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Forsaken (2015) - Game Design Document

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Executive Summary

Background of Forsake

The concept of *Forsaken* is based on a real life experience of being told "Mom almost had you aborted." This statement shocks many women, especially knowing the fact that "I am almost didn't make it" and "I am unwanted" is disturbing to many girls. In this case, this statement also means these girls are survivors of social issues such as sexual decriminalization and financial difficulties. In the Taiwanese culture, people in general thought raising a female child is a waste of money. These excuses are common in the 19 century because it was thought that only sons could carry on the family name.

Based on the experience of being told "Mom almost had you aborted", some questions are ruminated: Why did you not abort my brother? Where would I be if I was really aborted? How was my family going to be like without me? If I became a ghost, what would I do? This game simulates girls' potential imaged situation after abortion to answer these questions.

Story Background

In this game, the player is a newly aborted child who still has soul connection to her mother. Her body parts are shattered in her mother's womb, in which the player has to find her body parts. Black Wuchang and White Wuchang from the hell are hunting her and trying to break her moral forms and immoral souls. If she does not want to silently disappear in the spiritual world, only escaping from the womb, can she really make some decisions for herself.

Goals

In this game, you are an unborn child in an organ trying to pursue the idea of living by collecting body parts, shattered in mother's womb. Once you've collected all body parts, you are then fully a body and your mission is to please yourself. This means you have to search the world for your family, and create the happiness that you enjoy as the character, whether that be the destruction of your family, spiritually taking over your brother to enjoy the love you wish you had, or even playing the roles of another one's family to gain that connection.

Story/Objective

Objectives

You woke up as a ghost in your mother's womb; you must collect your torn body parts in order to connect to your mother's thinking, that will soon reveal your identity. In the meanwhile, you need to escape from mother's womb to find her and make decisions about your future.

Objective Completions

Each piece of your broken body links to one of your mother's moral forms. You will get information about yourself after obtaining your scattered body parts. If you can escape from the womb, you can find your family and play out the life that you want to live in the game.

Help

In level one, the development of your body, White Wuchang breaks your body parts, if you see your eyes or nose rolling on the ground, you can pick it/them up. Black Wuchang sucks

your immoral souls but if you rest, or use your healing spiritual points, you can replenish your souls. You also have a GUI canvas that tells you what broken body parts you have collected. The undead child has certain abilities and skills that can help you throughout the game. For instance, you have the ability to see where you're going once you've collected a certain body part. In level two, finding your life objective, you have the ability to possess another human, kill, or posses your mother or brother. Possessing and killing can trigger your fate. There are monks that exist that can see better than the humans, so be weary of these monks because they have the ability to attack back.

Level Design

The game has two levels. In the first level, you are in mother's womb trying to find your body parts, while fighting off the officers from hell. While escaping, you accumulate your power by collecting broken body parts, which will give your information about you and your family. The design of the level consist of the interior of a womb, that has tumors and acid that can kill you. The design of this level is to take the player through the experience of being born through traversing through the womb.

In the second level, you are an undead child in the real world looking for your family; you are hunting, searching for ways to make you happy. You have the ability to possess people and kill people. Humans might not be as passive as you think, they have the ability to scurry away with ultimate speed. Don't forget about the monks, because the have the power to sense you even if you've possessed a human! So watch out because they will attack. You can

determine your fate by the sequence of events you take to find your family and what you chose

to do once you find them, the choice is yours.
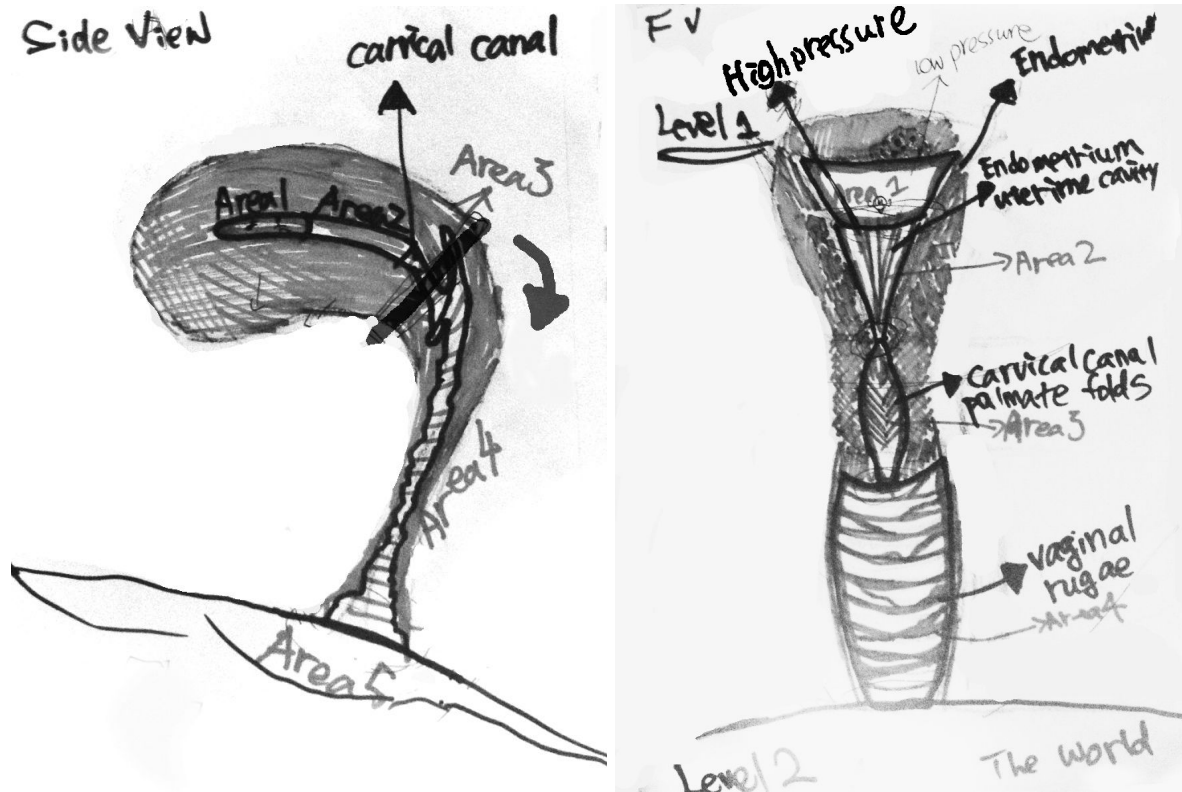
Level One Initial Sketch

