CAINSURA

Game Design Doc

(11/29/2018, ver 1.0)

Project Description
This game design document will provide details about a narrative 2D platformer with an original story and characters

Version History

Version #	Implemented By	Revision Date	Reason
1.0	Katarina Tretter	11/29/2018	Initial version

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1. Elevator Pitch

In this dark, overcast, somber, and smoggy narrative 2D platformer, you are a 19th century detective, tasked with finding and putting a stop to Jack the Ripper by travelling throughout London.

2. Demographics

- Age: 16 to 50
- Sex: Everyone
- Casual players mostly

3. Platforms & Monetization

- First 2 chapters free for PC
- Pay to unlock rest of story

4. Characters

1. Is there a main character?
   a. Detective C
   b. Average build standing at 5ft 5in with sharp facial features and a military style haircut
   c. Cold, blunt, and has a sharp tongue
   d. Wants to relieve his boredom
2. Are there characters important to the game (plot)?
   a. Alton Williams
   b. Skinny standing at 5ft 7in with a rounded face and a slightly grown out military style haircut
   c. Well-mannered, charismatic, and has a way with words
   d. He owes Detective C a debt and is currently repaying it
3. Are there enemies/mobs important to the game (plot)?
   a. Forty Elephants
   b. Members dressed in female attire modified with hidden pockets
   c. Arrogant but great actors
   d. They desired wealth
4. Does this character have a nemesis (the main characters main enemy/ies)?
   a. Jack the Ripper (Revealed to be Abe)
   b. Not skinny but not built standing at 5ft 6in with sharp facial features and medium cut hair
   c. Playful, witty, acts like a clown or a joker

d. Has nothing better to do, wants to relieve his boredom

5. Story

It is the evening of August 7, 1888 in Whitechapel, London. A body was found murdered in a lodging house. A detective, who goes by Detective C, is tasked with finding and stopping the murderer.

Detective C is called to the scene of the crime to help the investigation. White inspecting the victim, he finds a piece of paper in the victim's mouth. This piece of paper is addressed to Detective C. It contains a clue that will lead him to the murderer, who signed the paper as Jack the Ripper.

After following all of the clues that Jack the Ripper left, Detective C has found where Jack was hiding. As Detective C tries to convince Jack to release the woman he has hostage, Detective C discovers that Jack was his brother who went missing 15 years prior. Jack gives Detective C the choice to either kill him or the hostage. In the end, Detective C kills Jack. Detective C is taken to prison. However, 5 years later, Detective C is released with a tattoo on his right cheek that identifies him a criminal. Detective C continues as a detective who focuses on murders.

5.1.   Theme

This game is serious with a dark, gloomy, and mysterious atmosphere. There are some comedic events, but it quickly returns to being serious. The dark atmosphere helps to enforce the murders that are happening in the game.

6. Story Progression

The games begins by showing the first page of a newspaper on Jack the Ripper. This front page reveals the time period and setting of the game. Then it shows Detective C in his office.

The first area is the Tutorial. Detective C's assistant Alton introduces the game mechanics. Once the first area is complete, the player can move onto the crime scene. After that, the player moves through the areas linearly (crime scene to crime scene until reaching Jack the Ripper).

7. Gameplay

    7.1.   Goal

            Overall (long term): Find Jack the Ripper

            Gameplay (short term): Solve the clues, advance to next area

    7.2.   User Skills

1. Puzzle Solving
2. Memory
3. Deduction
4. Rearranging pieces
5. Point-and-click

7.3.   Game Mechanics

1. *Investigation:* Point-and-click search of the crime scene for clues
2. *Puzzle Solving:* Click-and-drag items to solve
3. *Deduction:* Combining clues found to determine location of Jack the Ripper and where to go next

7.4.   Items & powerups

Hidden in every area are letters that can be used as a clue. If the player is having difficulty solving a puzzle, the player can open the letter and reveal a clue.

7.5. Progression & Challenge

The difficulty of the puzzles will increase as the game progresses. To mitigate difficulty, clues scattered around the area can be used.

In order to unlock new areas, the clue from the previous area needs to have been solved correctly. The areas progress in a linear pattern. One crime scene leads to another crime scene. The last area will contain a clue leading to Jack the Ripper.

In this section elaborate how the difficulty will increase throughout the game and making sure we give the player the tools to catch up with it.

7.6. Losing

These are the losing conditions:

1. Losing by running out of time
    a. Not solving clues within time limit
    b. Not finding Jack the Ripper within time limit
2. Losing by identifying the wrong person

When the player loses, the front-page of a newspaper will show an article that Jack the Ripper killed Detective C

8. Art style

- The backgrounds are similar to how the background moves in *Valiant Hearts*

- The characters look similar to Pop figures

- Everything should have muted, dark colors

9. Music & Sounds

- The music should be dark and mysterious.
- There should be a sound effect when a clue is found, a puzzle is solved, or a deduction is correct
- The in-game background music should make the user feel unnerved.