

# Inner Demons Game Design

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# 1 High Level Design

## 1.1 Rough Script

A man commits horrible atrocities against his family. After waking from his drunk rage, realizing what he's done, he hangs himself. As a punishment for his sins he is condemned to wander in his wretched and corrupt mind for the rest of eternity. Not knowing where he is, having all kinds of weird feelings, he decides to write them on sheets of paper. Broken he sits in a little hut for god knows how long. Unable to do anything. Desoriented, confused, sad, angry and yet he feels nothing. One time he finds the strength to get up and wanders off to the never ending night.

The game begins here... or does it? The player finds himself in the body of this spoiled, though now hopeless, man. With only one way to go, and that is forward, he walks through the strange and sad environment of our character's mind.

As we progress, we find papers written by a certain somebody. They are the main way to reveal the story of this game. They also become increasingly confusing and strange. So does the environment.

Later in the game, the player also acquires a gun with which he can fight the demons inside the mind of our main character.

Going through this unpleasant place, we can truly see, who this man really was. The demons get stronger as the player progresses through the game. At the end, there is a boss fight. The Devil within our main character. If the player manages to destroy him, he will be greeted with the end screen. After the end screen ends, the player wakes up back at the beginning.

The point of the game is, that some sins are unforgettable. Redeeming yourself in this game is not an option. One way or another, the player will end up at the begging again.

Very important piece of this game is the music. It sets the mood of the whole game.

## 1.2 Setting Of The Story

Sad western-like environment. Naked and rotten trees, old buildings, overgrown fields. Neverending darkness, crows. Lots of blood, cemeteries, empty towns. Everything gets worse as the games progresses.

## 1.3 Target Player Type

More patient players, that like atmosphere and would want to uncover the secrets of the game's story. This game does not offer much of action, player should be aware of that, although there are a few elements of combat. This game is made for players, who want to dive into a deep and scientifically meticulous story. They should enjoy the minimalistic 2D combat and artwork.

## **1.4 Core Game Mechanincs**

There are not many special mechanics in this game. It is mainly about story-telling and atmosphere. There is a simple shooting mechanic. Enemies are not especially interesting and they are not even meant to. Everything is 2D, so the graphics are also very simple. So walk, run, jump and shoot.

## **1.5 High Lights**

This game is innovative in the way of telling its interesting story. Because the player does not know what is happening until the very end. He reveals the story slowly throughout the entire game. This forces the player to keep going. The implementation of some simple action in form of shooting enemies is a way of entertaining the player. It also fits the setting.

This game also has a moral lesson in it. There is not a single happy thing in this game, not a single spark of joy or hope. The fate of the main character is decided and the player can do nothing to change it. Which makes the entire run quite pointless. And this is also a moral lesson.

This game should also be great in setting the atmosphere with its carefully picked music. Just listen to it...

## 2 Game Design

### 2.1 Script

An unnamed man kills his family in a fit of rage. After realizing, what he's done, he hangs himself. For his sins, he is condemned to wander his own rotten mind for the rest of eternity.

After a long time of confused wailing, unable to do anything, just lying in a small old hut, he decides to take action and cleanse his own mind. He wanders into the darkness, stopping only to write letters, just to keep himself sane, knowing that no one will ever read them. Along the way he finds a gun and uses it to fight off the demons in his mind. The environment gets darker and more wicked as he progresses and his sanity diminishes more and more, which can be seen in his letters.

In the end, the puts up a fight with the devil within him. After defeating him, he faints, only to find himself back at the beginning, with his memory wiped, going on the same journey, he just completed, because even if he wanted to, he cannot change his fate. He will stay trapped in his wicked mind forever.

### 2.2 Locations

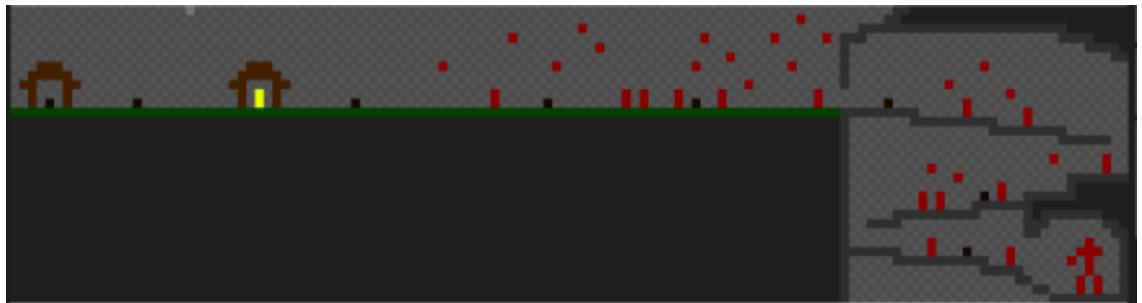
The whole map is just one location. It changes vibe as you progress through the game.

You start in an overgrown grain fields with a small hut a an old tree nearby. The places will look similar for some time. After a while it gets darker and you go deeper through mines.

The whole western themed environment is sad, overgrown and dark.

On strategic point in the game, letters are placed.

### 2.3 Level Design



Note that this is just an outline of the real map.

One pixel wide - red - above ground - flying demons

Two pixels wide - red - on the ground - normal demons

One pixel wide - dark brown - on the ground - letters

Two pixels wide - yellow - on the ground - gun  
Big red thing at the end - the devil within

## 2.4 Dialogs

There are no dialogs in this game. You are completely alone.

## 2.5 Technical Design

### Health:

Player health - 3 HP

Normal demon - 3 HP

Flying demon - 1 HP

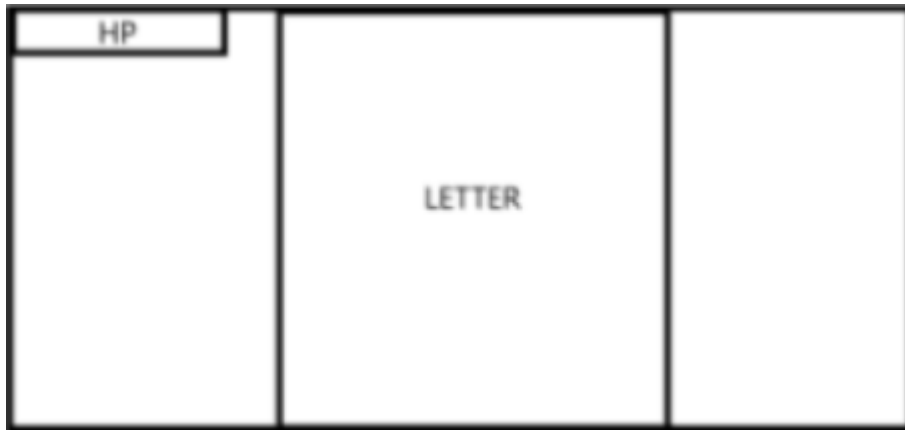
The devil within - 20 HP

### Damage:

Gun damage - 1 HP

Number of letters: 8

## 2.6 User Interface



HP bar is present at all times.

When letters are opened, they can be viewed at the center of the screen as shown in the picture.

## 2.7 Controls Design

Movement - A and D keys

Jump - SPACE

Shoot - LEFT CLICK where you want to shoot

Interact - E key

## 2.8 Sound

Few songs from various interprets. Slow and atmospheric  
Ambient sounds