

Game Design Document (GDD)

Shadows of the Lost House

Contents

Game Design Document (GDD)	1
Game Title: Shadows of the Lost House	3
Game Overview.....	3
Concept	3
Game Mechanics	3
Core Mechanics	3
Player Actions.....	3
Story	3
Background	3
Main Plot.....	3
Level Design	4
Environment	4
Tasks.....	4
Characters	4
Player Characters.....	4
Monster	4
Art and Sound Design.....	4
Visual Style.....	4
Sound Design	5
User Interface (UI).....	5
HUD Elements.....	5
Development Plan	5
Phases	5
Team Roles	5
Marketing and Launch	5
Marketing Strategy	5
Post-Launch Support.....	6

Game Title: Shadows of the Lost House

Game Overview

Genre: Puzzle, Survival

Platform: PC, Console

Players: 4-6 (Multiplayer)

Setting: Abandoned House

Concept

Players explore an abandoned house in search of treasure. Upon encountering a monstrous entity, they are knocked unconscious and wake up in a dark room, discovering one of their friends is missing. The game focuses on solving puzzles, surviving the monster's attacks, and rescuing the abducted friend.

Game Mechanics

Core Mechanics

- Puzzle Solving: Players need to solve various puzzles to progress through the house and find clues.
- Stealth: Players must hide from the monster by turning off their handheld spotlight and avoiding detection.
- Cooperative Play: Players need to work together to solve puzzles and navigate the House.
- Survival: Players need to manage limited resources and avoid the monster to survive.

Player Actions

- Movement: Players can walk, run, crouch, and hide.
- Interaction: Players can pick up and use items, solve puzzles, and open doors.
- Communication: Players can communicate with each other using in-game chat to coordinate actions.

Story

Background

A group of friends hears rumors of a hidden treasure in an abandoned house. Driven by curiosity and greed, they decide to explore the house. Upon entering, they are attacked by a monstrous creature, leading to the kidnapping of one of their friends. The remaining players wake up in a dark room and must solve puzzles and evade the monster to save their friend and escape the House.

Main Plot

- Introduction: Players enter the house and encounter the monster.
- Capture: Players are knocked unconscious and wake up in dark rooms without one of their friends.
- Investigation: Players find a handheld spotlight and start exploring the room for clues and puzzles.

- Progression: Players solve puzzles, avoid the monster, and move through different rooms and areas of the House.
- Rescue: Players locate and rescue their abducted friend.
- Escape: Players work together to find a way out of the House while evading the monster.

Level Design

Environment

- House Layout: The House consists of various interconnected rooms, hallways, secret passages, and hidden chambers.
- Room Types:
 - Starting Room: Rooms containing puzzles that players must solve to progress.
 - Hideout Spots: Areas where players can hide from the monster.
 - Obstacles: Traps and barriers that players must navigate.

Tasks

- Puzzle Variety: Puzzles include logic puzzles, combination locks, hidden objects, and environmental puzzles.
- Dynamic Environment: The environment changes based on player actions, such as unlocking new areas or triggering traps.
- Monster Patrols: The monster patrols the House, creating a dynamic threat that players must avoid.

Characters

Player Characters

- Attributes: Each player character has unique abilities that can assist in puzzle solving and survival.
- Customization: Players can customize their character's appearance and abilities.

Monster

- Behavior: The monster patrols the House, checking on players periodically. It reacts to noise and light.
- Abilities: The monster can detect players who are not hiding and will chase them if spotted.
- Weakness: The monster has a weakness that players can exploit to stun or distract it temporarily.

Art and Sound Design

Visual Style

- Art Direction: Dark, eerie, and atmospheric visuals with detailed textures and dynamic lighting.
- Character Design: Distinct character models for players and a menacing, monstrous design for the enemy.

Sound Design

- Ambient Sounds: Creepy and immersive sounds that enhance the atmosphere of the House.
- Monster Sounds: Distinctive sounds for the monster, such as growls and footsteps, to indicate its presence.
- Puzzle Feedback: Audio cues and effects that provide feedback for puzzle-solving actions.

User Interface (UI)

HUD Elements

- Health Bar: Indicates player health status.
- Inventory: Displays items collected by the player.
- Communication: In-game voice chat interface for player communication.
- Objective Tracker: Shows current objectives and progress.

Development Plan

Phases

1. Concept and Planning: Finalize game concept, mechanics, and design.
2. Prototyping: Create prototypes for core mechanics and puzzles.
3. Alpha Development: Develop initial levels, character models, and basic AI for the monster.
4. Beta Development: Expand levels, add more puzzles, refine AI, and implement multiplayer features.
5. Testing: Conduct extensive playtesting to identify and fix bugs, balance gameplay, and refine mechanics.
6. Final Polish: Finalize art, sound, and UI elements. Optimize performance and prepare for launch.

Team Roles

- Game Designer: Oversees game design and mechanics.
- Level Designer: Designs and creates levels and puzzles.
- Programmer: Implements gameplay mechanics, AI, and multiplayer functionality.
- Artist: Creates character models, environment art, and animations.
- Sound Designer: Develops sound effects and music.
- QA Tester: Tests the game for bugs and balance issues.

Marketing and Launch

Marketing Strategy

- Teasers and Trailers: Release teaser videos and gameplay trailers to build anticipation.
- Social Media Campaign: Utilize social media platforms to engage with potential players and provide updates.
- Beta Testing: Conduct a closed beta to gather feedback and create buzz.
- Launch Event: Host a virtual launch event to showcase the game and interact with the community.

Post-Launch Support

- Updates: Regular updates with new content, bug fixes, and improvements.
- Community Engagement: Engage with the player community through forums, social media, and in-game events.
- DLCs: Release downloadable content with new levels, puzzles, and challenges.