

# Game Design Document

## Underwater Dungeon

Launch Date: 26 January 2023

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#### Confidential Disclaimer

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## Overview of the Game

#### Game Genre:

Strategy, Adventure, Story, Horror

#### Inspirational references:

##### Movie Title:

*47 meters down: uncaged*

##### Movie Description:

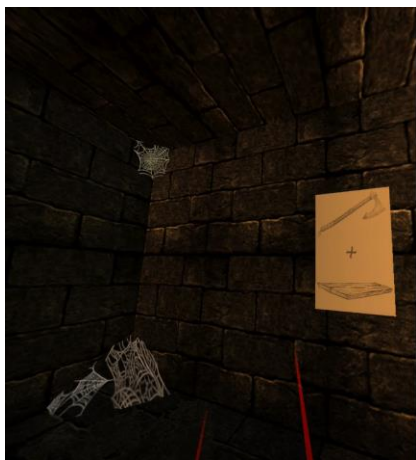
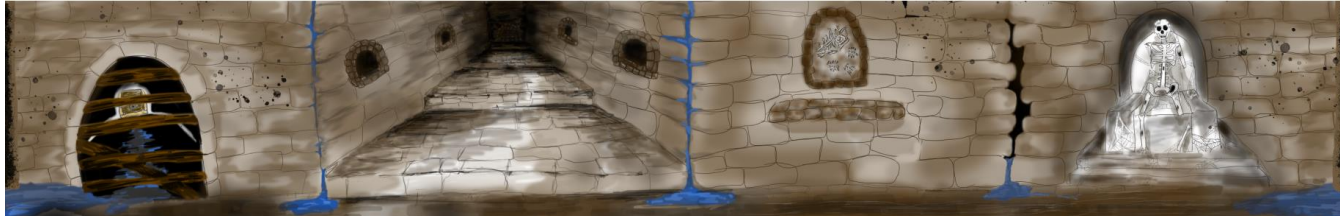
Nicole persuades the girls to dive through the city, eventually reaching an ancient sacrificial chamber. They encounter a cavefish, and Nicole accidentally knocks over a stone column, causing a chain reaction of collapses. The girls find each other and are chased by a shark into a tunnel, causing a cave-in to the lagoon's entrance. The girls decide to go back for the guideline but encounter a shark forcing the girls to swim deeper into the city until they reach an air pocket. The only way out is to swim back down even deeper in order to find another exit, which will let them come out in the ocean. At the end of the cave, they find a crevice that leads to the surface, but a shark appears and attacks them. Climbing up the narrow crevice, both girls alternatively get caught in the tight space and must abandon their now empty air tanks to escape.

This movie inspires me as human is only able to live safely on land and having players to be underwater



#### Basic Narrative:

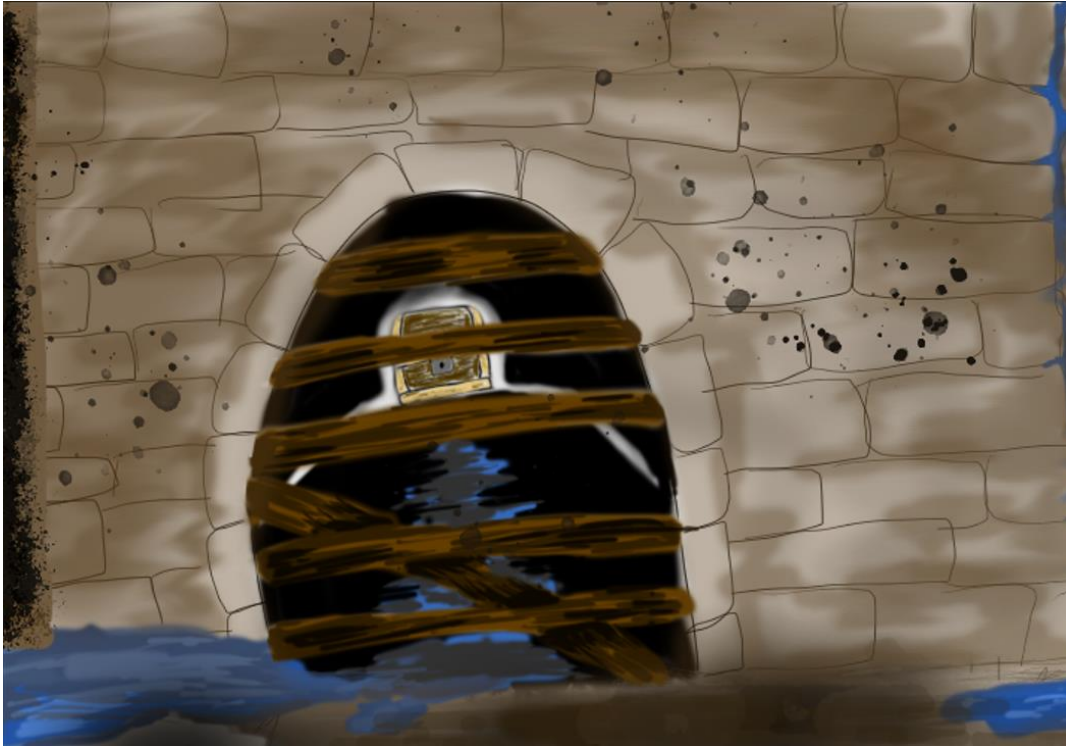
John(player) found a book passed down from his grandfather, the book was about an underwater dungeon but no one knows if it is real. John decides to explore and find out if the dungeon exist, he packed his bags and start his journey. After searching for it, the dungeon is real and It does exist, John went in to explore the dungeon. The dungeon is not filled with water, but water is leaking in as the dungeon is too old and the walls are getting loose. This is where the fun and danger starts, with time ticking(water leaking in) and not enough oxygen left, John needs to solve and cross obstacles in order to escape from the dungeon.

