

Team Se7en

Design Document

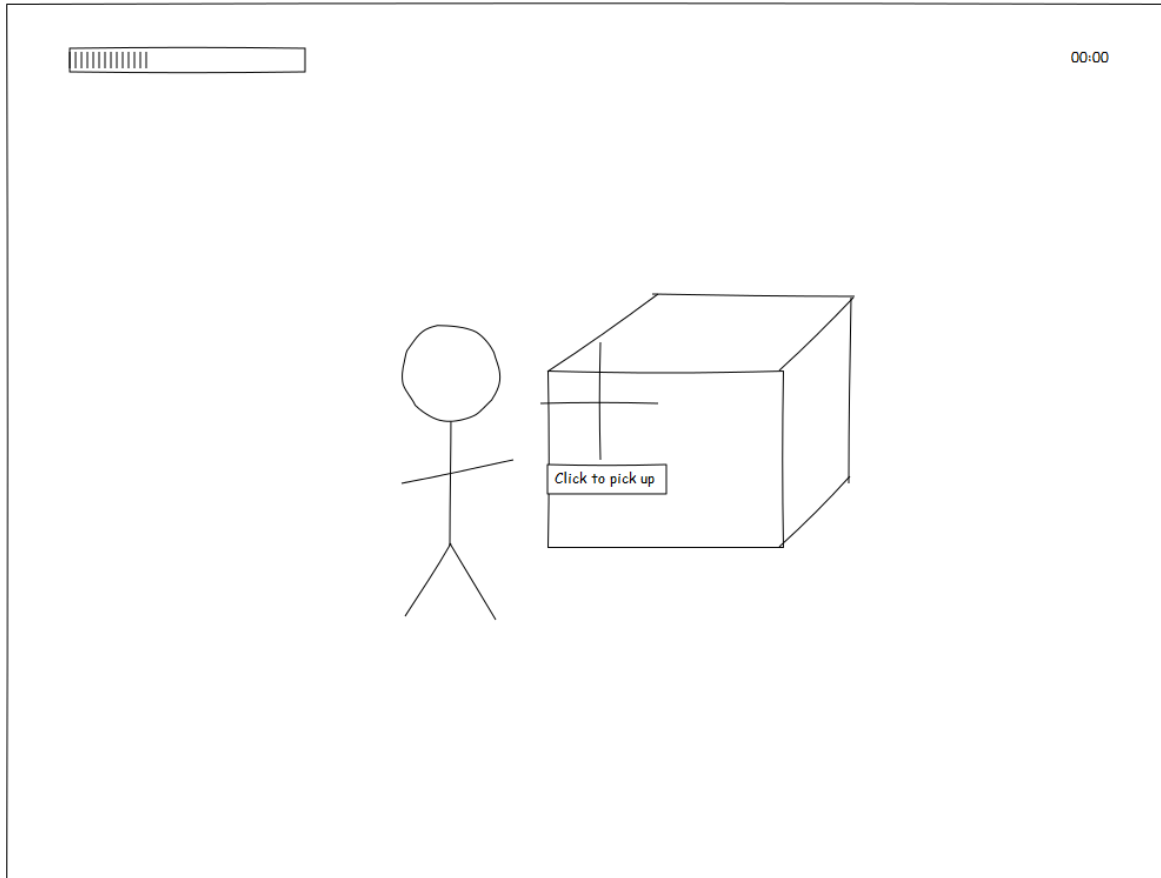
Lo Fi Prototype

Basic Features

These basic features demonstrate our gameplay including the puzzles and how the main character interacts with different objects in the game.

- Character and skills: moving objects and examining pictures
- Game mechanics: Find tools that let you interact with certain objects. Axes can help you chop down trees, keys can be used to unlock locked doors.
- Game world: the scenes from the first level

