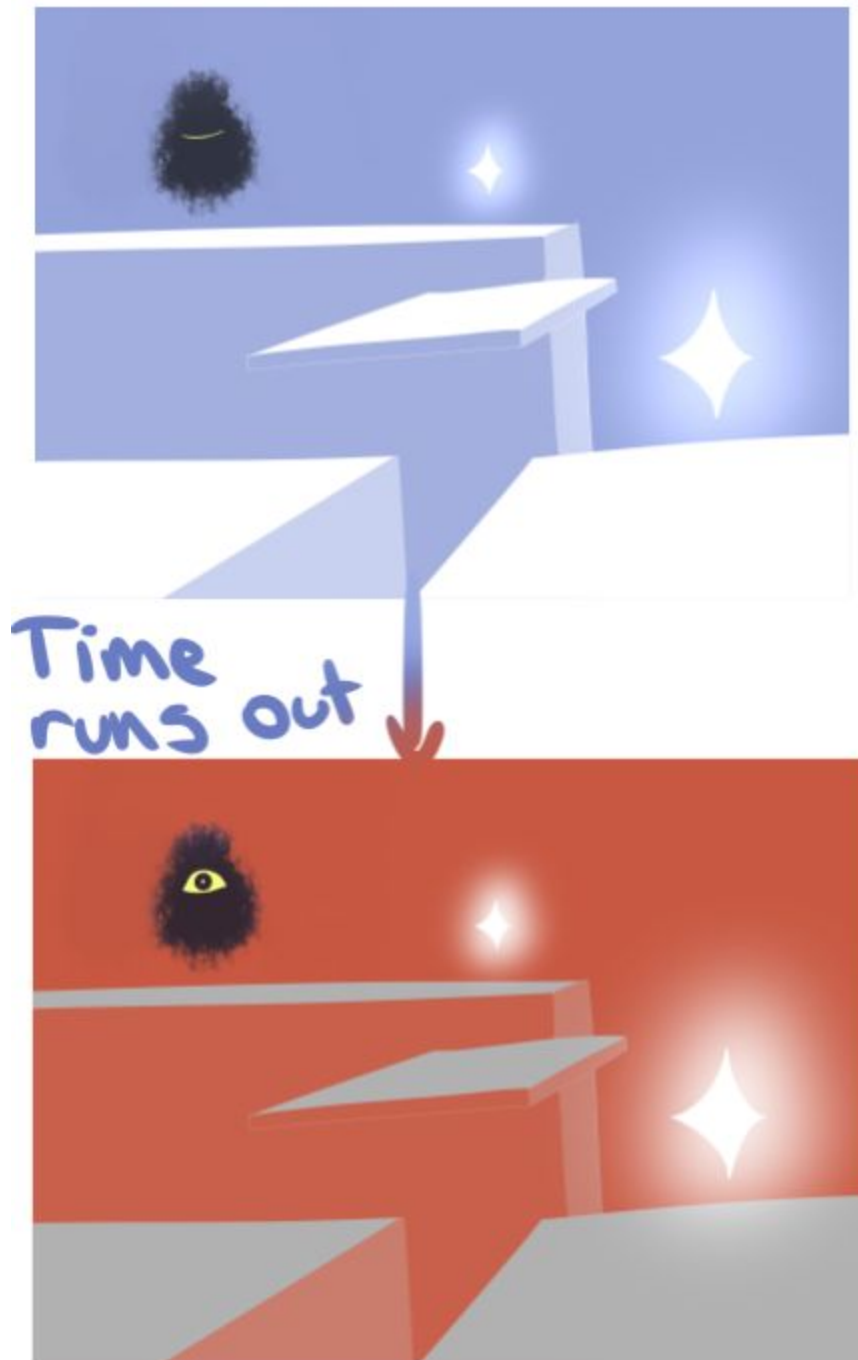
Time
runs out

## 4.4. Items and power-ups

So the consciousness crystals that the player collects counts as a power-up because it benefits the player when collected. The items would reset the timer that would awaken the enemies when depleted and collecting them all means the player has won.