Figure 1: The figure above is the initial sketch design of level one based on the real uterus.

Level One, Second Sketch

Figure 2: The figure above is the second sketch design of level one. It shows the strategic pathway through the level.

Level One Finished Design

Figure 3: The figure above is the actual map of level one.
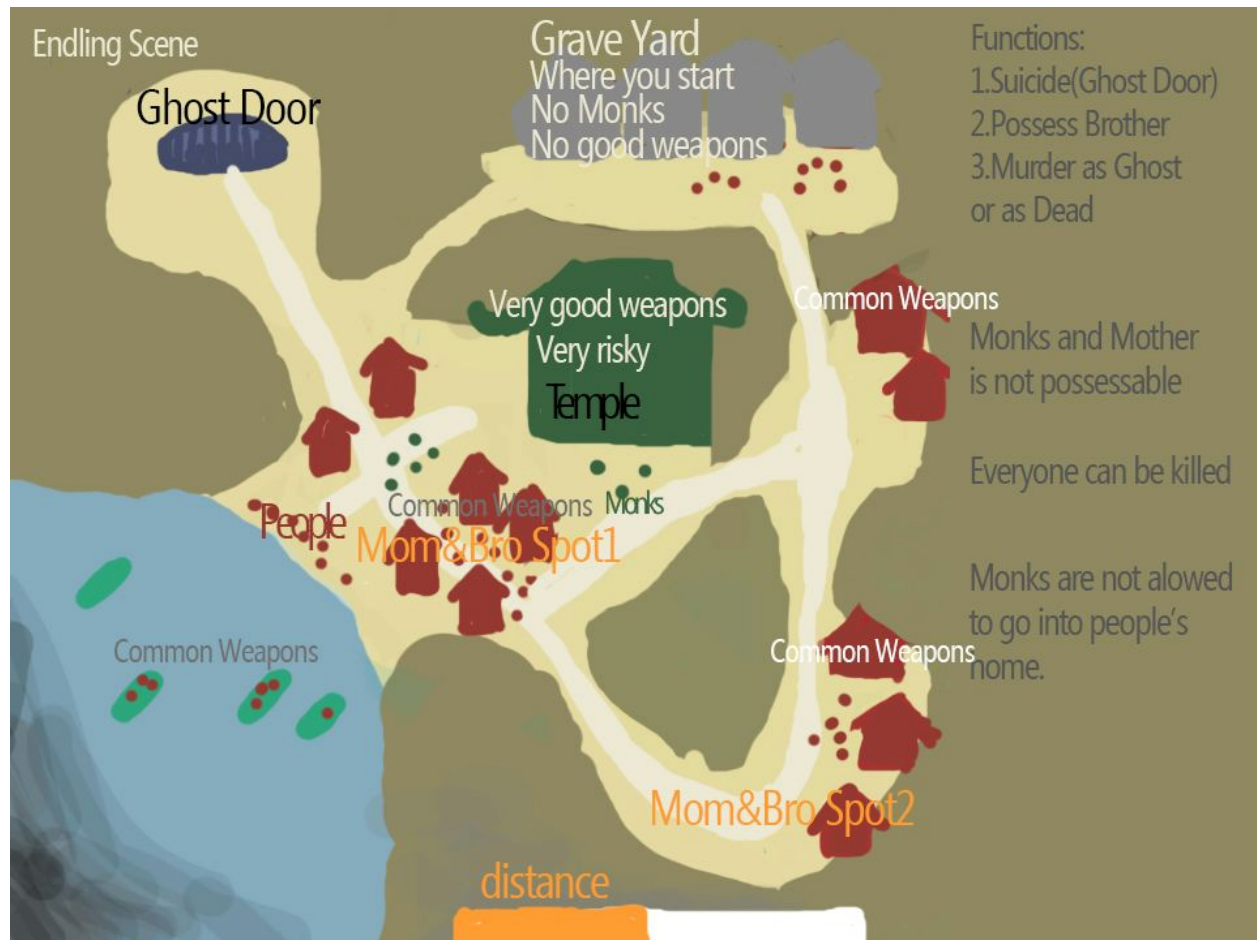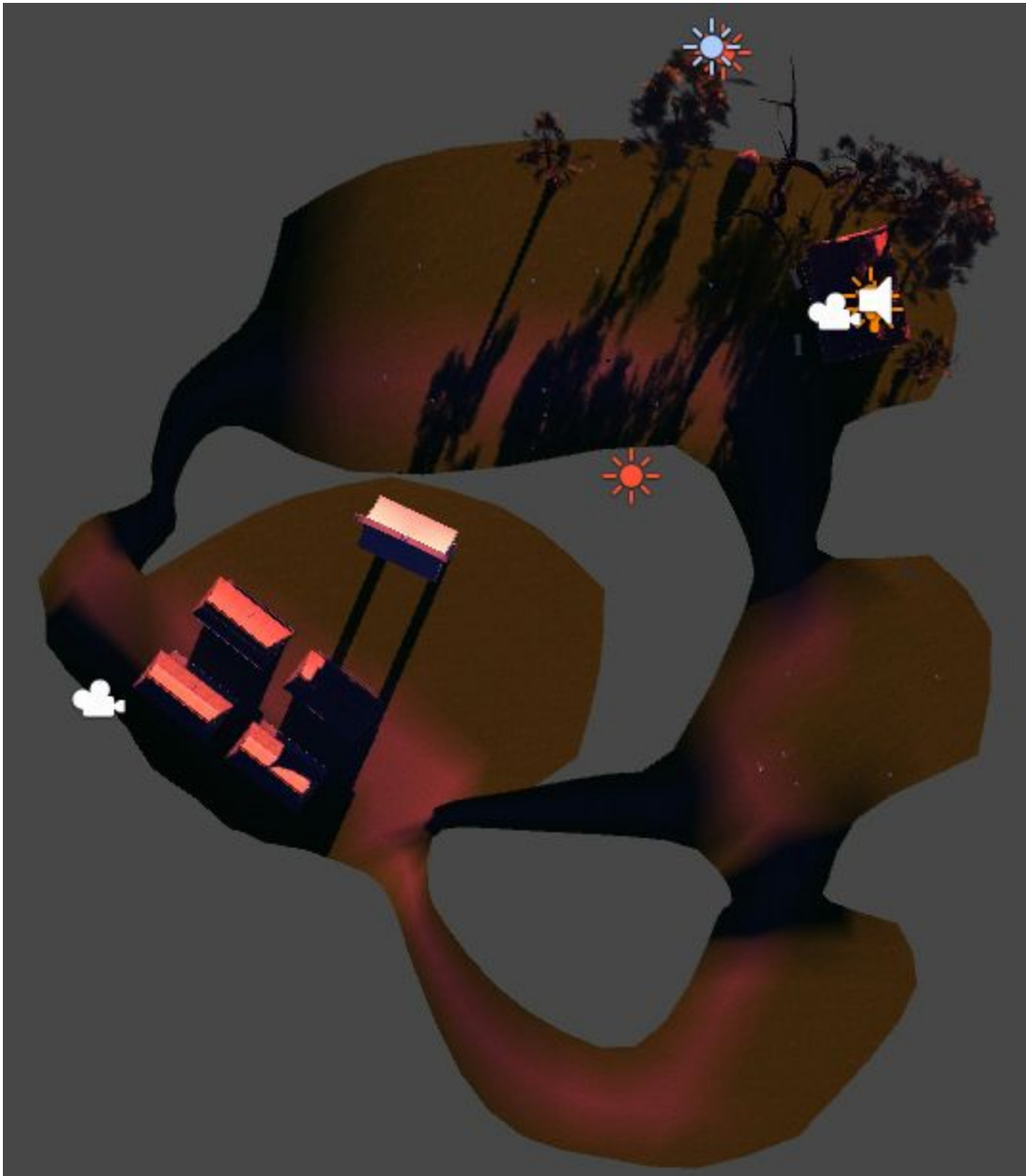
Level Two Initial Sketch