**Concept Sketches:****Unique Selling Points**

The game loop is what really differs my game from other popular games in the genre. The genre of popular games are sports such as FIFA series, and action games that challenges player's reflexes, hand-eye coordination and reaction time such as metal gear, elven ring, and resident evil.

However, the game loop of my escape room is where players are able to explore the environment they are in and they have to find out what to do in order to escape the first room. This allows players to have the best experience as if they were in the game instead of having overwhelming hints and instructions. The second stage is where there are two obstacles players have to face with addition of a timer, hence it gives off both challenging and interactive feel. The levels o game activity is what I find slightly different as well, because it has a mixture of problem solving, adventure, and have a specific objectives.

Back wall



Right wall





Front wall



Left Wall

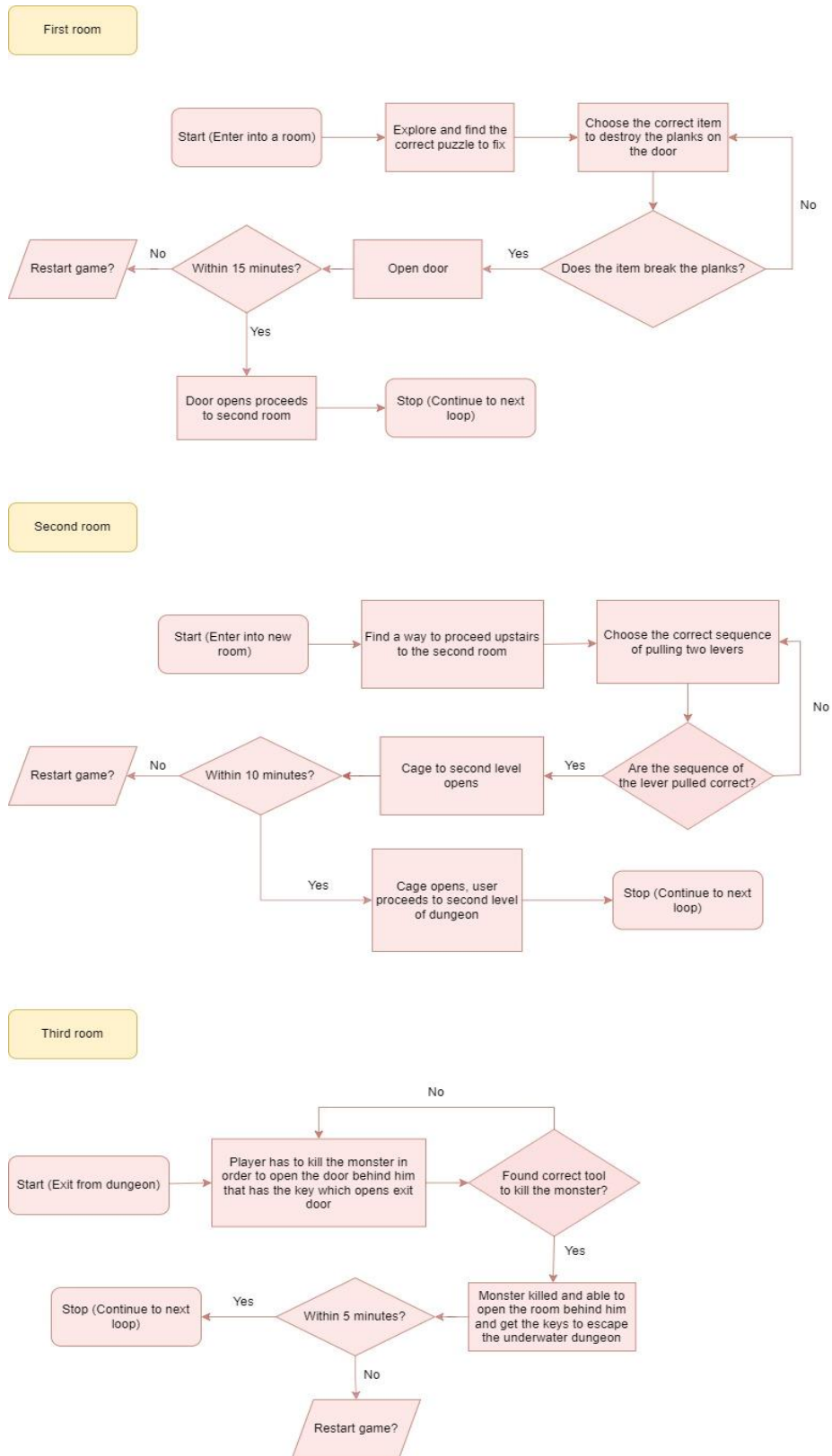


VR Prototype:



ChanRouHui\_Escape  
Room\_VR\_Prototype.f

## Game loop



**Locomotion style:**

Level 1 & 2

- Teleportation(for disabilities and limit of space area)

Level 3

- propulsion

## **Gameplay Scope**

**Duration of game:**

30 minutes

**There will be 3 levels in the game:**

1<sup>st</sup> level

Player will first explore the different objects and the environment they are in. There will be objects such as a treasure in a cage, and a skeleton sitting on a chair. There are planks nailed onto the door and player needs to find the way to break the planks. After breaking the planks with an axe, they are able to push the door and enter the second room.

2<sup>nd</sup> level

When player enter the second stage, he/she is able to look at the stairs that leads to level2 of the dungeon. The player has to find a way to go up the stairs by pulling the levers in the correct sequence that will trigger the cage to be unlocked and user is able to go up the stairs, proceeding to level 2(third puzzle).

3<sup>rd</sup> level

