

# Geppetto (name tbd)

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3D Horror Puzzle Game

# GDD outline

- story
- location
- main objective
- gameplay mechanics
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  - special
- characters
  - playable
  - enemies
- game conditions
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- assets list

**STORY**

# Story Overview

- we are a woodcarver that specializes in creating and repairing old-fashioned puppets
- one rich person calls us to repair their collection of rare antiques and restore them to their former glory
- main collection is in the basement while the main working table and tools are in the garden shed (some tools might be scattered in the basement)
- as we begin restoring the puppets, they become alive...

**LOCATION**

# Manor layout - main idea

main house is non-interactable

workshop

repairs need to happen  
in the workshop bench  
because the basement  
has poor lighting and  
also most of the tools  
are in the shack



basement - puppet storage

player goes back and forth

Hand-drawn floor plan of a 70x40m workshop area. The plan shows a 'workshop (shack)' with 'storage shelves 15x7' and a 'work table'. A 'main house' area contains 'puppets', 'storage shelves', a 'table', and a 'ladder'. A 'porch' area has 'pipes' and a 'boiler'. A 'height 5m' label is present. A scale bar indicates 1m. Two photographs are included: one of the workshop interior and one of the main house interior.

# MAIN OBJECTIVE



# main objective

- linear maze, amnesia style
- similar to the mortuary assistant, we begin to repair the puppets and as we keep going the puppets become alive
- survive the hunt

# GAMEPLAY MECHANICS

# CORE MECHANICS

- fps horror game (we see hands and tools we hold)
- walk
- run
- fatigue
- fatigue run
- see [character](#)



# SPECIAL MECHANICS

inventory

puppet restoration

puzzles

# Puppet restoration steps

1. remove strings
2. remove nails
3. separate limbs
4. separate clothing
5. arrange parts
6. remove hair and/or hat (if applicable)
7. wig & clothes cleaning & redying
8. clothes repair (if applicable)
9. repair & clean limbs & head + varnish
10. reassemble & replace nails & strings
11. repair or replace control bar (if applicable)

<https://www.youtube.com/watch?v=pON5lp5UKvE>



**CHARACTERS**

# PLAYABLE CHARACTERS

# Woodcarver - Mr G

height - 170cm

weight - 90kg

stride

- walking: 1.2 m/s
- running: 2 m/s
- tired walking: 0.8 m/s
- full fatigue: 30s
- recovery time: 10s

the walking speed is for the regular walking, then running, if reached full fatigue will switch to tired walking until recovery time is reached then back to regular walking





**ENEMIES**

# Puppets - Overall

restored puppets that have become  
alive and hunt you

mainly wooden

unsettling

could be deformed

speed: 2.3 m/s, no fatigue



# Puppets - Jumpscares (see [script](#))

**first jumpscare:** after finishing the tutorial puppet, the player needs to head back to the basement. When they are there, the lights flicker and switch off completely. The player will need to switch on their torch. Even if they don't, once they arrive at the collection safe they won't be able to pick a puppet there as they are not there. Once they point the torch to the empty collection the mc will say:

“What the—”

Following this incident, if they go back to the main area of the basement the lights will flicker once, showing the life-sized puppets coming closer after each flicker, but once they are near the player, the flicker will stop and the puppets will return back to the safe as they were before.

**second jumpscare:** after finishing the second puppet and decide to go back to the basement, along the way human-sized puppets randomly will creep behind trees and disappear if you look at them. When this happens for the first time, the mc will say:

“That's strange... I must be getting tired.”



# GAME CONDITIONS

# VICTORY CONDITIONS

survive the hunt and reach the car to  
escape

# FAILURE CONDITIONS

get caught

# MISSION WALKTHROUGH

# Mission Walkthrough - overview

game begins with our player in the shack

there is a letter on the workbench with instructions

player navigates to the storage in the basement through the entrance at the back garden

storage is at the end of the basement so player can get accustomed to the environment, some things might be interactable

