

The Well

Team title: Shrademn'Company

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Game Concept Document – 2013/05/06

Changelog:

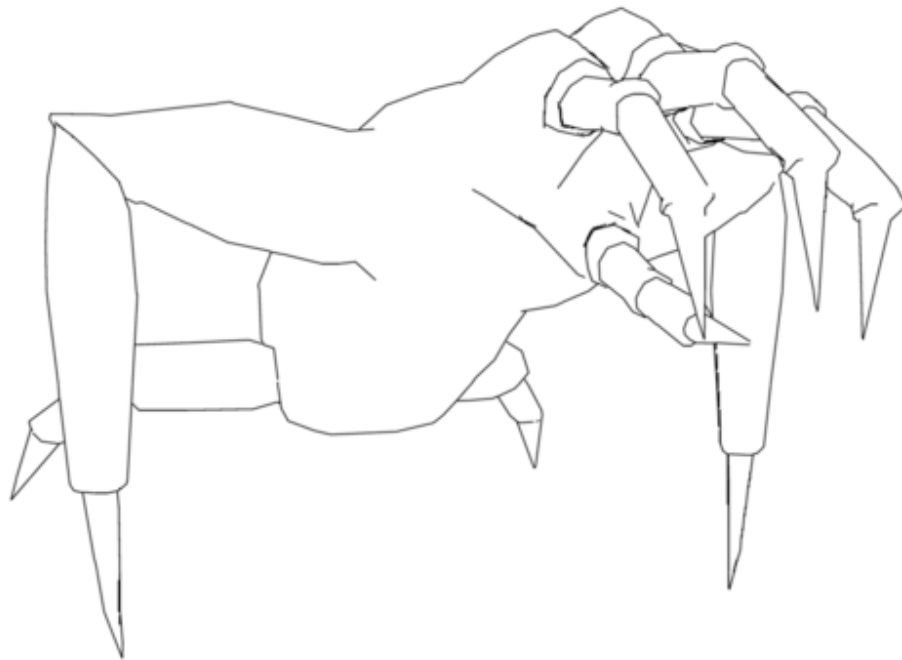
- Version 1.0: Document creation. Creation of the High Concept, Story, Gameplay, Controls, Environments and Target Audience sections.
- Version 2.0: Update of the Story section (with new image). Details about wall-waking ability and HUD added in Gameplay section. Game world interaction in Controls section. Precisions and new screenshots in Environments section. Added new Inspiration, Resources and Credits sections.

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High Concept

The Well is a survival horror in first person. In it, a knight awakens in his tomb, an indeterminate amount of time after his death. The way out has been blocked by a rockslide, and the only way forward is through a deep well a strange species of creatures has dug. The knight must progress down the well to escape to the surface while fending off the assaults from the creatures roused by his presence.



Story

You play as “The Knight”, an unnamed warrior who died an indeterminate amount of time before the start of the game. He mysteriously wakes in his tomb only to find that the way out has been blocked by a rockslide. The only exit from the tomb is through a well a species of subterranean creatures has dug.

Unfortunately, the creatures are aggressive and not at all pleased with this intrusion in their territory. They hound him relentlessly as he tries to find his way to the surface through the dark tunnels.

The only assets aiding him in his quest are the old sword he was buried with, and his strange ability to walk on the walls and ceiling for a few seconds at a time.

Will the knight manage to escape from the subterranean depths?

Who was he in life? How did he gain his ability to defy gravity?

And how and why did he come back to life?



Gameplay

The player goes through caves while fending off the assaults of aggressive creatures trying to kill him. As the player character is relatively fragile, prudence is the way to go. The player cannot sneak past the creatures that dwell in the caves, they can detect him easily. The creatures do not share the player's ability to walk on the walls, providing a mean of escape if the player is not confident in his fighting abilities.

Another danger is that the environments are badly lit, and very vertical. A drop from too high a place will lead to a quick and humiliating death...

The game starts with few items in the player's possession, and he must scavenge the levels to try and find the means to survive. The first weapon is a one-handed axe with limited range and damage dealing abilities but the player will have the chance to find more effective weaponry during the course of the game. The player can only carry one weapon at a time.

The player can also activate a special ability that allows him to walk on the walls and ceiling... for a time. The player's perspective changes accordingly to which surface serves as the "floor". When the player is stuck to a wall, he can jump normally as if the wall were the floor, but if there is no surface underneath his feet (or where his feet would be if he did not jump), then gravity reasserts itself and the player falls to the real floor.

No Heads Up Display will be available in the game. Every information the player needs (such as the character's remaining health) will be given through a diegetic interface and visual cues (for example, a red tint to the screen when injured, the sound of harsh breathing or a hearth beating).

Controls

The game is played in first person, and the controls are similar to any first person shooter (**[W]**, **[A]**, **[S]**, **[D]**, etc...). Attacking the creatures with the weapon the player is holding is done by pressing the **[LEFT MOUSE BUTTON]**, and parrying the creatures' attacks by pressing the **[RIGHT MOUSE BUTTON]**.

