**Devwahrphobia**Game Design

Version 1.00  
November 6, 2021

**Revision List**

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| --- | --- | --- | --- |
| **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. **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. **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.

1. **Specification**
   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.

* 1. **Story**
     1. **Setting**

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

* 1. **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.

* 1. **Players**

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

* 1. **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.

* 1. **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.

* 1. **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.

1. **Target System**

The game will be produced for Windows and MacOS systems.

1. **Gameplay**
   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.

* 1. **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 concreate 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.

* 1. **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.

* 1. **Controls**
* Directional Movement
* Sprint
* Action Button
* Pause Button

1. **Front End**
   1. **Main Menu**

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

* 1. **Menus**

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

1. **Development System**
   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.

* 1. **GIMP**

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

* 1. **Aesprite**

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

1. **Team**

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