

Fleeing Ben

Game Design Document

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I. Game Overview

1.1 - Game Concept

The concept of the game is the classic monster chasing game that is playable in first person as well as being single player. As you are in a state of what seems to be a nightmare, the player, a small child, was left terrified of his previous night on TikTok where he built up a fear of the Talking Ben meme. The player will be tested on how capable he/she is from fleeing this monster through your wits and defensive skills.

1.2 - Feature Set

This game will feature basic mechanics as well as other mechanics that are inspired by other games.

- Equipment: The player will be able to hold multiple items such as a flashlight, key and hose. The player will be able to use a flashlight as a multi-purpose tool as it can illuminate the map as well as fend off enemies.
- FREEZE: Mannequins will chase the player, but will cease movement once the player flashes them.
- Randomness: The Tiles/flooring for Level2 that the player must jump across will be different and random each time the user plays the game.

1.3 - Genre

The genre of this game is horror, comedy, and puzzle-solving. This game brings a mixture of these genres to create a semi terrifying and confused experience for the player.

1.4 - Target Audience

The primary audience of this game is targeted toward the age group of 12-17 year olds. This is because Talking Ben has recently been trending within this age demographic due to popular content creators. Although, some of the features of this game are from horror games that

are aimed towards the age group of over 17 due to containing fantasy violence as well as mild blood, this game does not contain either of those as it is more of a comedic horror game like Luigi's Mansion. Despite the target audience being young males, the game at its fundamental level has more universal appeal.

1.5 - Game Flow Summary

Actions that the player can perform are the basic movements such as moving forward, left, right, and backwards. The player can also jump, open doors, and use equipment such as a flashlight and hose to fend off enemies.

1.6 - Look and Feel

The general look and feel of this world is gloomy and dark as if you were in a nightmare. Over the course of the game, the player will start to slowly wake up which is the reasoning behind the map slowly getting lighter as it transitions between Fleeing Ben, parkouring over obstacles, and then finally fighting Ben 1 on 1.

1.7 - Project Scope

1.7.1 - Number of Locations

This game has only one main area for each level. So currently, it has three locations.

1.7.2 - Number of Levels

This game currently has three levels. The levels consist of a maze level, puzzle/parkour solving level, and a boss level.

1.7.3 - Number of NPC's

This game currently has three total NPCs. The NPC's consist of a mannequin, the chasing monster, and the boss; however, the chasing monster can be broken down into categories as, Nightmares that are simply just watching over you, the main chasing Ben, as well as small ghostly Ben's that chase at you with a significant amount of speed but they are much smaller.

1.7.4 - Number of Weapons

This game currently has two weapons which include the flashlight and waterballs.

II. Gameplay and Mechanics

2.1 - Gameplay

2.1.1 - Game Progression

The player will awaken in a room where he must traverse the first section of the map to find a flashlight in order to illuminate the map and to find a key to the next section. It is important for the player to realize as well as hear the fact that the first Chasing Ben NPC is officially chasing after you with a sound of him stating his name as he gets significantly closer. Once the player obtains the key and officially enters the main maze. This next section of the map is a full-fledged maze with dead ends and sharp turns as well as lava that the player needs to be cautious of. In addition, this section will contain mannequins with the souls of people corrupted by Talking Ben. These mannequins will be constantly chasing the player once seen. The only method to stop the mannequins is to flash the light at them, allowing you to tactically maneuver around them. While getting past the mannequins that are chasing the player, more Ben's will spawn including a Ghost Ben that is extremely fast towards the end of the level. The player will need to go through the lava section, to the automatic door where he will be faced with a portal which will lead to the next level.

After the player finishes level 1, they are sent to level 2, which is a level built on "The Floor is Lava" concept. The player starts off at a platform looking at 8 rows of two tiles each, They must reach the last platform in order to proceed to the next level. The difficulty in the level lies in the fact that at random. One of the two tiles is a "steady" platform while the other is a "falling" platform. The steady platform is a tile that the player can stand on. The falling platform is a tile that will fall immediately once the player jumps on it. The player must thus accurately determine which tiles are steady tiles in order to achieve the end goal. In order to pressure the player and not allow stalling, we have set a time limit of 30 seconds to get to the end. However,

in order to aid the player, we have given them 3 lives and 3 hints. A life will be decremented every time they fall into the lava - that is, they miss the tile, or they choose to jump on the “falling” tile. A player gets 3 hints, which allows them to click on any tile with their mouse, and if it is a steady platform it will not react, but if it is a falling platform, it will destroy itself, which will hint the player on the correct path to go. 8 rows, 30 seconds, 3 lives, and 3 hints. Once the player reaches the end, they will proceed to the next level.

