**NIGHTMARE:**

**LOST MEMORIES**

DESIGN DOCUMENTATION

Version 1.01

PREPARED BY:

ANGELICO SALAZAR

AMY DANG

STEVEN CHAU

AARON CASAGRANDE

SUBMISSION DETAILS:

COURSE: 60-377

INSTRUCTOR: DR. GOODWIN

GA/TA: ANDREW HLYNKA

SCHOOL: UNIVERSITY OF WINDSOR

DATE: DEC 14 2015

**TABLE OF CONTENTS**

**SECTION 1 :: GAME OVERVIEW**

1.1. INTRODUCTORY DIALOGUE

1.2. GAME CONCEPT

1.3. GENRE

1.4. MOTIVATION

**SECTION 2 :: GAMEPLAY & MECHANICS**

2.1. FEATURES

2.2. GAME FLOW

2.3. GAME MECHANICS

2.3.1. PHYSICS

2.3.2. MEMORY

2.3.3. WEAPONS & CONSUMABLES

2.3.4. HEALTH & CONDITIONS

**SECTION 3 :: STORY**

3.1. STORY CONCEPT

3.2. ENDINGS

3.3. SECRETS

**SECTION 4 :: CHARACTERS & INTERACTABLES**

4.1. THE PLAYER

4.2. THE MERCHANT

4.3. THE MONSTERS

4.4. CONCEPT ART

**SECTION 1 :: GAME OVERVIEW**

**1.1. INTRODUCTORY DIALOGUE**

*Player: Where am I? This is a... room? I can't remember anything…*

*Player: Who's there?!*

*Merchant: Hyahyahyahyah! I am but a humble merchant.*

*Merchant: It seems you're stuck in a dream…*

*Player: What?*

*Merchant: Well, 'nightmare' is much more fitting.*

*Merchant: And you'll need to escape this nightmare. Or else...*

*Merchant: You'll be stuck here FOREVER! Hyahyahyahyah!*

*Player: …*

*Merchant: It seems that you've forgotten all your memories, haven't you?*

*Merchant: I can help you with that… Hyahyahyahyah!*

*Player: How?*

*Merchant: Do you see those monsters nearby?*

*Player: M-M-Monsters?!*

*Merchant: They are the key to figuring out why you're here in the first place.*

*Merchant: So get to it already! Here, have a free sample!*

*\* \* Merchant gives Player an old dagger \* \**

*Merchant: You must kill the monsters to receive portions of your memory back.*

*Merchant: As you progress, monsters only get stronger, and by then you'll need to upgrade your current weapons or buy new weapons.*

*Player: And how do I do that?*

*Merchant: Hyahyahyah... Who better to ask than myself?*

*\* \* Merchant reveals his stock of weapons and consumables inside his magic bag \* \**

*Player: Whoa!*

*Merchant: You'll need some money to buy these humble products from me! I ensure you they are of the finest quality.*

*Player: But... I don't have money.*

*Merchant: Oh? Then you'll have to pay using... your memory.*

*Player: Wait a minute! But I'm trying to get my memory back...*

*Merchant: But I think it is a splendid deal. The amount of memory you'll get from the monsters should be more than sufficient.*

*Merchant: Watch out for your Health Points. If it drops down to zero, you'll be stuck in the nightmare forever. Of course, you may buy health potions from yours truly.*

*Merchant: But remember this… Spend your memory wisely.*

*Merchant: Or else, you'll forget even how to walk!*

*Merchant: Well then. Best of luck… Hyahyahyahyahyah!!*

*Player: "......"*

**1.2. GAME CONCEPT**

The player is stuck in a maze room with a mysterious Merchant (who always seems to be following you). You will quickly learn that you are trapped in a nightmare and there are monsters that really want to extinguish you. The goal of the game is to get out of the nightmare and get back all of your memories. To do so, you must survive by killing off the mobs to gain resources (memory), and use it to buy weapons, armors (to be implemented soon) and consumables from the Merchant. Hints along the way will aid you into choosing the correct doors, while wrong choices will have consequences. At times, monsters may not come after you, but instead, a room may require you to complete a complicated puzzle in order to proceed.