first puppet needs some simple repairs for tutorial

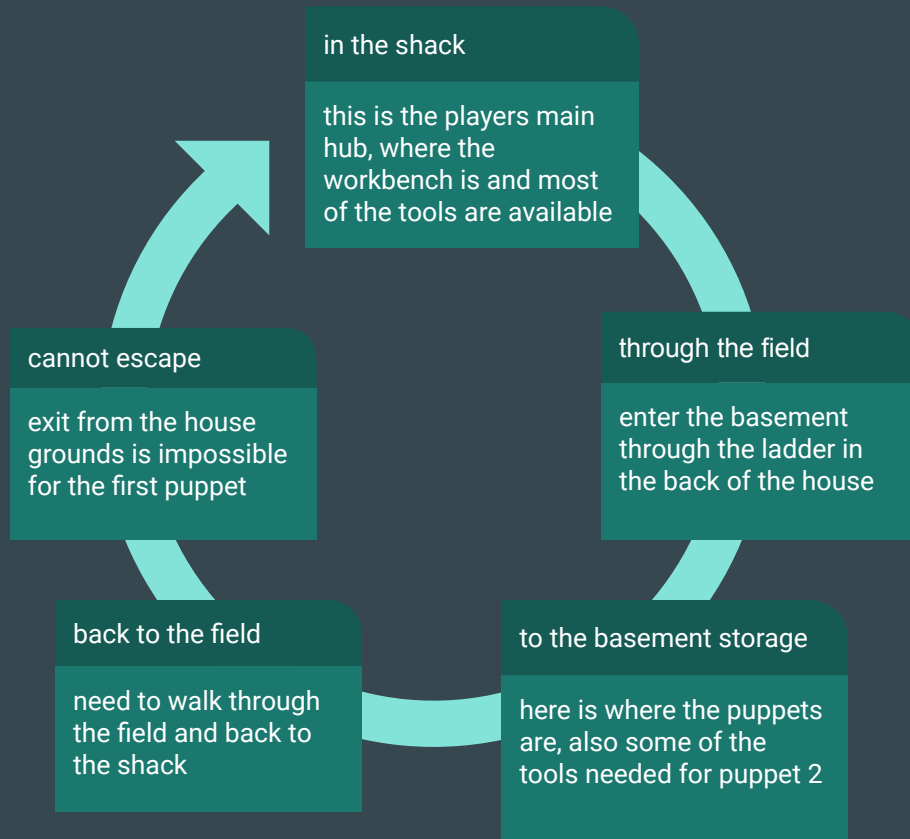
once the first repair is done, the environment begins to change

during the second repair we receive one jumpscare

on our way to put the second puppet back it becomes alive and begins to chase us



# primary loop



# script - I

We begin inside the cabin (shack). The player is locked in there until they read the letter on the workbench. If they try to leave via the door, the MC says:

**“I’d better read the instructions first.”**

No interactions at the moment other than the letter on the workbench. The letter writes:

*“Dear Mr. G., I am very pleased you have accepted the task to repair my precious collection. You will find all the necessary tools you requested in the shack, as well as the basement. For your convenience, the combination for the safe can be found beneath the right flower pot near the basement entrance in the back garden. I trust you will be able to restore my beauties to their former glory... God speed.”*

Once the letter is read, the door is unlocked and the player can move outside the shack. For now, the movement is free but restricted to the manor grounds, measurements described in the [exterior map](#).

As mentioned in the letter, there will be a piece of paper under the flower pot located to the right of the ladder leading to the basement with the code that unlocks the safe with the puppets.

The code is: **48216**

The player is welcome to explore the grounds but no interactions. The entrance to the main house is also forbidden. If they try to get in the house, the MC says:

**“I have nothing to do inside the house. The collection is in the basement.”**

# script - II

If the player tries to exit the grounds, the MC says:

`"I was paid for the job, I might as well do it before I leave."`

Player needs to interact with the ladder in the backyard in order to climb down the basement.

The basement is very badly lit. If the player interacts with the table in the basement the mc says:

`"Hmm... The basement is very badly lit. I'd better use the bench in the shack for my work."`

There are some tools that we will need later in the storage shelves in the basement. If the player interacts with the storage shelves, the mc will mention it:

`"Some of the tools seem useful. Might grab them later if needed."`

The boiler and pipes are only once interactable. If the player decides to interact with them the mc will only say once:

`"Better not mess around."`

The player needs the combination code mentioned in the letter to enter the safe with the old puppets collection. They only need to punch it in once. As soon as they put the code in correctly the safe will be open for the rest of the game and the player is free to come and go.

# script - III

Once they enter the room, the mc will complain:

“Hmm... There’s quite a lot of work to be done here... I’d rather start with an easy one.”

They will then have the option to take the tutorial doll. The text will read:

“Press E to pick up the least damaged puppet.”

Once we pick the puppet up, the mc will tell us what’s wrong with it:

“Alright. This one seems like it needs a bit of a refresh. Everything I need should be back in the shack.”

At that point we will notify the player about the notes in the inventory:

“You can find the list of the tools needed in your notes.”

The list has a simple format, one item per line, like so:

SCREWDRIVER  
NAILS  
STRING

As soon as they pick the right tool up, the tool will be crossed from the list, like that: ~~SCREWDRIVER~~

# script - IV

After that, the player will have the option to choose which puppet to take. There will be two more puppets. Only one puppet fits the inventory at a time. If the player tries to pick up a second puppet (while already having one in the inventory), the mc will complain:

“I can’t carry more, I need to hold my torch.”

The tools inventory has 9 slots. If the player tries to pick up more, the mc will complain:

“My belt doesn’t have any more room.”

After obtaining the tutorial puppet, they need to head back to the shack to repair it.