After the player finishes level 2, they are sent to level 3 which is the final level currently in the game. The player awakens in an arena with Boss Ben in front of him. The player is surrounded by lava which also separates Ben from them. If met in contact, the player will have lost the game. As for the Boss Ben fight, this monster will constantly face towards the player and shoot fireballs at them which removes one life. The player will have to dodge these attacks while defending themselves by counterattacking the boss by shooting waterballs which will deal 1 damage. This boss will have 100HP while the player has only 3 lives.

2.1.2 - Objectives

There are many objectives in the game in order to progress such as obtaining a flashlight and key. Then to complete the maze so the player can move onto the next level. Afterwards, the player must complete a puzzle solving parkour level. Finally, the player must defeat the boss in order to escape this whole ordeal. Overall, the main objective of this whole game is for the player to win and escape this nightmare he is currently in.

2.1.3 - Play Flow

The game flow for the player is a sense of being rushed since there is a monster chasing you. It adds atmosphere and feelings, and it gives a sense of what may be around. It may leave the player in a state of panic as to whether or not the monster chasing behind you is close or not while having to be aware of other obstacles, enemies, and surroundings.

2.2 - Mechanics

2.2.1 - Physics

The game uses basic gravity and allowed jumping by having a vector in the up direction.

2.2.2 - Movement

The player can perform the basic movements such as moving forward, left, right, backwards, and jump using the WASD and Spacebar keys.

2.2.3 - Objects

The player can pick up objects such as the flashlight and key using the E key.

2.2.4 - Actions

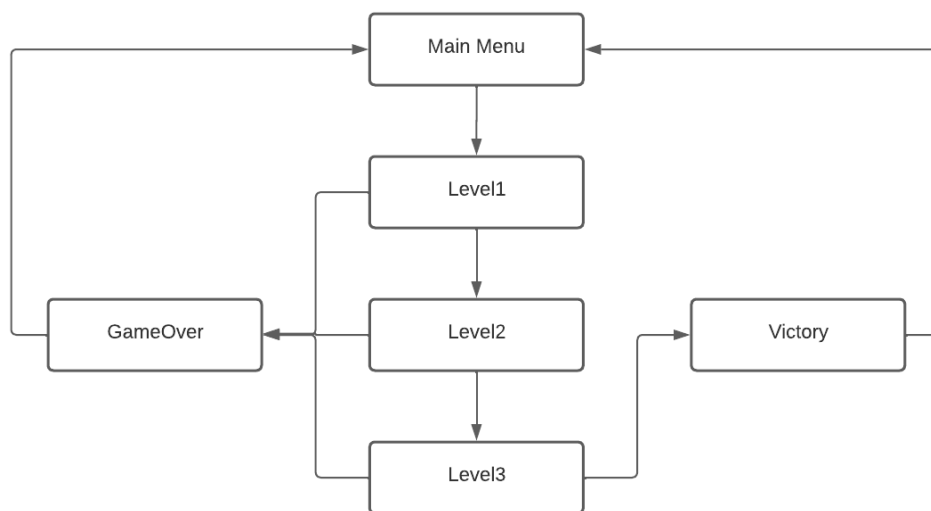
The player can open doors using the E key..

2.2.5 - Combat

The player can use a flashlight to defend themselves from the mannequins as it stops their movement. The player can also shoot waterballs in the final level using the E key.

