



Version: 0.1

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GENRE

“On Set” is a 2D RPG.

SYSTEM REQUIREMENTS

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PC / Mac, and keyboard.

GAME MECHANICS

- The game will be in 2D.
- Tile-based movement in 4 ways.
- Health bar to keep track of health points. The player will be attacked throughout the game, and when it, the health bar will lower. Once the health bar goes to 0, the player must start the level over at the last save point.
- Interaction with objects, such as the film reel.
- Dialogue system for the interaction between characters. The player will be given choices for what they will respond with. Their choices will determine
- A saving and loading system for saving progress and loading at the last save point.

GAME STORY

The player is a movie director who finds that ghosts have trapped her cast and crew inside film reels. She, along with the friendly ghost of the assistant director, must find each four film reels, load them into the camera projector, and transport into the movie world. Once in the movie world, they must find her cast and crew member, escape the film reel, and destroy the film reel to release the ghost.

In the movie world, the player pieces together a script by speaking to the characters in the scene. The lost cast member is found when the player discovers that their dialogue does not belong in the script. The evil ghost is also found this way, and will attack the director once provoked. The player must avoid these attacks in order to survive.

Characters:

- Director: Delilah Dawson
- Four Ghosts: Rebecca Robinson, Dustin Haliwell, Mathew Castillo, Zemu
- Evil Director Ghost: Doryan Turner
- Friendly Assistant Director Ghost: Sid
- Cast Members: Melena, Marcello, Roger, and Phoebe

Settings:

Suburban, romantic, gangster, cemetery

GAME CONTROLS & USER INTERFACE

Controls:

- WASD keys will control movement.

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- The Enter key will control interaction with an object or character and to continue dialogue.
- The escape key will be used for toggling the menu.
- The space bar will toggle the script window.

User Interface:

- There is a health bar at the top of the screen.
- When dialogue is prompted, the

MONETIZATION

This game will be buy-to-play, available to download for \$2 to \$10.

REPLAYABILITY

Alternate endings will be the main draw for replaying this game. Endings will vary between “good” and “bad” endings depending on what choices the player makes through the course of the game.

SEQUEL

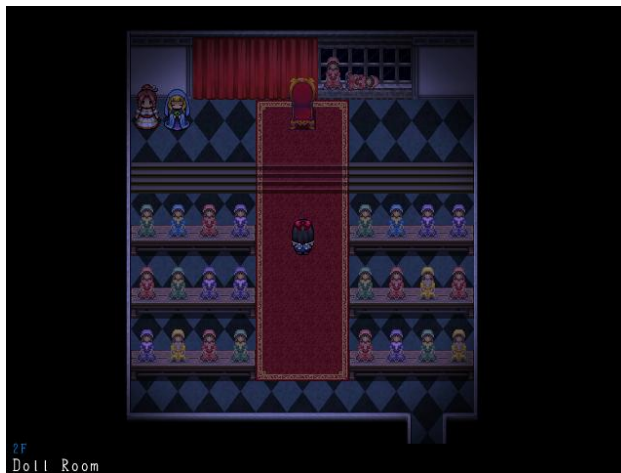
There will be no sequels for this game.

INSPIRATIONS & EXAMPLES

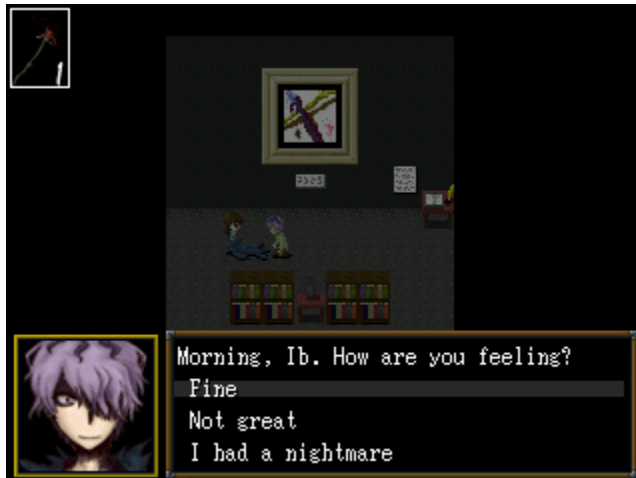
For horror RPG style:

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Mad Father



Ib



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Witch's House



For art style:

Contrast



GaiaOnline (layouts & backgrounds)

Film Noir (style & mood)

ASSET LIST

Character Concept Art

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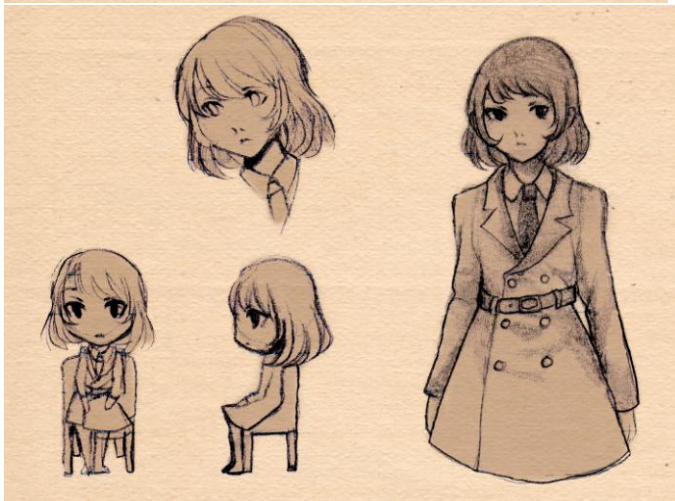
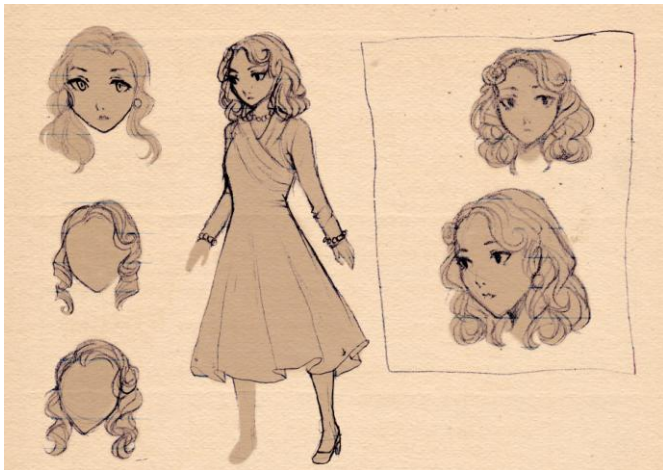


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