Game Design Document

**Game Identity / Mantra:**

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

**Design Pillars:**

Emotions: BETRAYAL, Surprising, Mystery

**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.

**Features:**

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

**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).

**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.

**Music/Sound:**

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

**Development Roadmap / Launch Criteria:**

**Platform: PC**​ **Rating/Audience:**​ PEGI 16​[​](http://creativecommons.org/licenses/by/4.0/)