Character and skills



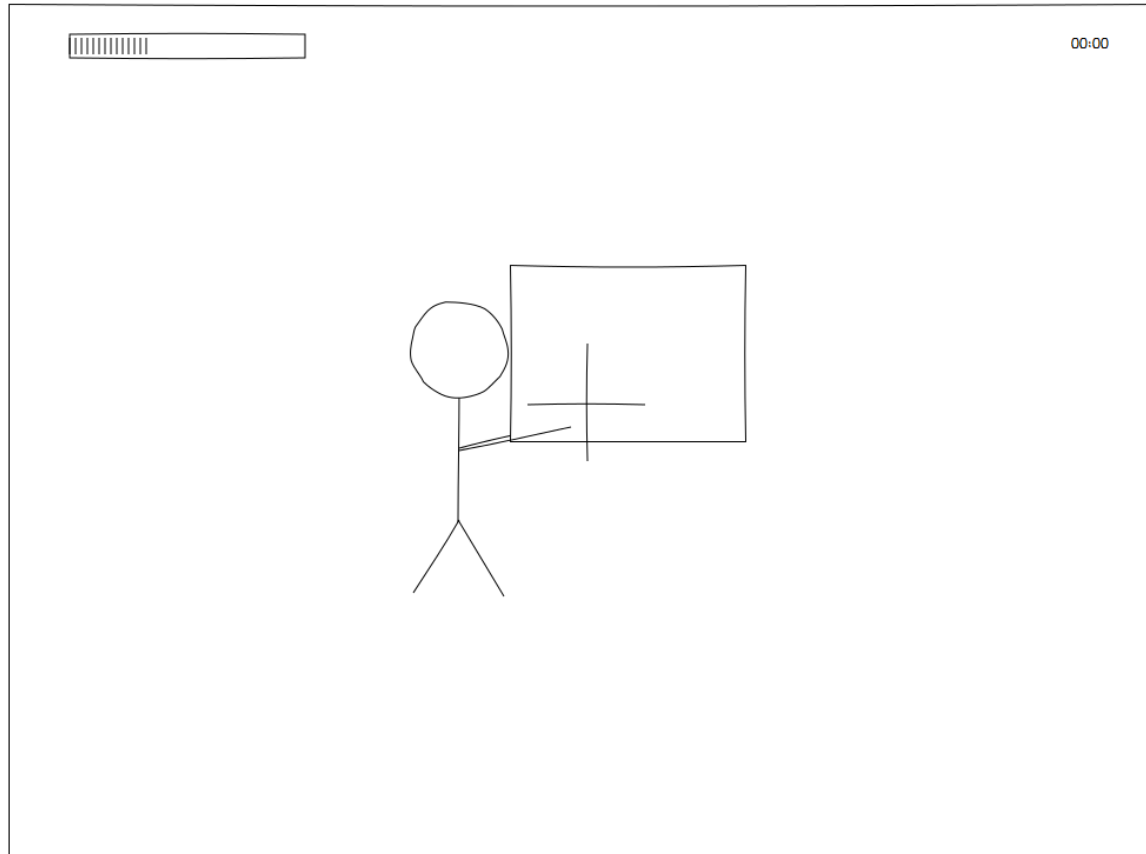
Focus in target object

Moving objects: Certain objects are able to be moved by the player. Example: closet, table,...

The player have to remove obstacles in order to get to hidden clues.

[Click the mouse to pick up](#)

