

Game Design Document

Game Identity / Mantra:

First person narrative puzzle about a mafia trying to figure out who ratted him out.

Commented [SG1]: List your single sentence description of the game that you will use to guide design decisions. (Example: *Stylized action platformer about a meatball fighting the dinner table.*)

Design Pillars:

Emotions: BETRAYAL, Surprising, Mystery

Commented [SG2]: List up to 3 words/phrases that convey the feeling or emotion you want the player to experience. (Example: Fast. Action-packed. Mayhem.)

Genre/Story/Mechanics Summary:

The player plays as the mafia and tries to find clues to find out who ratted him out which led to there being a hit on him (him being whacked). It will try to use invisible choices wherever possible like in the prologue which directly will affect the ending of the game. The player will roam around an area and get flashbacks to past scenes and will have to go through clues in a 3-part puzzle (for the prototype). The game starts with the prologue (chapter 1), followed by the 3 puzzles being chapters 2,3 and 4 respectively. Followed by the epilogue where there's a realisation.

Commented [SG3]: List what the game is from a gameplay and/or story perspective. (Example: *This game uses a unique swinging rope mechanic to tell a story about what it means to be a meatball...*)

Features:

Immersive storytelling with an easy flow to the game with the game helping players out if it feels like they are stuck.

Commented [SG4]: List the cool features or unique elements that you want to include in your game.

Interface:

W, A, S, D to move around, mouse for camera, click to shoot (when prompted)

E to interact with objects.

F to inspect them or search through them for clues (contextual interaction).

Commented [SG5]: List the player input method, the controls, and how the player interacts with your game.

Art Style:

The world is set in the 80s and will have assets from that time. During the flashbacks, the scene will be similar but with some postprocessing.

Commented [SG6]: Include references to lots of images and games that have a similar aesthetic to what you're trying to achieve.

Music/Sound:

80s party music (probably will play around with tempo as player starts near clues as an audio aid)

Commented [SG7]: Include links to music and sound design similar to What you're trying to achieve. You can also list the emotional responses that the sound should invoke in the player.

Development Roadmap / Launch Criteria:

Platform: PC

Rating/Audience: PEGI 16