2.3 - Screen Flow

2.3.1 - Screen Flow Chart



2.3.2 - Screen Descriptions

- Main Menu Screen: The Player is faced with 3 different options including: a Play button, a Controls button and a Quit button. The play button that can be activated by click or spacebar, will initialize and play the first level of the game. The controls button showcases the possible controls of the level, including E to interact, Spacebar to jump, WASD to move around, shift to sprint, and left click to use the hints.
- Level1 Screen: This level does not have any fancy UI other than the fact that it is significantly darker than the rest of the map and has a darker, lava skybox implementing a terrifying scenery and shadows throughout the game.
- Level2 Screen: This level includes a timer on its canvas as well as the amount of lives and hints the player has left. The timer is continuously going down while the lives are being tracked as well as the hint bar.
- Level3 Screen:
- GameOver: The Gameover screen features text stating game over as well as a text stating "You got Ben'd RIP 😎 ". After 10 seconds of listening to terrifying music, or clicking spacebar, the player will return back to the main menu to play again.
- Victory Screen: The Victory Screen includes a brief acknowledgment of beating the level but also leaves the player Coconut Malled for 30 seconds unless the player clicks spacebar.

III. Story, Setting and Character

3.1 - Story and Narrative

As the player wakes up from his bed, he finds himself in what seems to be Hell. He looks around him noticing huge structures of Evil Ben as they are all watching him struggle and cry for help. The player looks around his surroundings and slowly realizes that there are other souls who got trapped into this nightmare that he was a part of. The only way to live on and survive another day; escape the maze, and once and for all face his fears of Talking Ben and destroy him.

3.1.1 - Backstory

After gaining more and more popularity from the recent trends, the Talking Ben app creators have been strategizing and pondering new ways to attract even more users. Unfortunately, there was an unworldly and malicious update that was installed onto the Talking Ben app. One of the developers devised a way to make users feel as though they were addicted to the application. Little did he know, this was more drastic than an addiction. Anyone using the Talking Ben app would be hypnotized and begin to get terrified of Ben's new response and engulfed into a nightmare. The player is one of the victims as he is entrapped in a nightmare which he must now escape from.

3.1.2 - Plot

The player is one of the many victims of this dilemma. They have to explore and find a way out of this nightmare.

3.2 - Game World

3.2.1 - General Look and Feel of World

The general look and feel of this world is gloomy and dark as if you were in a nightmare.

3.2.2 - Map #1

- The first section of the map will contain a flashlight and a key to the next section. The next section of the map is a full-fledged maze with dead ends and sharp turns as well as lava that the player needs to be cautious of. In addition, this next section will contain mannequins. The maze is made up of basic gray stone walls with numerous torches. There will be gigantic Shadow Bens staring at the player outside the map.
- This map will be for Level 1.
- Once completing the maze, the player will proceed to the next map/level.

3.2.3 - Map #2

- This map is a room filled with lava as the flooring and torches set on the walls. There is a starting platform with 8 rows of two tiles each ahead. One of the two tiles is a "steady" platform while the other is a "falling" platform. The steady platform is a tile that the

player can stand on. The falling platform is a tile that will fall immediately once the player jumps on it.

- This map will be for Level 2.
- Once completing this level, the player will proceed to the next map/level.

3.2.3 - Map #3

- This map is a colosseum surrounded by lava. Rather than the pillars being on the platform itself, they sink into the lava giving a more edgier look. There are lava pits on the main platform which separates the player from the boss.
- This map will be for Level 3 also known as the final boss level.
- Once completing this level, the player will have won the game.

3.3 - Characters

3.3.1 - Mannequin

The mannequins are figures with the souls of people corrupted by Talking Ben. The souls that reside within these said mannequins are from individuals who've failed to escape the nightmare and have succumbed to this gloomy world. They endlessly wander around looking for someone to take their place. They believe if they capture an individual who still contains a soul, they will be released from this torture.

This enemy has the looks of a regular mannequin. It has basic movement and animations of a dummy that has come to life. It will chase the player, but will cease movement once being flashed upon.

3.3.2 - Shadow Ben

Shadow Ben is a shadow projected by Boss Ben. This shadow resides within Limbo (輪墓), an invisible world that coexists with the physical world but that is ordinarily impossible to detect or perceive. This invisible world can also be perceived as a dream world. Since the player is within a dream realm or rather a nightmare, they are able to see this shadow trying to chase them. This shadow's goal is to consume the individuals within this nightmare with darkness and

hopelessness of never escaping. Once they have fallen victim, their soul is stolen and trapped within mannequins.

This enemy has the looks of a reaper or a ghost, but with the head of Talking Ben. The eyes of Talking Ben have been replaced with a more sinister look with just black eyes. In comparison to Boss Ben, this enemy is more of a shadow with transparency and straight black eyes. It has the movement of a ghost as it just floats around chasing the player.