Character and skills



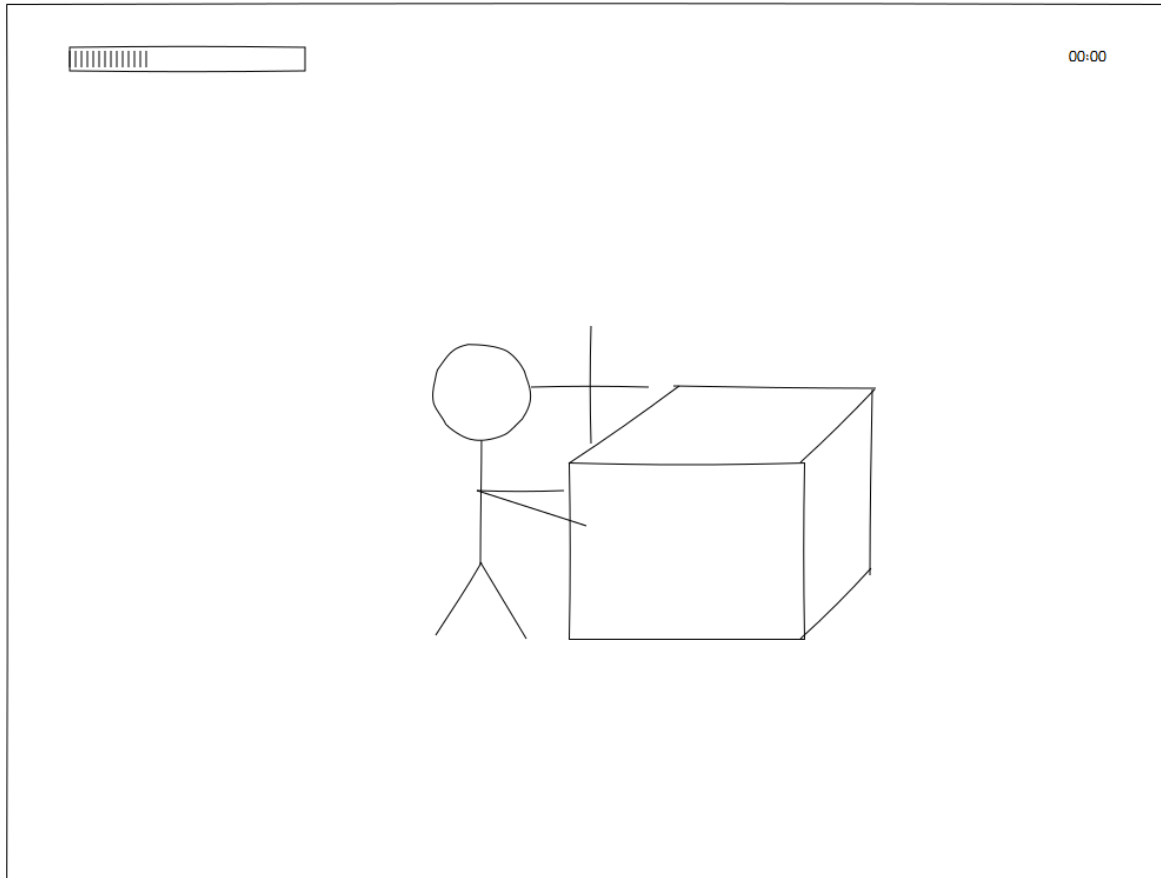
Target object picked up

Moving objects: Certain objects are able to be moved by the player. Example: closet, table,...

The player have to remove obstacles in order to get to hidden clues.

[Click the mouse to put down](#)