Figure 4: The figure above is the initial sketch design of level two.

Level Two Finished Design

Figure 5: The figure above is the actual map of level two
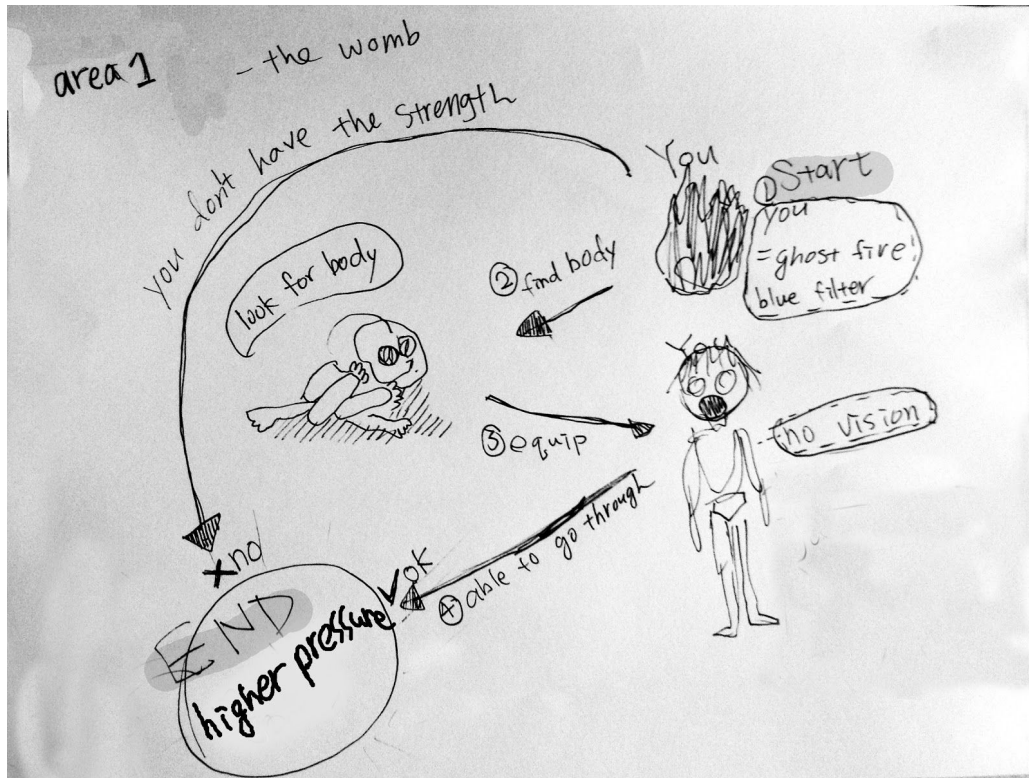
Level One, Area One Sketch