3.3.2.1- Chasing Ben

Chasing Ben is a variant of the shadow ben that lives to capture the player. He will navigate through all walls in order to chase him and only lives to destroy the player.

3.3.2.2- Nightmare Ben

Nightmare Ben is a variant of the shadow ben but is an extremely large version that sits all around level 1, simply watching over the player making sure he does not escape but always keeping an eye on him and telling the other mobs exactly where he is.

3.3.2.3 - Ghost Ben

Ghost Ben is a variant of the shadow ben but is smaller and “cuter.” However, they are much faster than Chasing Ben which are slowly tracking you. These Ben’s are coming at the player at rapid speed where the player's only hope is to run to the portal.

3.3.3 - Boss Ben

Boss Ben is the corrupted entity of the app. Ever since the malicious update was launched, more and more victims have been piling up which continuously empowers this said entity. This monster enjoys nothing more than just watching the hopeless mannequins wander around and seeing individuals who have not yet fallen victim try to escape. Ben watches by the sidelines entertained by this as his shadow roams around patrolling the areas trying to stack up more souls. The more souls this monster has in his grasp, the more power he holds.

This enemy has the looks of a reaper or a ghost, but with the head of Talking Ben. The eyes of Talking Ben have been replaced with a more sinister look with red and black eyes. In comparison to Shadow Ben, this enemy is more like the real thing with no transparency along with having the red pupils representing its true evilness. It has the movement of a ghost as it just floats and shoots fireballs out from its mouth to defeat the player. If the fireball hits the player, this monster laughs at them. On the other hand, this monster lets out a cry once defeated.

IV. Levels

4.1 - Level #1

The player will awaken in a room where he must traverse the first section of the map to find a flashlight in order to illuminate the map and to find a key to the next section. It is important for the player to realize as well as hear the fact that the first Chasing Ben NPC is officially chasing after you with a sound of him stating his name as he gets significantly closer. Once the player obtains the key and officially enters the main maze. This next section of the map is a full-fledged maze with dead ends and sharp turns as well as lava that the player needs to be cautious of. In addition, this section will contain mannequins with the souls of people corrupted by Talking Ben. These mannequins will be constantly chasing the player once seen. The only method to stop the mannequins is to flash the light at them, allowing you to tactically maneuver around them. While getting past the mannequins that are chasing the player, more Ben's will spawn including a Ghost Ben that is extremely fast towards the end of the level. The player will need to go through the lava section, to the automatic door where he will be faced with a portal which will lead to the next level.

4.2 - Level #2

The player will awaken in a room which is a level built on "The Floor is Lava" concept. The player starts off at a platform looking at 8 rows of two tiles each, They must reach the last platform in order to proceed to the next level. The difficulty in the level lies in the fact that at random. One of the two tiles is a "steady" platform while the other is a "falling" platform. The steady platform is a tile that the player can stand on. The falling platform is a tile that will fall

immediately once the player jumps on it. The player must thus accurately determine which tiles are steady tiles in order to achieve the end goal. In order to pressure the player and not allow stalling, we have set a time limit of 30 seconds to get to the end. However, in order to aid the player, we have given them 3 lives and 3 hints. A life will be decremented every time they fall into the lava - that is, they miss the tile, or they choose to jump on the “falling” tile. A player gets 3 hints, which allows them to click on any tile with their mouse, and if it is a steady platform it will not react, but if it is a falling platform, it will destroy itself, which will hint the player on the correct path to go. 8 rows, 30 seconds, 3 lives, and 3 hints. There are no enemies or encounters on this level. Once the player reaches the end, they will proceed to the next level.

4.3 - Level #3

The player will awaken in an arena with Boss Ben in front of him. The player is surrounded by lava which also separates Ben from them. If met in contact, the player will have lost the game. As for the Boss Ben fight, this monster will constantly face towards the player and shoot fireballs at them which removes one life. The player will have to dodge these attacks while defending themselves by counterattacking the boss by shooting waterballs which will deal 1 damage. This boss will have 100HP while the player has only 3 lives. This is currently the final level of the game.