**1.3. GENRE**

This game will be a first person mob-survival and puzzle game with some elements of horror and mystery. The intended audience is to be young teenagers to young adults.

**1.4. MOTIVATION**

Each member of our team is currently undergoing a course at the University of Windsor called Game Design, Development and Tools (60-377). Our game “Nightmare: Lose Memories” is to be our project component of the course; we strive for great success for our game via our programming and graphics implementation using the Unity 3D software.

Given that our game would need to be completed within 1 month, our team will aim towards a great balance between simplicity and fun. In regards to the elements of our game, there were a few games that inspired us. Some concepts of our game are extracted from popular games such as Zombies and Dead Ops (a Call of Duty game-mode). Elements from indie games such as Ib and The Witch’s House had also inspired us and therefore that contributed to the horror/mystery part of the game. These games were very entertaining during our childhood times. We hope that our implementation of “Nightmare: Lost Memories!” will give our audience the same feelings/experiences we received… all in one package.

**SECTION 2 :: GAMEPLAY & MECHANICS**

**2.1. FEATURES**

. First person perspective

. Simple combat system

. W-A-S-D controls and Mouse Clicks

. User interfaces include:

. Player HUD

. Merchant Buy/Repair Shop (to be implemented soon)

. Main Menu (to be implemented soon)

**2.2. GAME FLOW**

The beginning of the game will start off simple and slow; monsters appear to be weaker and come in only a few burst. With progression, stronger monsters will appear and will spawn much more frequently. Smart usage of game resources (i.e. memory) will determine the player experience in terms of difficulty.

**2.3. GAME MECHANICS**

**2.3.1. PHYSICS**

In-Game physics will abide by the rules of Unity 3D.

**2.3.2. MEMORY**

Memory is the resource you get from killing monsters. It can also used to buy consumables and repair weapons from the Merchant. At the start of the game, the player starts with X amount of memory.

(The following is to be implemented soon)

The player will have to spend his memory wisely. For instance, if the player gets rid of the "how to walk" memory, they will be rendered helpless (killed by the monsters) and will lose the game.

As the game progresses and the player gains more memory, or spends memory, they will unlock or lose the following:

=== Game-Based Memories ===

(100) How to walk

(100) How to communicate

(100) Your name is “name” (“name” is to be defined by player via keyboard prior to game start)

(300) Who is the Merchant

(100) Stuck in a nightmare

(100) Memory = Money

(100) You must kill monsters

(200) Kill monster A with Y

(200) KIll monster B with Y

......

(200) Note A

(200) Note B

......

(100) The door to escape

=== Story-Based Memories ===

(100) The Merchant’s real name is Ben

(200) You and Ben were friends

(100) Ben drowned, I mean died

(300) Someone killed Ben

(500) You killed Ben

If player gets rid of "Kill monster A with X," when they encounter monster A, they will have to figure out how to kill that monster again, leaving them vulnerable to attacks. All lost memories can be regained (possibly in order) through continual killing of monsters.

*“Are you sure about that? It may cost you… quite a bit.”*

*“Let’s just say you’ll be paying with something a little more... valuable. It may even cost you your life.”*

**2.3.3. WEAPONS & CONSUMABLES**

> Weapons

[START] Knife covered in blood (referencing true ending)

- Rod

- Mace (to be implemented soon)

- Bow and Arrows

- Sledgehammer

- Chainsaw (to be implemented soon)

> Consumables

- Health Potion

- Speed Potion (to be implemented soon)

(The following is to be implemented soon)

Utility items such as a torch, lamp, or a piece of map will not be purchased, but instead found lying around in rooms while exploring.

**2.3.4. HEALTH & CONDITIONS**

Not only will the player have to manage their memory carefully, but like most other games, the player will have a health bar. Once that health bar reaches zero, they will die.

(The following is to be implemented soon)

There will also be a number of conditions able to affect the player, and can only be healed by certain means. There will be a small chance to trigger these conditions when fighting specific enemies. If the player chooses to ignore these conditions, it will affect their overall gameplay and may lead the player to death. Percentages are to be determined.

