

*Reflections*

by

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# Version History

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| **Version** | **Change log** |
| V1.0 | * Initial Draft |
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|  |  |
|  |  |

# Game Overview

Reflections is a game all about using cues from the environment to explore and discover. The game takes place within several rooms that are unlocked through puzzles and come together to tell the story. The final room is locked until the player completes all of the previous rooms.

# Win/Lose Conditions

Players win by completing the puzzle within the final locked door.

The player cannot lose in the traditional sense. They “lose” when they quit the game

# Game Controls

The player moves by using the standard WASD control scheme along with the mouse to control the camera. Players can press “E” to interact with appropriate objects in the game.

# Game Mechanics

[List out all of the mechanics in your game. Include how players use the mechanic and how it influences the game]

## Interact

* Certain locations in the game can be interacted with.
* These places are not obviously marked to encourage exploration
* Players can collect coffee cups by colliding with them.
* There are two types of objects:
  + Collectibles:
    - When interacted with:
      * “pocketing” sound effect plays
      * Object added to inventory
    - When placing object:
      * “rummage” sound effect plays
      * Object removed from inventory
      * Environment updated to show new state
  + Environment:
    - When interacted with:
      * sound appropriate to the object plays.
      * Object state changed to show previous interaction
      * Ex: books shoved to the side

# HUD Layout

[Mockup of your game’s HUD. Be sure to include a key and describe any important features. If your HUD changes during gameplay you need to include multiple HUD mockups to show this.]

# Level Layouts

[Include a mockup of each level, complete with a key and title for each. Be sure to label important areas like player starting point, win zone, collectibles, obstacles, etc.]

# IPM Chart

[IPM Chart of how you are teaching mechanics players will use. Use the “Game Mechanics” section as a guide here.]

# Asset List

## Programming

* Player Movement
* Interaction
* Inventory
* Destroy object
* Door event
* Mouse Camera
* Move Object
* Approach Sound Effect
* Item requirement to interact

## Art

* Door
* Bed
* Desk
* Pillow
* Chair
* Guitar
* Sofa
* Walls
* Keyboard
* Amp
* Laptop
* Cables
* Phone
* Rug
* Paper scraps
* Charger
* Shelf
* Bedside Table
* TV
* TV Shelf

## Audio

* Incinerator sound
* Effects for objects
* TV static
* Police Sirens
* Cat Screech
* Dogs Barking
* Waves for lake
* Monotone sound for quieter areas
* 2 background tracks
* Squeaky floorboard
* Stair-step clip clop

## Level Design

* Clean Bedroom
* Messy Bedroom
* Trashed living room
* Clean Living Room
* Hospital Room
* Level Hub
* Hill with bridge + coffin
* Maze
* Mask Room
* Incinerator Room
* Infinite Staircase