Game Design Document - GGJ 2024 - Nogetts

Sommaire

Pitch & 3C

In this game, you play as a young child in a house. There is no way out. When you begin the game in the first phase, you will have 30 seconds to collect as many items as you can to aid you for the second phase. When the second phase begins, a monster will begin rushing behind you, getting faster and faster. When the monster touches you, you die. Your only hope is to hold out until the end of the night (3 minutes) by running around like a dumbfuck, and using items to gain advantages (items detailed in section 2).

The character is a child (12 years old idk), average height (1m), fast though.
The camera is first person, with a high FOV to accentuate the feeling of speed.
The controller is a basic FPS controller, zqsd to move, mouse to look and click to interact when the appropriate prompts appear (interactions detailed in section 2).

Interaction Details

Here is a listing of all interactions present in the game :
    Note that these interactions are in order of production priority

-   Monster -> Player: When the monster touches the player, the player dies and the game is over.

-   Player -> Item : When the player comes in contact with an item, he automatically picks it up and stores it for future use.

-   Candy -> Monster: When the monster is in a certain range of the player, the player has the option to consume a piece of candy and read the joke that is on the wrapper. This slows down the monster very heavily for a short period and lowers his speed (that he will pick back up naturally).

-   Spray paint -> Walls : When looking at a wall, the player can consume a cat of spray paint to graffiti a joke. When the monster walks in front of the graffitied wall, he will be heavily slowed for a longer period than if slowed by candy. This also lowers his speed (that he will pick back up naturally).

-   Key -> Door : When a player with a key stored up comes in contact, the door disappears for the remainder of the game and a key is consumed.

Level design methodology

The level is divided into two floors, the first and foremost goal of this is to allow for vertical movement. Jumping doesn't have to be a main gameplay feature but games that do not allow for a jump rely on that to use level design tricks (see Dark Souls) which we will not be doing. This allows us to work on some vertical spaces such as well as horizontal ones, as well as creating low hanging and high hanging spaces.

The level is tortuous, and does not necessarily mean to reflect a real space. This is to allow for a warp in the sense of reality the player might have while evolving in the space.

The level is small in size, which allows for the player to quickly adapt and learn his whereabouts and key spots for items and doors that allow for shortcuts to be unlocked.

There are some awkward spots in the level, such as a long corridor with no way out. This is to create anxiety-inducing segments in the level to raise tension and punish player error.

Gamefeel

The game is meant to be horrific, playing on the speed of the creature following you to assert pressure and a sensation of hopelessness. The player is not supposed to be able to survive if he does not obtain items and/or sets up traps with spray paint. The creeping monster goes faster and faster and the level design has very anxiety-inducing sections akin to those in more linear monster games like Poppy Playtime.

The game is also meant to put forward speedrun type mechanics and center itself around player-movement. Long corridors, spaces to jump down from, open rooms that close out in short gaps, the player will have to learn and navigate himself in a tight environnement, and get to know his surroundings. The game must feel fast, not slippery but fast, like in a speedrun FPS game such as Neon white or Ultrakill (maybe not as fast but still).