

# Wendigo: Game Design Document Summary

## Game Identity / Mantra:

A survival-horror, first person shooter (FPS), that uses level-design and environment to implement a dynamic playthrough experience.

## Design Pillars:

- Bleak
- Scary
- Fun

## Genre/Story/Mechanics Summary:

The game uses basic level traversal (acts), by avoiding enemies, solving puzzles and exploration. There will be limited tutorials, with no difficulty setting. Instead, the game will use dynamic changes in the environment based on the player's choice. The choices made by the player should be blended into the gameplay. This will allow for multiple playthroughs with different results.

## Features:

- Players can interact differently with the environment, which will change their experience
- Using slow motion "instinct mode", during FPS battles (meter based)
- Can interact with some environmental assets to solve puzzles

## Interface:

- Keyboard
- Mouse
- *Possible button mapping for controllers*

## Art Style:

- Physically-Based Rendering (PBR)

## Music/Sound:

Music design will use analog synthesizers as the focal point, with modern sound engineering techniques. The music should have the intention to help amplify the three design pillars.

Sound design will use foley and some samples to blend in with the environment. There will also be dynamic sound design within each level (act). The goal is to create a more immersive and rich environment for the player.

## Development Roadmap / Launch Criteria:

**Platform:** Windows/Mac/Linux.

**Audience:** 18+/Mature Audience

**Milestone 1:** Mechanics complete - 6/20/19

**Milestone 4:** Polish complete - 1/25/20

**Milestone 2:** Enemy fights complete - 8/26/19

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**Milestone 3:** Levels complete - 12/12/19

**Launch Day:** 2/25/20