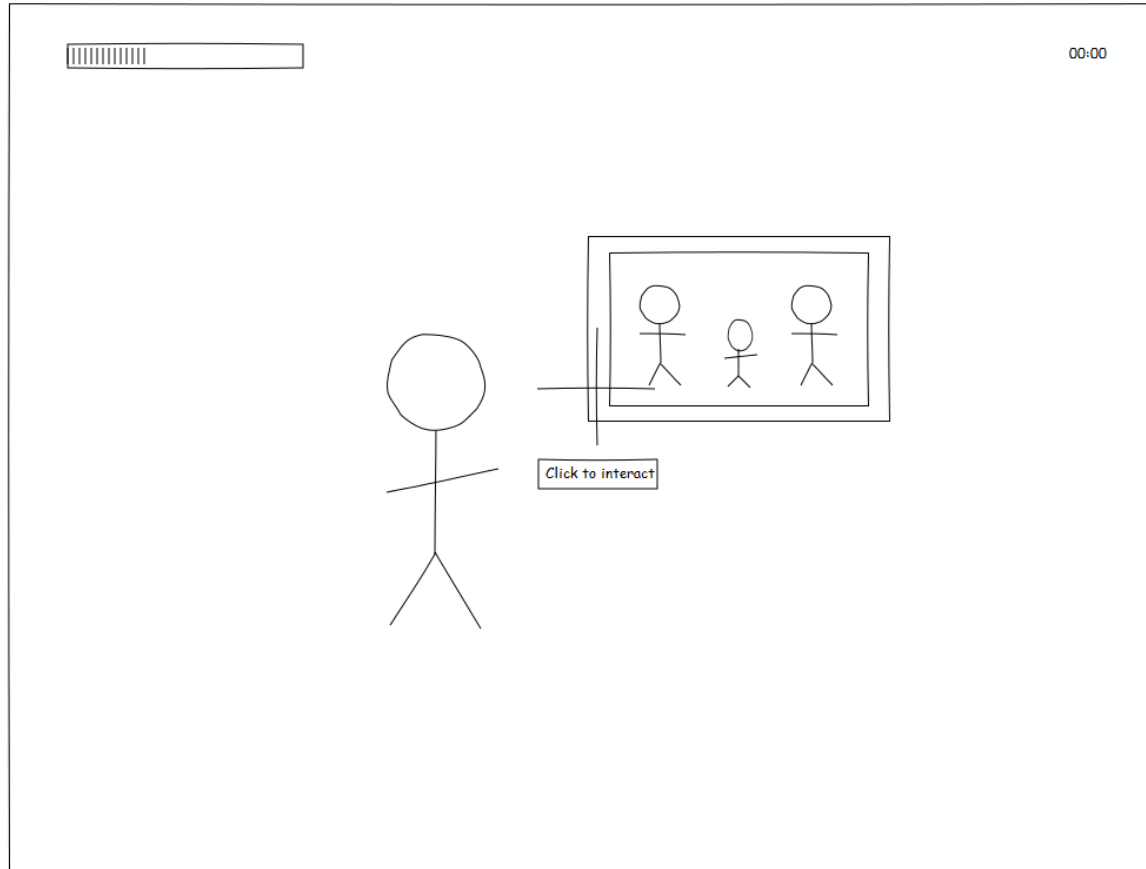
Character and skills



Moving objects: Certain objects are able to be moved by the player.
Example: closet, table,...

The player have to remove obstacles in order to get to hidden clues.

Interacting with Items



Character interacting with object

The player must collect these objects to progress in the game.

When the player interacts with these items they reveal story elements.

[Click the mouse](#)

Interacting with items

Advanced extended doubtful he he blessing together.
Introduced far law gay considered frequently entreaties difficulty.
Eat him four are rich nor calm.

By an packages rejoiced exercise. To ought on am marry rooms doubt music.
Mention entered an through company as.
Up arrived no painful between. It declared is prospect an insisted pleasure.

Talent she for lively eat led sister.
Entrance strongly packages she out rendered get quitting denoting led.