Figure 6: The figure above is the sketch that shows the evolution of the player, and how to traverse through level one, area one.
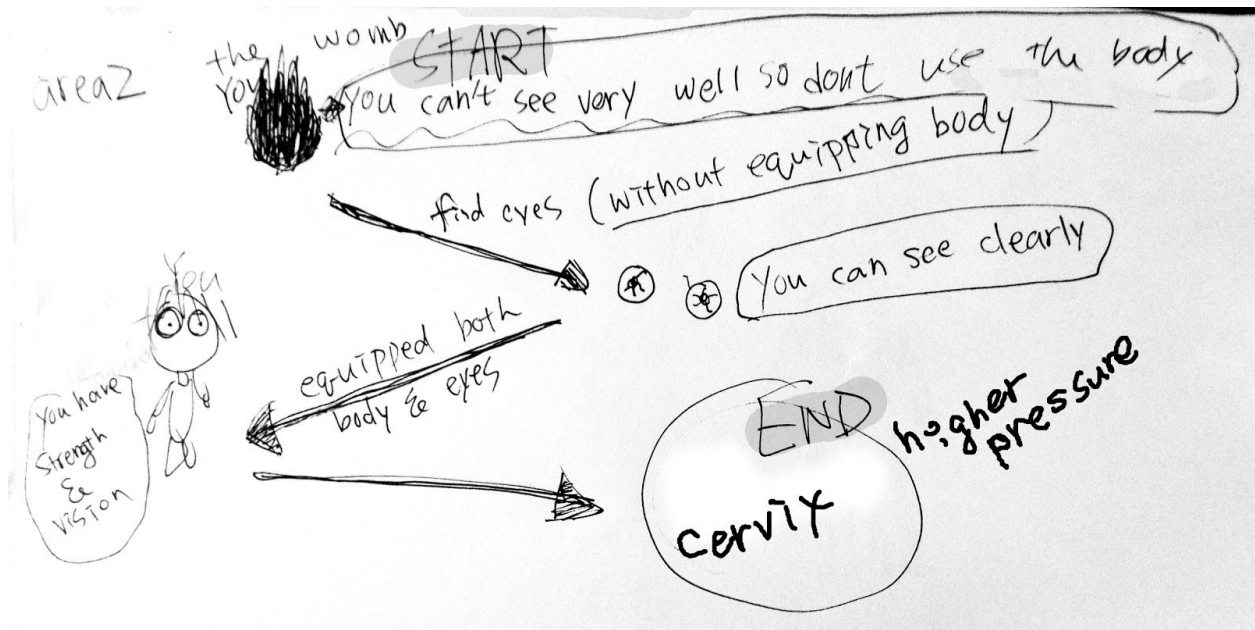
Level One, Area Two Sketch

Figure 7: The figure above is the initial sketch understanding of what tools you need to go through level one, area two.

Level One, Area Three Sketch

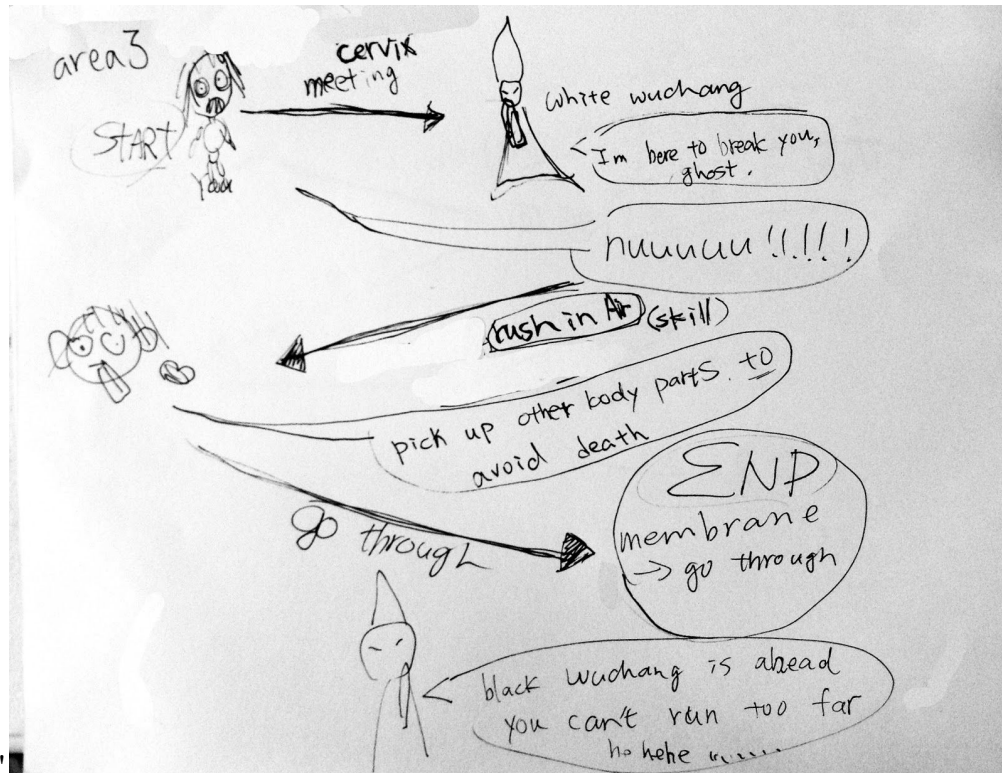*Figure 8: The figure above is the initial sketch design of where you meet White and Black Wuchang and some strategic points to get you through level one, area three.*