The player can interact with the game world (opening doors, pulling levers, pressing buttons...) by pressing the **[E]** key.

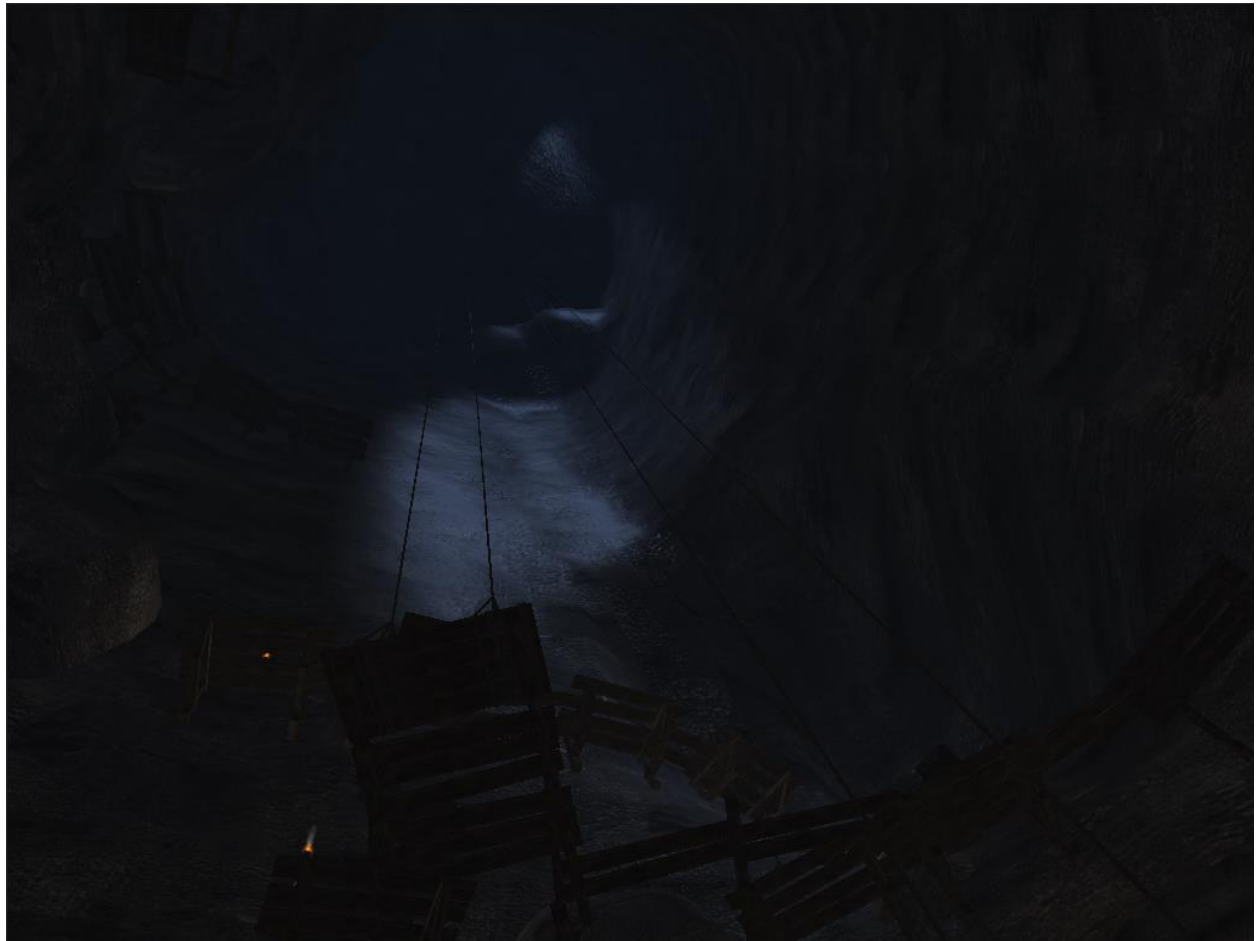
Walking on the walls is activated by jumping (**[SPACE]**) while looking at, and being close to, a wall.

Environments

The game starts in the knight's tomb but the setting moves quickly to an artificial mine, and then an extensive cave system dug by the creatures assaulting the player throughout the game. The levels are very vertical and take advantage of the player's ability to walk on the walls.

The caves are dark and badly lit, and the creatures lurk in the shadows and will attack the player on sight, or rather, as soon as the player is close enough (having evolved in dark environments, the creatures do not rely on their sense of sight, and do not even have any eyes).