V. Interface

5.1 - Visual System

5.1.1 - HUD

For level 3, there is UI text for timer, hints, and lives left.

5.1.2 - Menus

The game currently has a title screen as the menu.

5.1.3 - Rendering System

The game currently just uses the basic rendering system provided by Unity.

5.1.4 - Camera

The camera type is first person.

5.1.5 - Lighting Models

This game uses the directional lighting Unity provides as well as built torches.

5.2 - Control System

This game uses the basic WASD keys to move around as well as the Spacebar key to jump. The gamer uses the E key for action controls such as shooting and interacting with objects.

5.3 - Audio

Throughout the game, there is a multitude of different audios that are being played.

Level 1: To begin with, in this level each door being opened and closed has its own audio as well as the fact of picking up different objects. Picking up the key and the flashlight play a pickup sound. In addition to objects, all of the Ben's all repeatedly scream ben at you that takes in account where you are, if there is a wall blocking you and how far away you are for volume

Level 2: The only audios in this level are the player's jump as well as the player's death sound that sounds like a classic 8 bit retro game.

Level3: The Boss Ben will say "Ben" when the level starts initiating the final boss fight. The boss utilizes fireballs that have their own sounds as well as saying Ben at you when he first spawns. If the player is hit with said fireballs, Ben will laugh at them. In the event that Ben is defeated, Ben will scream "no" in a demonic way that symbolizes the end of the game. However if the player is the one to lose, Ben will say "yes" symbolizing his victory.

5.4 - Music

Level 1: The main audio music being played is a horror ambience sound that adds a terrifying feel to the game and a sense of urgency for the player to escape the game.

Level2: Includes the same ambient sound

Level3: During the fight, boss music from Persona5 will be playing to add a sense of epicness and adds a last man standing feeling to the game.

Gameover: During the Game over scene, the same ambient sound is played for roughly 10 seconds until the game goes back to the menu screen.

Victory: During the Victory screen, the player will get Coconut Malled for 30 seconds giving the sense of freedom and being done but at the cost of listening to coconut mall.

VI. Artificial Intelligence

6.1 - Enemy AI

6.1.1 - Mannequin AI

The mannequin AI utilizes navmesh tracking and mapping to best locate and navigate towards the player. The active mannequins know exactly where the player is at all time and are constantly turning and going around walls to shortest distance towards the player

6.1.2 - Chasing Ben AI

Chasing Ben AI is not as difficult as the mannequins AI for the simple fact that rather than needing to show the mannequins what classifies as an object, all Ben's are able to go through walls and are simply tracking the players transform allowing them to shift through walls and be in a mode of constant chase.

6.1.3 - Boss Ben AI

Boss Ben's AI also includes a constant tracking as well as different states of being. Ben will constantly be detecting if not only the player is in his range but will also be checking his location to always be focused on him when he sends out his fireballs.

VII. Technical

7.1 - Technical Hardware

This game is primarily played on the PC. There are two main hardware components this game includes, CPU and GPU. These two are essential in keeping the game run smoothly. Since our game is not demanding on both the development and playable side, a mid range CPU and GPU would be needed. However, in the future if this game was to be updated with more content or become a multiplayer game with various different servers it would require a higher CPU.

7.2 - Technical Software

We have used a game engine to develop our game called Unity3D developed by Unity Technologies. A game engine is a system designed to develop games for various platforms like consoles, computers and handheld devices like smartphones.

7.3 - Scripting Language

We used C# which is one of the most popular programming languages used to create games in the Unity game engine.

VII. Appendices

8.1 - Asset List

8.1.1 - Art

8.1.1.1 - Model List

- Ben Model
- Mannequin Model
- Fireball
- Waterball
- Player

- Flashlight
- Key
- Torch
- Player

8.1.1.2 - Texture List

- Lava Texture
- Stone Texture

8.1.1.3 - Effects List

- Fire particles
- Water particles

8.1.1.2 - Sound

- Fireball
- Ben Yes
- Ben No
- Ben Laugh
- Door Open
- Door Close
- Horror Jumpscare
- Item Pickup
- Jump Sound
- Die Sound

8.1.1.3 - Music

- Horror Ambient (Level1)
- Blooming Villain Persona 5 (Level3)
- Coconut Mall Mario Kart (Victory)
- Scary Music (GameOver)