## 4.5. Progression and challenge

Since the consciousness crystals are hidden throughout the map, as the player collects more and more consciousness crystals it will be harder to find them as the player might miss a crystal in an area and leave thinking they have collected everything there or they might find difficulty in reaching a consciousness crystal and since the timer is going down rapidly the player needs be constantly time managing by knowing where they have checked before and where they have not checked yet what they have missed and what they have not missed and they need to be skilled in platforming.

 Furthermore, the maze may be tricky to some if they are not fast enough to go through the moving walls presented in the maze. In continuation, if the player takes too long in the maze and the timer reaches zero all the monsters will end up joining the player in their making the game a lot more difficult.
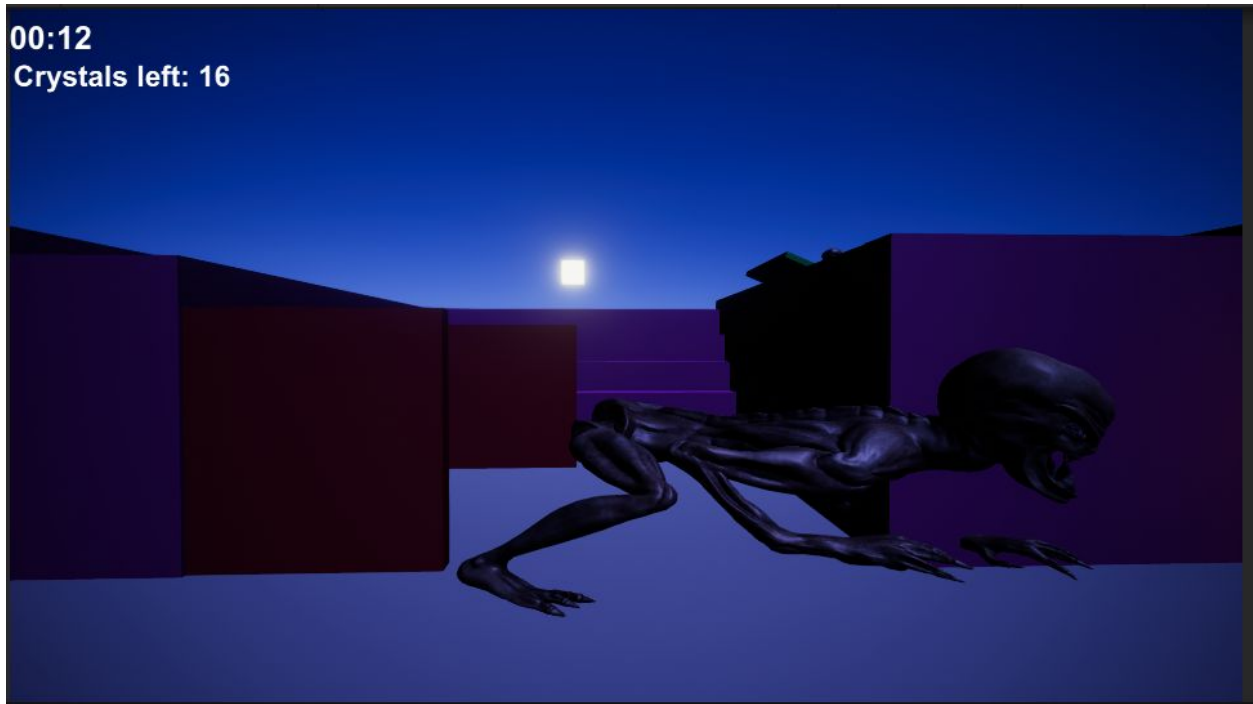
## 4.6. Losing

**The losing conditions are:**

When the player runs out of time and an enemy catches the player as a result. This causes the player to get dragged into the "nightmare."

When the player collides with an enemy in general (before or after time runs out).

If the player falls off the map they will be sent to the gameover screen.

## 4.7. Interface



The user interface will be simple as we do not want to clutter the screen with too much useless information. The two most important things the player must know are how much time is left and how many crystals are left.

There will be a crystal counter in the top left that indicates how many crystals are left on the map(This was changed from the previous counter which displayed how many crystals the player has collected).

There will be a timer in the top left as well that indicates how much time the player has left before he is hunted down by enemies.