Level One, Area Four Sketch

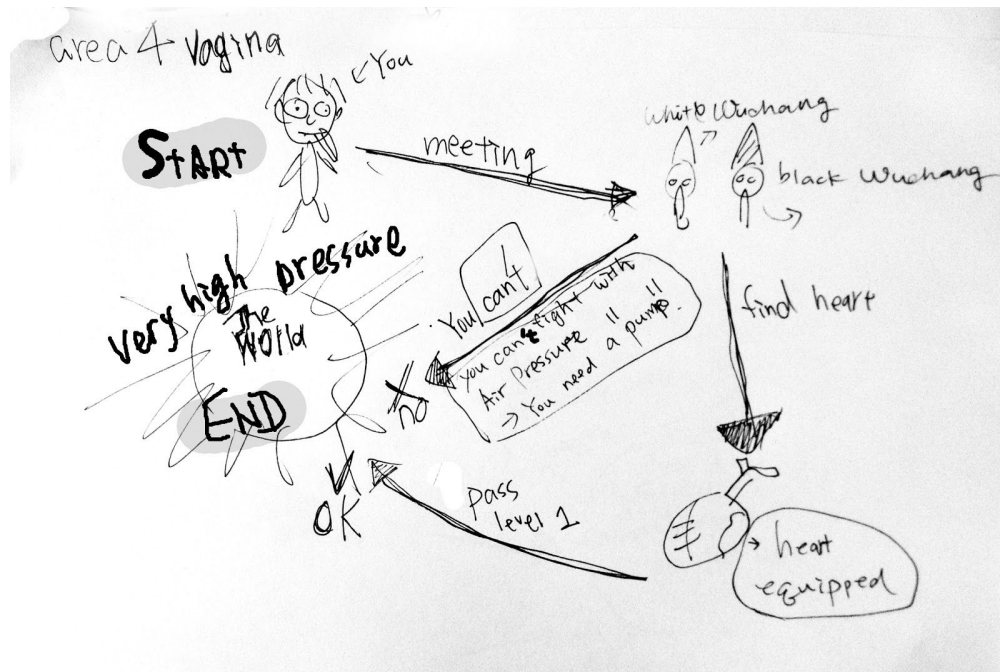*Figure 9: The figure above is the initial sketch design of level one, area four and how you would escape the womb.*
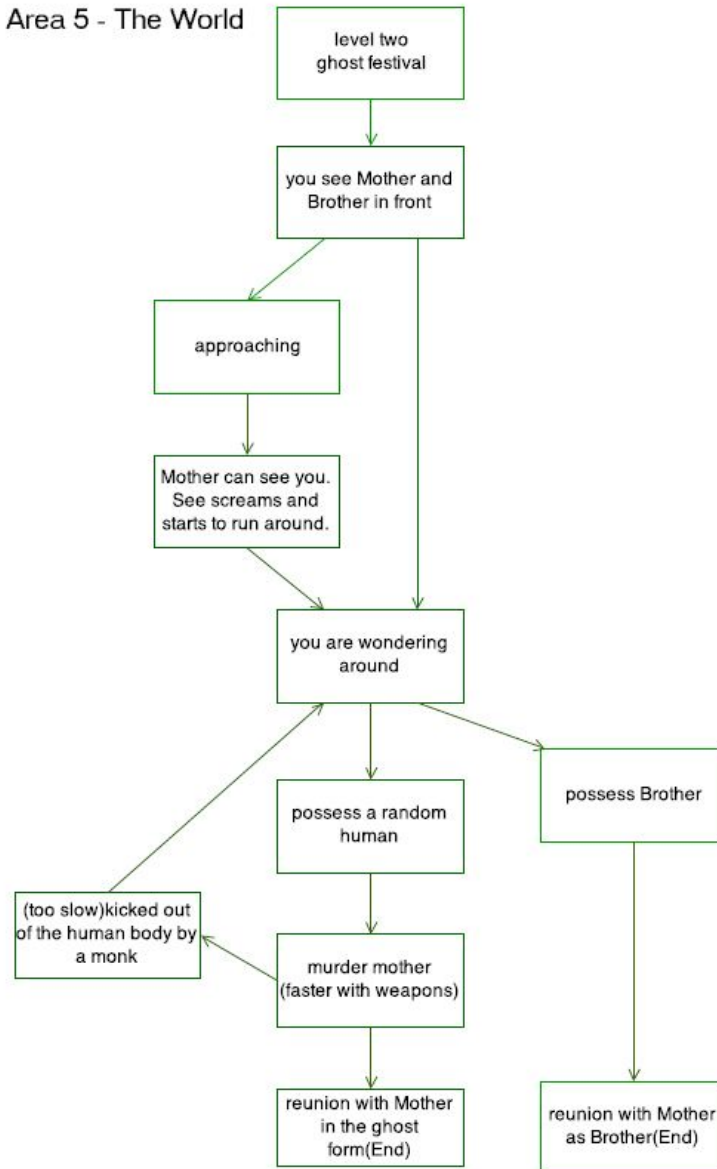
Level Two State Diagram

Figure 10: The figure above is the initial state diagram level two.

