GDD

Rattadel

1. Overview

In Rattadel the player is a rat that works for a big corporation. His goal is to deliver packages to design destinations as accurately as possible. The game is fully made in a 3D setting, with two sections: the office and the mini-game simulation. The office localization is a hub for our players to explore, drink coffee, and connect with other employees. The mini-game simulation section is a main game mechanic in which the player drops packages from the plane to marked locations.

1. History and Setting

The Corporation in which our protagonist works is not an ordinary delivery company, secretly it is a cruel military organization sending atomic bombs on the cities. The player doesn’t know about it. He can get a glimpse of this secret by tracking changes in the office and TV screen in the office's kitchen. At the end the player is awarded with employee of the month order, for killing the most rats on Earth. To understand the whole story and uncover the truth, the player must observe, deduct and interact with other employees.

1. Gameplay

In the office section players can move with keys w,s,a,d and make interactions with objects by clicking the left mouse button. In the mini game section the player operates with keys w,s,a,d.