Game Design Document

Genre:
- Horror
- Survival

Platform:
- PC

Target Audience:

Concept:

"Lost In The Woods" is a 3D horror game where the player portrays Zach, a research analyst, who is trying to escape a tribe that is about to sacrifice him. Zach has to make his way out of the forest to survive and get help.

Mechanics:

- ## Movement Mechanics:

  1. **Walk:** This is the default movement in the game. The player can use W,A,S,D to move around the world to explore or get away from danger. This movement mode is relatively silent and can trigger the enemies if they are in range.

  2. **Sprint:** This movement mode allows the player to traverse faster in the world. The player can enable this mode by pressing the **L-Shift** button. This movement mode is very loud and will trigger the enemies around the player.

  3. **Crouch:** This mode allows the player to sneak through difficult parts of the world. The player can enable this mode by pressing the **L-Ctrl** button. This mode is very silent and will not trigger any enemies unless the player is in their line of sight.

  4. **Crouch Walk:** This mode allows the player to sneak through difficult parts of the world. The player can use **W,A,S,D** when in **crouch** mode. This mode is silent and will barely trigger enemies.

- ## Utility Mechanics:
  1. **Pocket Knife:** The player carries a pocket knife that can be used to disable traps in the environment.