

Devwahrphobia

Game Design

Version 1.00
November 6, 2021

Revision List

Version	Author	Date	Comments
1.00	N.E. Huet	November 6, 2021	Initial version

1. Introduction

This document specifies the design and documentation for the game “Devahrphobia”. It is based on elements discussed in various meetings and discussions held since September 2021 involving Nicolas Eduardo Huet, Aleck Miguel Celen and Harold Mathew Hermoza.

1.1. Scope

This document is intended to contain anything that is needed to know about the game and can only be read by the developers and persons of interest relating to the project.

1.2. Type Conventions

Anything that are final are written in black, Times New Roman font.

Details that are in the process of agreeing upon are written in red, Calibri **Similar to this.**

2. Specification

2.1. Concept

The aim of Devahrphobia is to produce a relatable scenario to the user while keeping them engaged in the story and the characters.

2.2. Story

2.2.1. Setting

The game will be set in a present-day world in an alternate dimension.

2.3. Game Structure

It will be contained in a school building with 3 floors and a rooftop with numerous rooms that can be found in real life rooms. Navigation will be like real world scenarios (doors, stairs, holes etc.). Players may also interact with the surrounding that will describe the object or use it in some way.

2.4. Players

The game will only be playable by one person in a computer machine.

2.5. Action

Players will be able to move around the map and interact with objects. These objects may give description or observations made by the player in the game or can be interacted if this object is a key item to the game. Players may also traverse different parts of the map through stairs, doors, or manholes.

2.6. Objective

The main objective of the player is to escape the different dimension and save his friends, though different objectives may arise to progress such as finding necessary key items or completing certain scenarios.

2.7. Graphics

- The game will have a top-down perspective, the camera pans left or right when the player moves and camera changes to player current position.
- 2D Pixel based art style, using drawing perspectives to emulate 3D like effect.
- Sprite must measure 64x64 pixels and one tile set must only measure 576x384 pixels.
- Graphics will be based on rendered models.

3. Target System

The game will be produced for Windows and MacOS systems.

4. Gameplay

4.1. World

Playing world will be separated in different screens symbolizing different locations. There will be signs or landmarks that will help the player know where to go. They can also go to the edges to move to the next area.

4.2. Landscape

The landscape will consist of mostly wood flooring, since the school will look like an old building which in turn mostly wood. There will be occasional tile and concrete depending on the location and this landscape will have dilapidated or destroyed look. Certain landscape may change depending on player interaction, such as opening certain doors or interacting with some of the environment.

4.3. Objects

Objects will include things that are normally seen in schools before and now, probably a few weird items since it is in a different dimension.

4.4. Controls

- Directional Movement
- Sprint
- Action Button
- Pause Button

5. Front End

5.1. Main Menu

Will be using the pre rendered main menu of the game maker.

5.2. Menus

Will be using the pre rendered menu and pause screen of the game maker, removing some menus not needed.

6. Development System

6.1. RPG Maker MV

Devahrphobia will use the free software development kit RPG Maker MV created by KADOKAWA and Gotcha Gotcha Games Inc. running version 1.6.1 with support of Java plugins and scripts.

6.2. GIMP

Used to create tile sets and fit created sprites onto a 576x384 sheet for dev kit recognition.

6.3. Aesprite

Main pixel creation software exported to .png format in 64x64 pixel size.

7. Team

Programming and Game Design:	N.E. Huet
Script writing and Art Design:	H.M. Hermoza
Art Design and Concept Building:	A.M. Celen