Inner Demons
Game Design

Josef Větrovský

11 february

Contents

1 High Level Design

1.1 Rough Script

1.2 Setting Of The Story

1.3 Target Player Type

1.4 Core Game Mechanincs

1.5 High Lights

2 Game Design

2.1 Script

2.2 Locations

2.3 Level Design

2.4 Dialogs

2.5 Technical Design

2.6 User Interface

2.7 Controls Design

2.8 Sound