The tutorial puppet needs the following repairs: i. replace strings, ii. replace control bar. So from the [puppet restoration steps](#) we will need steps 1, 2, 10, 11. The items we will need are nails, wood, seam ripper, scissors, nail puller, small pry bar, small hammer. All of them are in the shack.

For the other puppets, the player will also need soap, bleach, watercolour, varnish and a sewing kit, which are in the basement. One of the dolls will need all the steps, while the other is missing steps 7, 8, 9. The player will need to go to the basement at least three times, which means we can have at least two [jumpscare](#)s, one on the way and the other in the basement. The last one will initiate the hunt. The hunt will open the way outside the house grounds and the player needs to use their fatigue to their advantage and escape. Escape radius: 10m.

# ASSETS LIST

# Assets List

- Scripts/Programming Needs
  - Horror Engine - Tansu Ergene
- Visual Effects (VFX)
- Audio
  - Sound effects (SFX)
  - Music
- Animations
  - Character Animations
  - Object Animations
- Environment Assets
  - Tilesets
  - Non-interactable props
  - Interactable Props
- Characters
  - Mr. G (Metahuman Stephane)
  - Enemies
- In-Game Cinematics (IGCs)
- UI graphics

# Possible assets

- hands
- hand animations
- walls
- floors
- ceilings
- stairs/ladders
- puppet models
- puppets animations & textures
- mansion exterior
- basement (3-4 rooms)
- furniture props

## sounds:

- walking
- running
- breathing
- creaking floors
- background music
- repairing sound effects
- tape recorder
  - pressing record
  - recording process



# CONTROLS

# Controls list

walk (up, left, back, right)	W A S D
run	shift + W A S D
interact	E
notebook	Q
take item	space
pause menu, exit inventory	Esc
inventory	tab
continue dialogue	enter
switch inventory tab	L & R arrow keys
navigate items in inventory tabs	W A S D

The Mortuary Assistant Controls	
Function	Key
Movement	W A S D
Crouch	Ctrl
Sprint	Shift
Quick Inventory	Right Mouse Button
Gurney	E
Use	Left Mouse Button
Letting Strip	Q
Clipboard	Spacebar
Inventory	Tab
Pause	Esc
Skip	Enter
Take	E
Leave Inspect	Right Mouse Button
Pause Cutscene	Esc
Skip Cutscene	Enter

## MAIN MENU

PLAY

SETTINGS

CREDITS

EXIT

## SETTINGS

GRAPHICS

AUDIO

DEFAULT

BACK

## GRAPHICS

RESOLUTION – CHOICE

WINDOW MODE – CHECK

BACK

## AUDIO

MASTER VOLUME – SLIDE

MUSIC – SLIDE

SFX – SLIDE

BACK

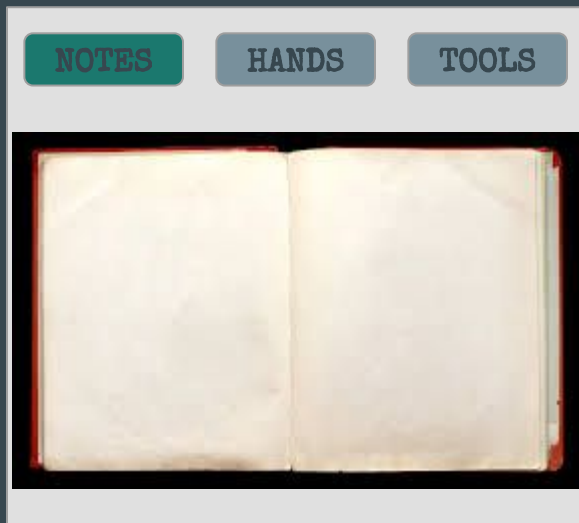
# Inventory

NOTES

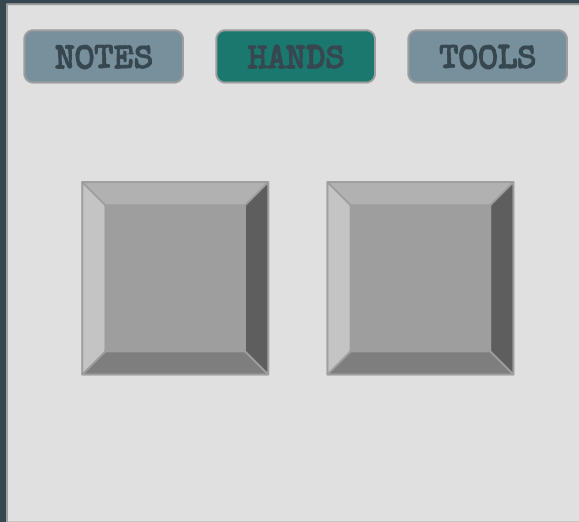
HANDS

TOOLS

# Inventory



# Inventory



# Inventory

NOTES	HANDS	TOOLS