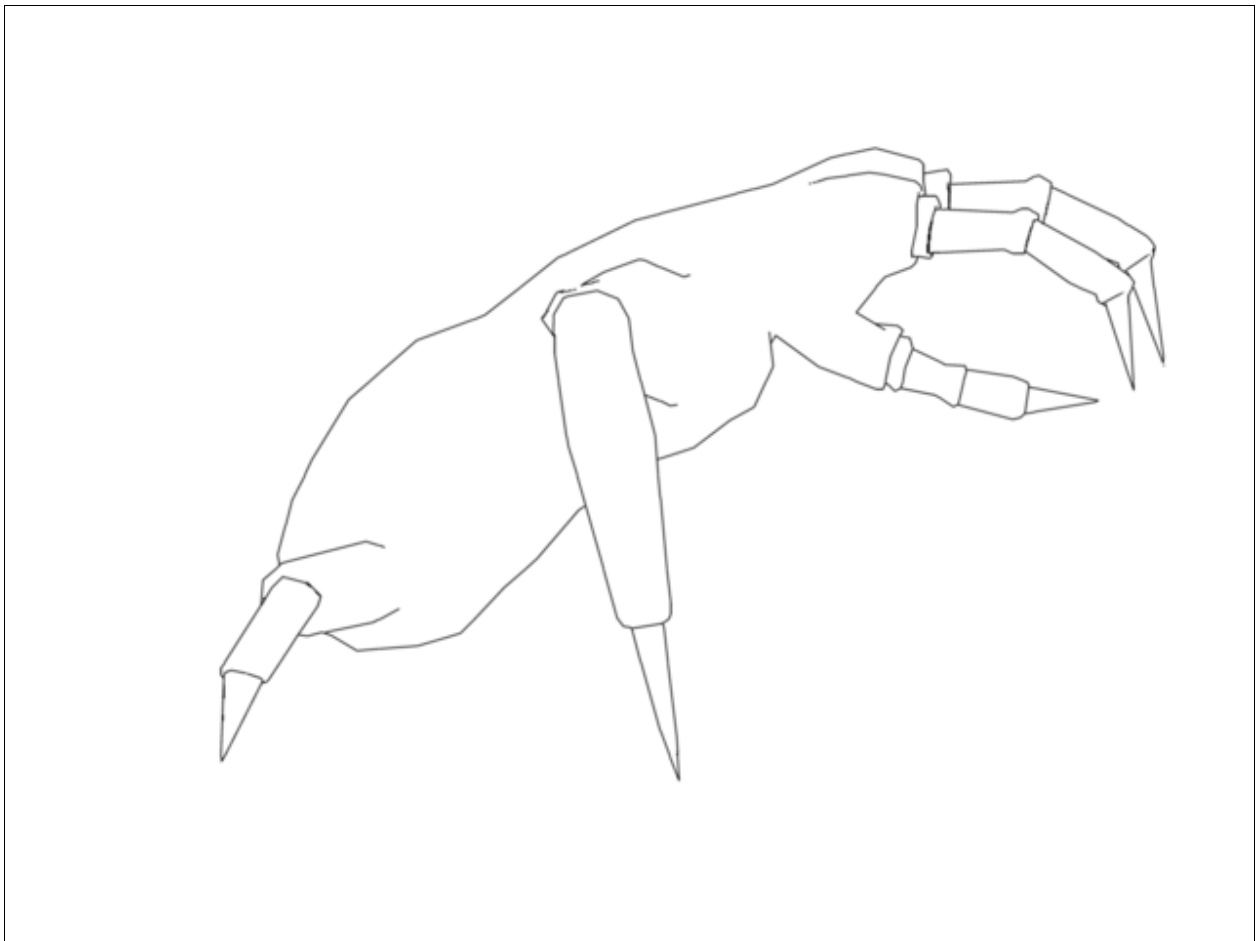


Target audience

The game is designed to appeal to an adult public. The game will only be released for PC.

There's relatively little fighting, all in all, but each encounter with a creature is a hard fight for survival (the player is fragile). The game relies more on its atmosphere than on the frequency of combat to entertain the player.

The game may be too challenging and slowly paced for casual players (though the creepy atmosphere makes the process enjoyable and may appeal to a broader audience).



Inspiration

The viewpoint perspective, control and combat systems are heavily inspired by “**The Elder Scrolls V: Skyrim**”. The main differences between the two are the ability to walk on walls, and the absence of third-person view.



The focus on the atmosphere, the lighting and color schemes, and the scarcity of hostile encounters with the creatures were in turn inspired by “**Amnesia: The Dark Descent**”.



The scenario, mostly the part about the player character being an undead warrior but also the environments being explored, are inspired by “**Dark Souls**”.



Resources

The image of the Knight in the Story section is an artwork from the game “Dark Souls”. All the images of the Inspiration section are images coming from the respective games.

All 3d models and textures used in the game were made in by the **Shrademn'Company**.

The sounds used in the game (opening of doors, sword strikes...) come from “**The Elder Scrolls III: Morrowind**”.

Credits

Shrademn'Company:

Models, Textures, Animations and Level design: **Barthelemy ROBERT**

Story, Menus, Scripting, Gameplay and Documentation: **Thomas JOURDAN**