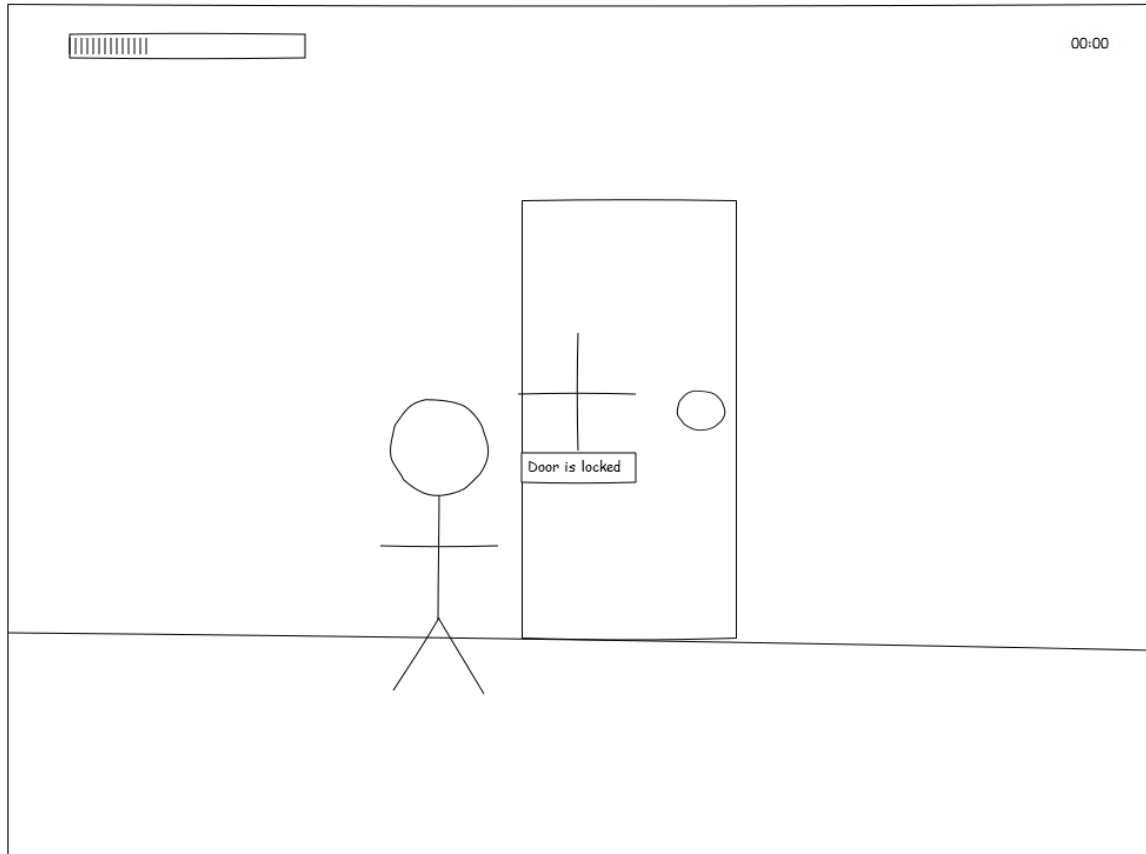
Return

The player must collect these objects to progress in the game.

When the player interacts with these items they reveal story elements.