* BLEEDING (?%) - causes the player to lose 1HP every 10 seconds.
  + healed by bandage
* BROKEN LEG (?%) - slows down player movement to 50%.
  + healed by crutch
* POISON (?%) - causes the player to lose 1HP every 5 seconds. Blurs vision.
  + healed by antidote

The cures to these conditions will be found around in rooms and unable to be purchased, encouraging players to take time and look around every room, and taking away the player’s convenience of the merchant.

The player may choose to spend all but 100 of their memory to cure all conditions and gain full health **once**.

*“Are you sure about this? You’re gonna look like you just came out of a coma! Hyahyahyahyah!”*

**SECTION 3 :: STORY (TO BE FURTHER IMPLEMENTED IN-GAME SOON)**

The story is a very important part of the game. It enhances the player’s experience and will get them interested in progressing through the game to uncover the mysteries.

**3.1. STORY CONCEPT**

. The player and the Merchant were once close friends.

. The player is responsible for the Merchant’s death.

. The player was traumatized so much that it affected their memories.

. The player forgot that they killed their own friend.

. The Merchant became a ghost. He wanted the player to remember the past.

- IN GAME -

The player starts off without any memories.

The Merchant suggests that the player has a reason to be in this nightmare. He also implies that he shares a connection with the player.

As the player starts collecting memory from monsters, they’ll get memories that belong to both the player and the Merchant (unknowingly).

Eventually, the player starts to piece together these memories.

**3.2. ENDINGS**

At the end of the game, when the player finally reaches the door to escape the nightmare, they first need at least all of their memories back (the player can go back to other rooms to hunt more monsters). Second, they must use all but 15 of their memory to open the door. This is a trick by the merchant, and the player may fall for the trick. One possible combination of memories is "How to walk," "Stuck in a nightmare," and "The door to escape."

If player opens the door, it will lead to the **bad ending**. Depending on the combination of memories left, either the player will have no idea what they were doing, or the merchant will trick them into playing the nightmare over again.

To get the good ending, the player must realize the trick and attack the merchant instead. The merchant will transform into his real self! This is to be your final boss fight!

After the Merchant is defeated, two endings can be gotten depending on the memories collected.

**Good Ending:** Defeat the merchant with all of your memories only (and not the merchant’s). The player will wake up from the nightmare, still unsure of who killed their friend.

In game quote: “I will live on… for Ben’s sake.”

**True Ending:** Defeat the merchant, with all of the player’s and the merchant’s memories. The player will receive a note in the form of legal documentation stating that the player himself was responsible for the murder of Ben.

In game quote: “It can’t be… What have I done? I can’t possibly live on knowing this.”

**3.3. SECRETS**

There are secret cutscenes and backstories to shed more light on the player and Merchant’s relationship.

Being exposed to all of these cutscenes will lead to the true ending in section 3.2.

**SECTION 4 :: GAME CHARACTERS & INTERACTABLES**

**4.1. THE PLAYER**

|  |  |
| --- | --- |
| player.png | The player starts off with almost no memories and is stuck in a nightmare, which they must escape from. It is implied that the player and the merchant have some sort of connection. The name of the protagonist is to be determined by the player (via keyboard input). |

**4.2. THE MERCHANT**

|  |  |
| --- | --- |
| merchant.png | The Merchant is the first character that the player encounters, and the only one (for now...) who is not harmful to the player. He provides weapons and consumables in exchange for memory. He remains a mystery until the player starts retrieving his memories. |

**4.3. THE MONSTERS**

The monsters are the enemies, which the player must kill to survive. The monsters may drop memory upon defeat. Typically, the monsters would often symbolize something that involves the story-based memories, such as how Ben died, or what was used to kill Ben.

|  |  |  |
| --- | --- | --- |
| weird_wraith_mon_1.png | weird_wraith_mon_2.png | weird_wraith_mon_3.png |

The images above are some concept illustrations for monster A, B, and C (monsters are unnamed at this point in time)

**4.4. CONCEPT ART**