## 4.8 AI

The enemy AI will be in an idle state, but will be continuously trying to detect player movement. Once a player is detected, the enemy AI will chase the player until the player leaves its detection radius. Furthermore, once the timer reaches zero, all the enemy AIs will chase the player no matter where the player is on the map. In continuation, the AI will be able to move through walls as they are supposed to be a supernatural being. The AI will also be animated, based on the model received from the

Unity Asset Store, the AI should have a total of four animations: walking, running, pouncing, and attacking.

# 5. Art style

This is a 3D game. Most of the assets will be bought from the Unity Asset Store.

The Art Style will match the scary theme of the game, the monsters will be similar to sleep paralysis demons and the artwork for the title screen will fit that same theme of sleep disorders.

The environment will be dark(night time) and the crystals will have a radiant yellow glow.

The environment will become red after the timer reaches zero(concept provided in section 4.3)

The crystal models will be a simple cube shape with a post processing effect(mentioned above).

# 6. Music and Sounds

The music will be atmospheric and menacing, we want to make the player feel anxious and scared while playing. The sound effects will also fit this theme of fear. The sound effects will also be there to guide the player, everytime a crystal is collected a sound effect should play to alert the player that they collected a crystal.

# 7. Technical description

The game will be made using the Unity game engine and will be made specifically for PC.

It will be accessible via a zip-file downloaded from the canvas submission page.

Assets will be downloaded from the Unity Asset store(More info in section 10).

**Software used:**
Windows 10
Visual Studio 2019
Unity Game Engine
BeepBox
Clip Studio Paint

**Hardware used:**
Laptop
Desktop

**Hardware required to play:**
Windows laptop or desktop

**Software required to play:**
Any graphics card made in the 2000s

# 8. Marketing & Funding

Our game will be showcased on the Canvas submission page for free.

We will not need any Government funding for now.

We will not need a Kickstarter campaign as most assets used will be the free ones from the Unity Asset store.

We are not aiming for any publishing deal, or posting this on YouTube or any other social media platform.

## 8.1. Demographics

Age: Intended for teens and up.

Age rating: T

Casual game players

## 8.2. Platforms & Monetization

This game will be free to play on the Canvas submission page.

There will be no ads as the game is not monetized.

There will be no in game purchases.

There will be no monthly subscription needed.

The only platform used for the game will be Canvas, no other platform is allowed to sell the game.

## 8.3. Localization

The game will have English support, we are not planning on adding any other language support as of now as this game will only be played locally(CIS 487 class). In future updates(after the prototype), adding more language support will most likely be considered, especially if we consider putting the game on a global platform.

# 9. Other ideas

This game will only be in single player mode as having the game be in multiplayer mode would make it too easy as the map itself is already small in size.

There will be no scoring or leaderboards for the game as there is no place for them in the current game mechanics.

There will be no achievements other than a "You won!" page displayed once the user collects all the objects without dying. Although, later on in development(after the prototype) there might be achievements added if the player does not get detected once, or avoids making the timer reach zero throughout the whole game etc.

There will be rating on the prototype via the Canvas peer review, this is how we will know whether the game is fun and on the right track in general.

# 10. Sources for Assets Used

**3D models from the Unity Asset Store:**

True Horror - Crawler by Witch-A-Twin Studios
Link: https://assetstore.unity.com/packages/3d/true-horror-crawler-70609

School assets by Jarst
Link: https://assetstore.unity.com/packages/3d/environments/school-assets-146253

**Music assets used:**

From Fesliyan Studios.

Music title: "Scarey Atmospheres Ch 1"
Link:
https://www.fesliyanstudios.com/royalty-free-music/downloads-c/scary-horror-music/8


The rest of the assets used are originally made either by using the basic 3D shapes from Unity or from creating music via BeepBox.

# 11. Extensions

We originally planned to have a stamina meter at the bottom left. This feature was discarded as we figured we could set an appropriate moving speed for the player so that there is no need to run. This way, there are less UI features cluttering the screen and there are less buttons the player has to memorize.

Furthermore, we planned on there being four different monster variants, each with its own unique feature but due to time and lack of experience we could only implement one variant.

We also had a second level in the making but due to time restraints we could not complete the design and implementation of the second level.