Example of storytelling

Game mechanics

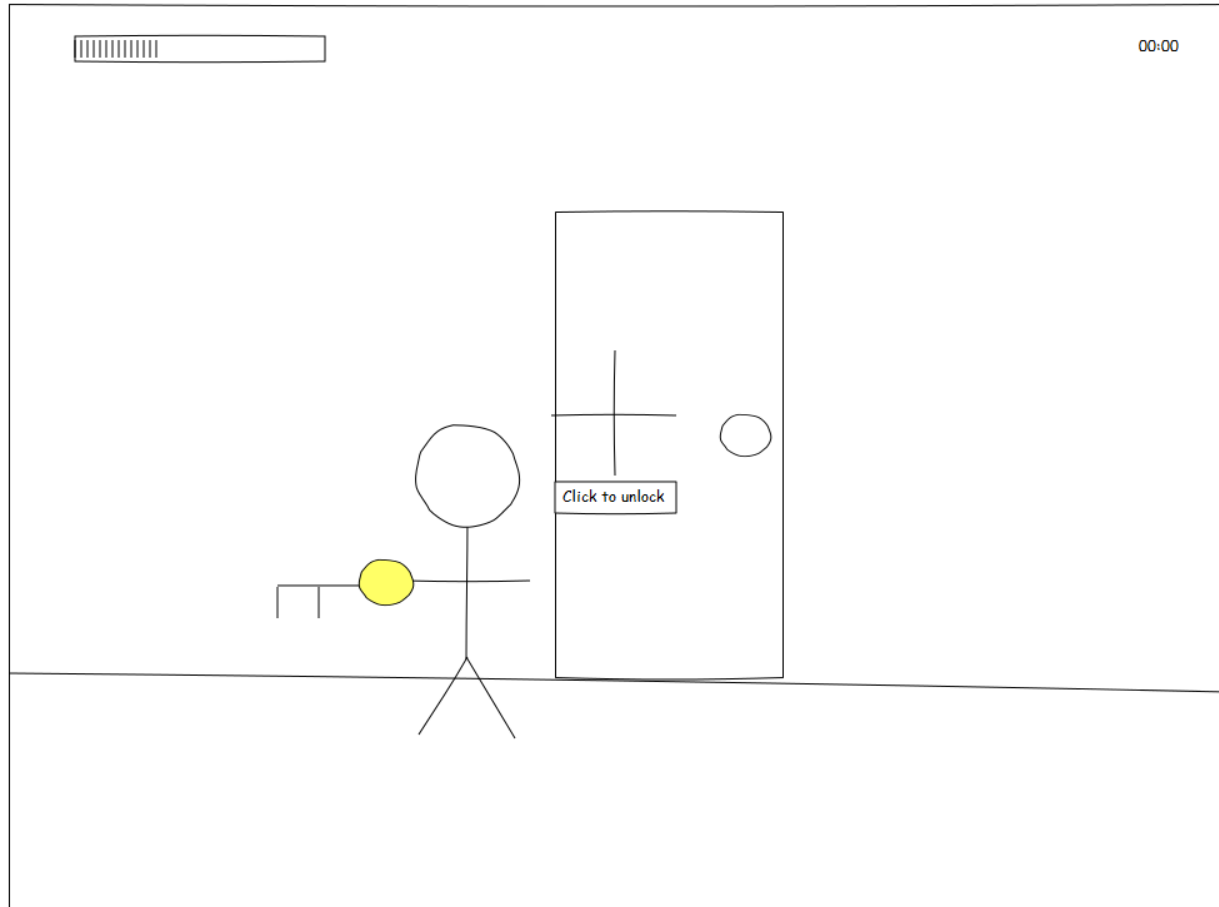


Focus on locked door

Example of using tools for interaction,
Finding key to unlock a room and obtain an Item: In order to pass the level, the player have to solve the puzzle using hidden clues and ultimately a key to the locked room.

[Find the key](#)

Game mechanics

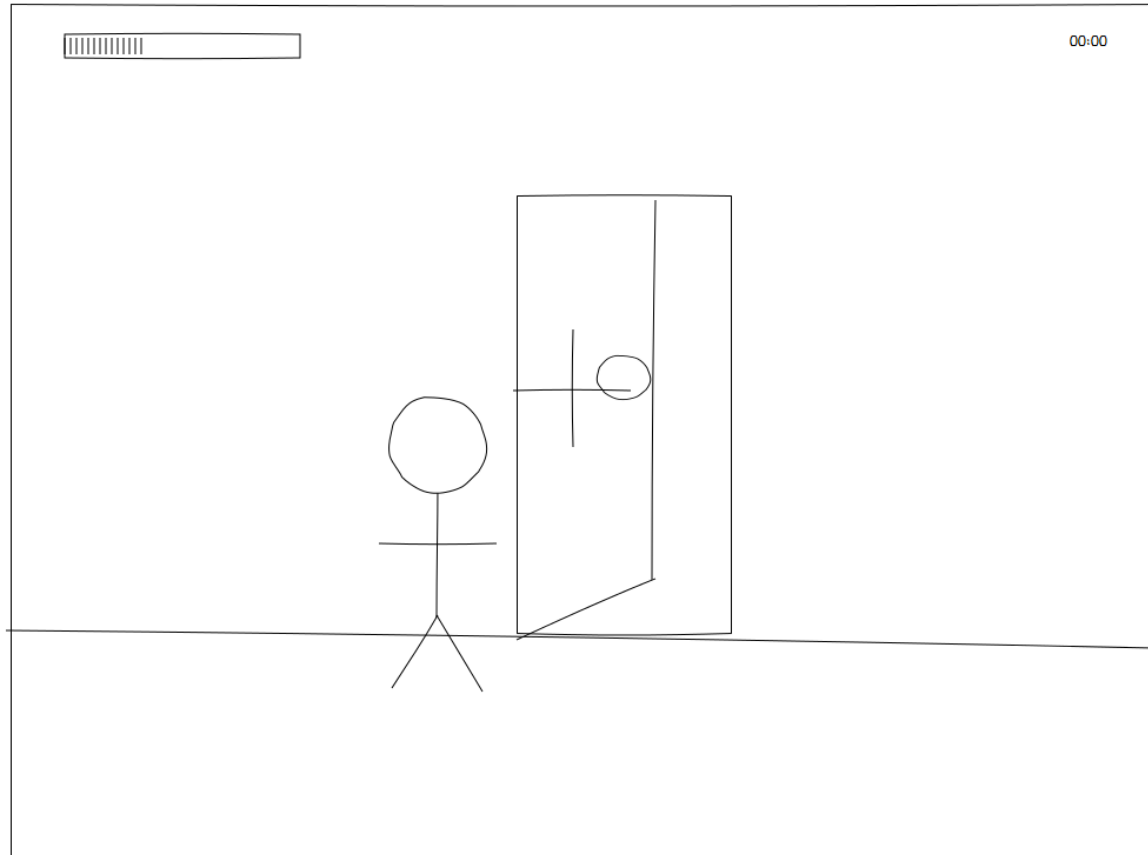


Key obtained for door

Example of using tools for interaction,
Finding key to unlock a room and
obtain an Item: In order to pass the
level, the player have to solve the
puzzle using hidden clues and
ultimately a key to the locked room.