When player arrives at level two, the exit gate is locked and they have to find a way to get the key. However, there is a monster guarding the room that has the key. In order to kill the monster, player has to get the axe from puzzle 1 to kill the monster and open the door behind it. Then, they are able to unlock the door with the key and successfully escape the underwater dungeon.

**Game objective:**

To survive and escape the underwater dungeon by going through 3 different challenges and lack of oxygen as water will flood the dungeon.

**Playable characters:**

1

**Upgrades:**

Intensity of head torch (3 range of intensity)

Extended time for each levels given (+20 sec, + 40 sec, + 1 min)

## Art Style

### Underwater Dungeon

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#A86500

#FFC163

#F59400

#0060A8

#008CF5

**Colour Scheme:** Complementary



## Player Profiles Stories

### Ideal User Profile – Nickson



#### Basic Info

- Name: Nickson
- Age: 22
- Occupation: Student

#### ----- Game Interests -----

- Gaming style: MMORPG, multiplayer
- Hours spent gaming weekly: 25
- Gaming platform(s): PC, PlayStation
- Favorite game(s): League of Legends, Valorant, Identity V, Dead By Daylight, The last of us
- Favorite game genre(s): Horror, Story

#### ----- Entertainment Interests -----

- Favorite movie(s): Fast and Furious, Doctor Stange Multiverse, The Conjuring 1 & 2, The nuns
- Social media platforms: Instagram, Telegram

#### ----- Likes -----

Figuring things out, being challenged, grinding games.

#### ----- Dislikes -----

Simple games, 2D graphics game.

## Ideal User Profile – Travis



### Basic Info

- Name: Travis
- Age: 22
- Occupation: Student

### ----- Game Interests -----

- Gaming style: Likes playing multiplayer
- Hours spent gaming weekly: 38
- Gaming platform(s): PC, mobile
- Favorite game(s): CSGO, Valorant, Roblox(Piggy, etc.), Dying Light
- Favorite game genre(s): Mystery, Horror

### ----- Entertainment Interests -----

- Favorite movie(s): My Love, Till We Meet Again, Incantations
- Social media platforms: Instagram, TikTok, Telegram

### ----- Likes -----

Being challenged, 2D game, shooting games.

### ----- Dislikes -----

Long story lines, long tutorials.

## Milestone Schedule