Level Zero Glimpse

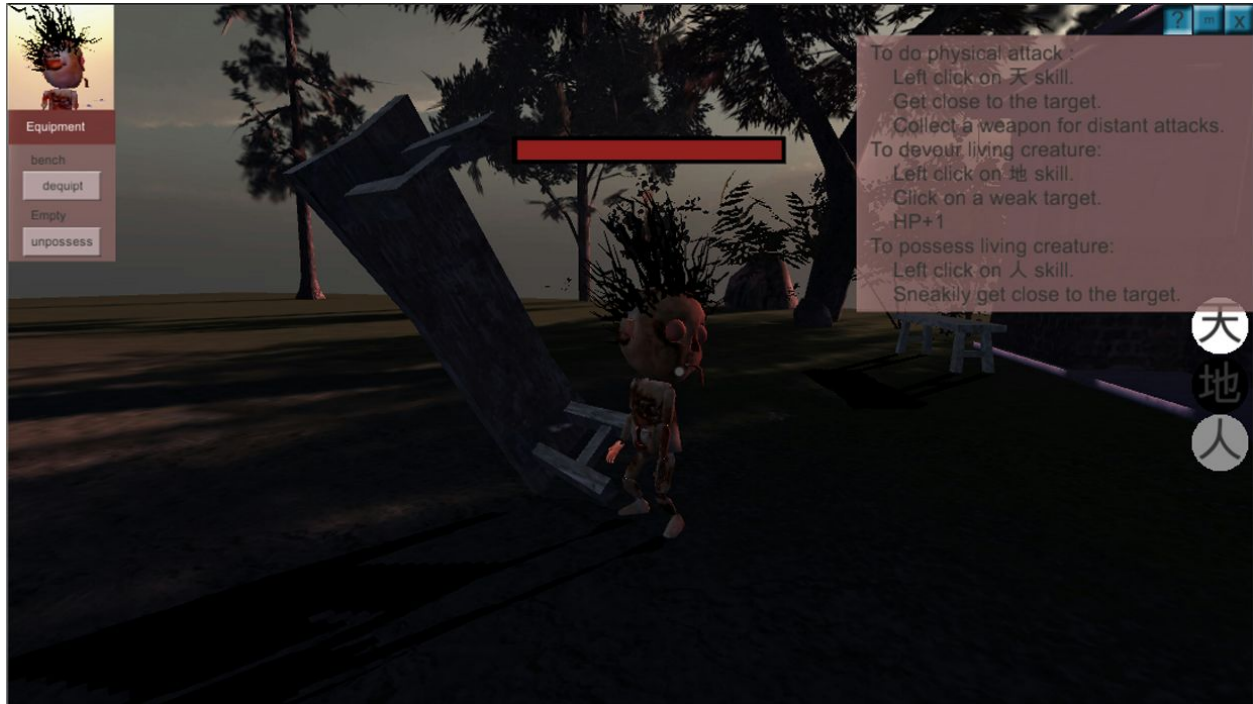*Figure 11: The figure above is a glimpse of level zero.*

Level One Glimpse

Figure 12: The figure above is a glimpse of level one.

Level Two Glimpse

Figure 13: The figure above is glimpse of level two.

Game Play

This game is a 3rd person role playing horror game. The player an aborted ghost child trying to understand her own identify. The player has seven moral parts that connects to her mother's thinking; they are defined as: favor, anger, sorrow, happiness, love, hatred, and desire.

The Broken Body Parts as the Armor

The player can equip her body parts to protect her existence. If she fails to keep at least one broken body part and the White Wuchang attacks her, she will return back to her ghost form. If the player has lost all their body parts and White Wuchang attacks, then she will completely

disappear from existence. Each of White Wuchang's attack knocks out one of the body parts the player has collected. If a body part is knocked out, the player still has the chance to pick it up before another body part is knocked out, unless it's the last body part available and the player dies.

<div align="center">Armor GUI</div>

Figure 14: The figure above is GUI for the armor when the user picks up body parts.

Skill System

    Similar to many horror films, the player, as the undead, has the super natural abilities such as attacking people to death and devouring people. She can also possess people for killing or communicating. Using skills decreases the power of immoral souls. In the meanwhile, any attacks from Black Wuchang also decrease the player's power. She can devour humans to recover from the loss.

    Skill (Normal) - 'SP' here means immoral souls

- Normal Attack -> Very Short Distance

- Weapon Attack -> Short and/or Medium Distance

- Devour -> Very Short Distance (after the human has been killed)

- Possess -> Very Short Distance

Skill (Possessing)
- Stab - Weapon required

- Strike

- Un-possess

Possession Skill

Figure 15: The figure above is a possessed creature (use of possession skill).
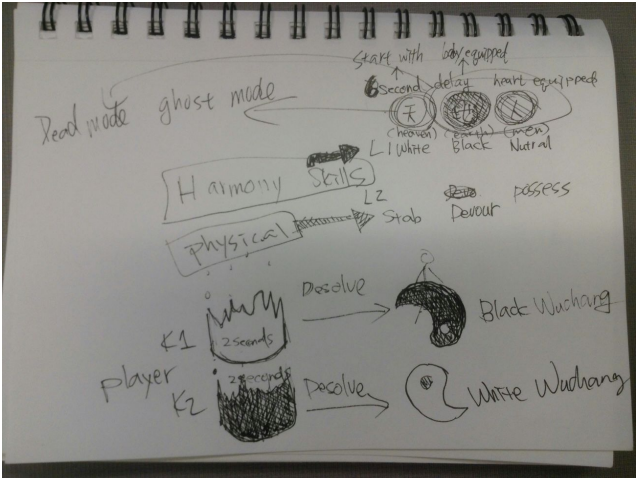
Initial Skills Sketch

Figure 16: The figure on the left is the initial sketch design of the skills of the player. This shows how to resolve White Wuchang and Black Wuchang attacks.
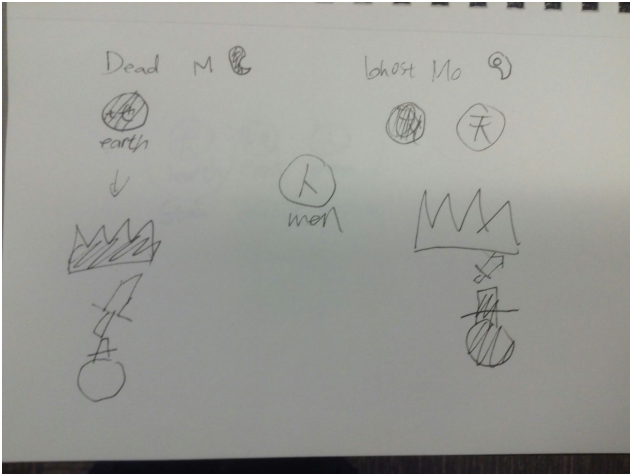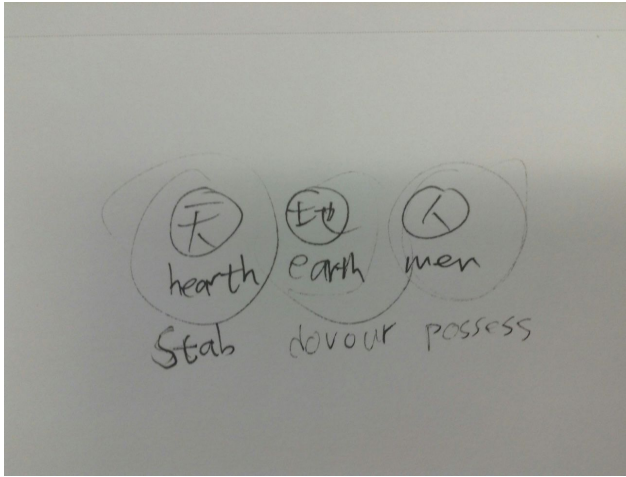
Initial Skills Sketch 2

Figure 17: The figure one the left is the initial sketch design of the skills of the player.

Initial Skills Sketch 3

Figure 18: The figure on the left is the initial sketch design of the skills of the player.

Art

The genre of horror tends to lead people to think emotionally and keep them focused. The art part pursues the tradition of horror discussed in Freud's Uncanny, Creed's Abject and Clover's theory about horror films to convey the creep of being almost dead. The fashion is based on the 19 century Taiwanese culture.

Game objects

Characters *rigged and animated with HIK system (Animation):

- The Undead Girl (Skills)
- Black Wuchang/White Wuchang (Flying, Attacking)
- The Mother (Being Scared, Walking, Dying)
- The Brother (Walking, Dying)
- Taoism Monks (Attack, Dying)
- Vague Unfamiliar People (Walking, Running Away, Dying)

Baby Ghost and Full Body

Figure 19: The figure to the left is the baby ghost and in her intact form after the collection of the body parts.

White Wuchang

Figure 20: The figure on the left is White Wuchang who attacks the player with the Yang power the break her body apart.

Black Wuchang

Figure 21: The figure on the left is Black Wuchang who drains the player's Ying power so as to make the player unable to defend White Wuchang's Yang Power.

Level One - The Womb:

- Flys

- Flesh Rocks

- Blood Rivers

- Tumors

- Hand Grab of Death

Level Two - The City:
- Buildings

- Trees

- Benches

- Knives

Special Effects:

- Disturbed mode: radical blur and dark rim on the screen

- Color destruction

- Particle System

Sound/Music

Sound and music plays an important role into the development and production of the game. In order for that to happen and have the player get the full effect, the sound must work nicely through advancement of the level. The sound comes into play with the background music, attacking of the Wuchangs, picking up the body part, death, and so on. All sounds were obtained from freesound.org.

Game Controls/UI

Overview

The game controls serve purposely for the PC. This game was meant for the idea of using WASD as movement controls, and the mouse used for viewing and clicking object for interactive mode. The space bar is used for jumping.

Control Buttons

Figure 22: The figure on the left is the buttons for the tutorial window, the mini map and the scene control settings.

Scene Control Window

Figure 23: The figure on the left is the scene control window.

Mini Map

Figure 24: The figure on the left is the mini map.

Ying, Yang, Man Power

Figure 25: The figure on the left is the player skills. 天 skill is Yang power. 地 skill is Ying power. 人 skill is Man power. Taiwanese culture believes Yang, Ying and Man are the three soul parts a living person should have.
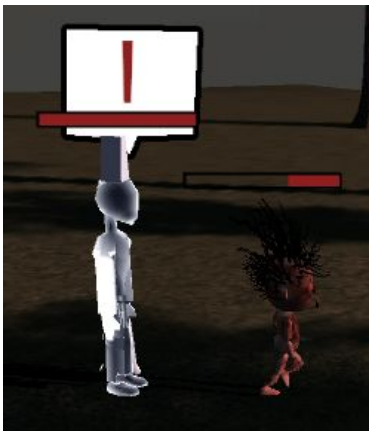
NPC Highlight

Figure 26: The figure on the left is the highlight of available selection and the shock sign that pops up when the NPC sees you.

Equipment Window

Figure 27: The figure on the left is the window that tells the player what she is holding and who she is possessing. The buttons allows the player to put down the weapon or un-possess.

Initial Design of Armor Interface
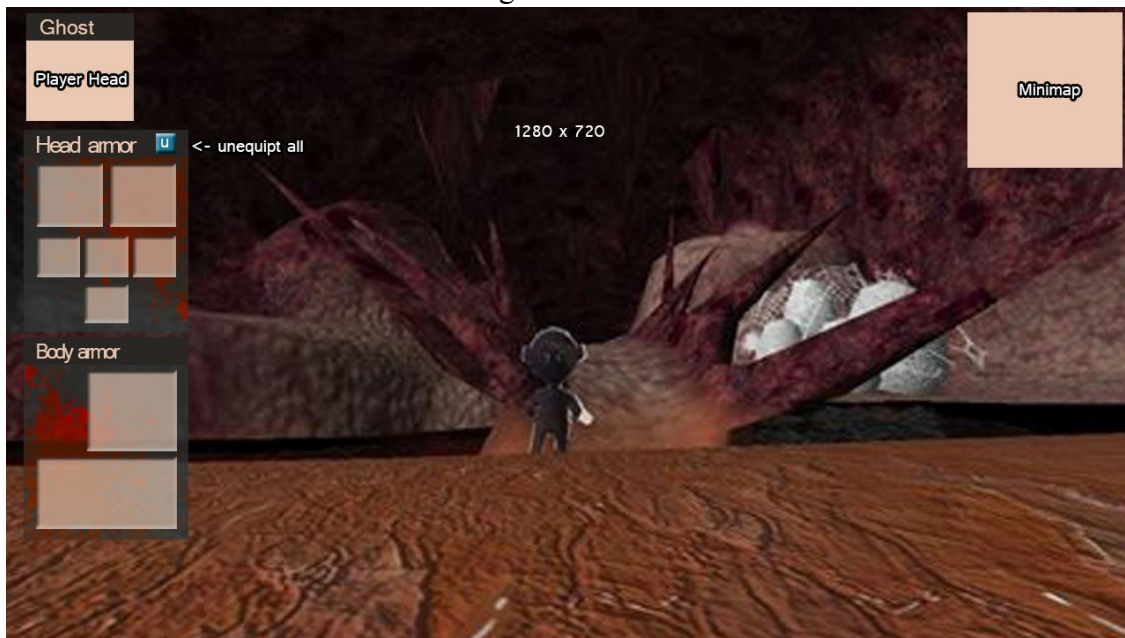
Figure 28: The figure above is the initial design of the armor interface.
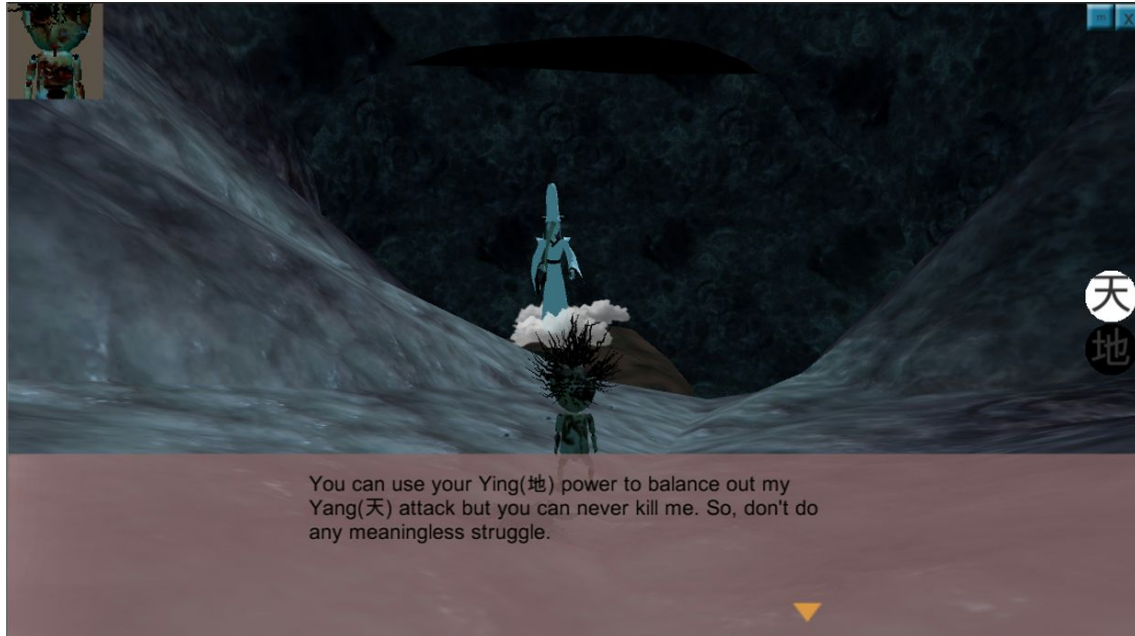
Finished Design of Armor Interface

Figure 29: The figure above is the actual design of the interface armor.

Initial Design of Dialog System Interface

Figure 30: The figure above is the initial design of the interface dialog system.

Finished Design of Dialog System Interface

Figure 31: The figure above is the actual design of the interface dialog system.

Contributors

The lead contributors of *Forsaken* is Renee Chen and Cameron Hopkins. Renee planed the story, designed images, levels and characters, and did programming. Cameron led and taught the team to work on programming, and gave art suggestions.

During the process of developing this game, there was help from our professor Alan Price, Linda Mizajewski, Susan Melsop, Hector Medina-Fetterman and Jessica Kasson. Alan helped with level design, story and game play suggestions. Linda helped understand the horror genre and its traditions. Susan helped with suggestions during the planing stages of the story and the format of media. Hector gave a tremendous help with GUI development. Hector and Jessica both helped with programming rules.

Reference

[1]freesound.org

[2]cgtexture.com

[3]http://www.starseeds.net/profiles/blogs/the-relationship-between-three-immortal-souls-and-seven-mortal-2

[4]http://www.1001freefonts.com/you_murderer.font