[Click to unlock](#)

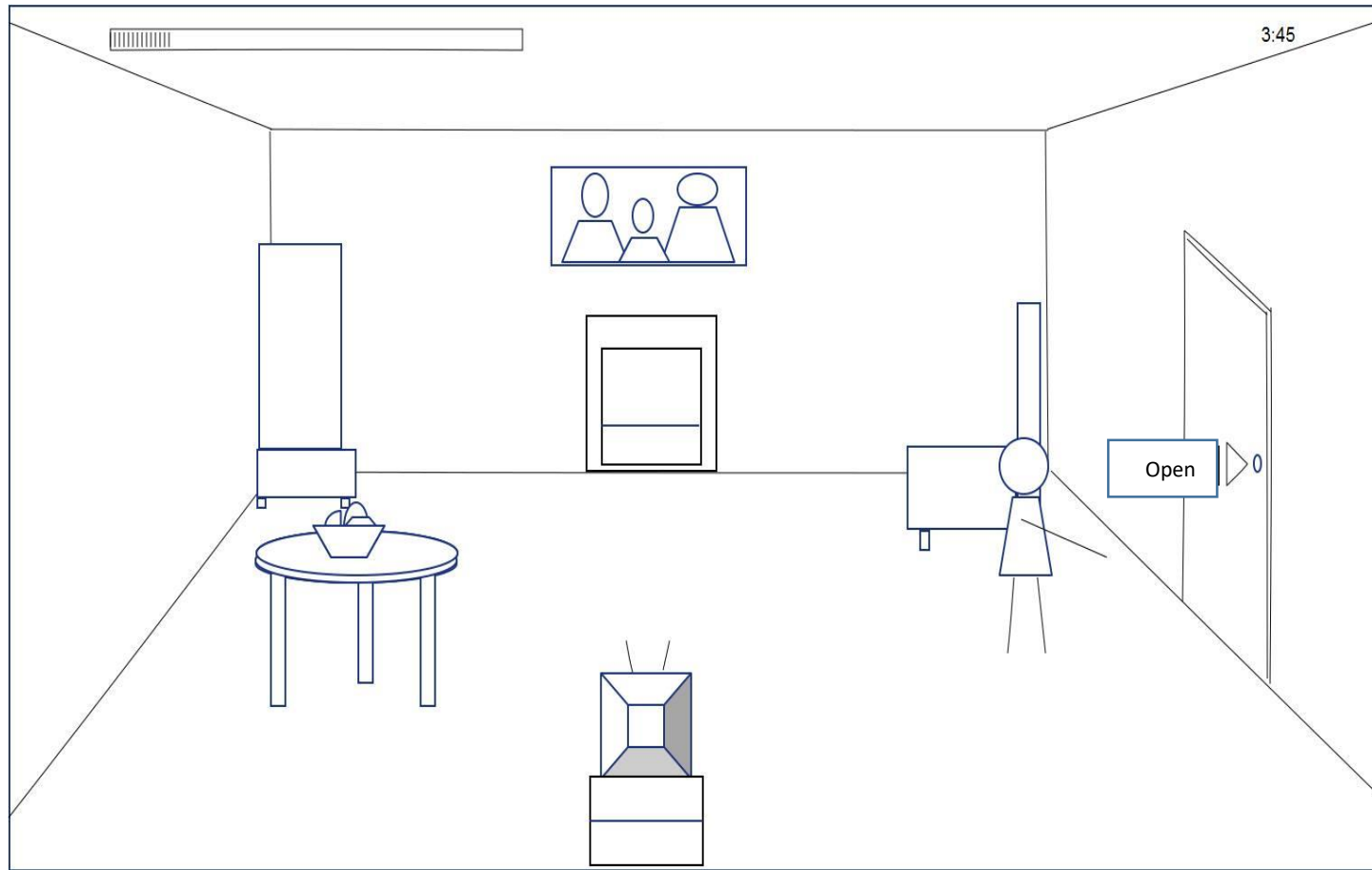
Game mechanics



Door unlocked

Example of using tools for interaction,
Finding key to unlock a room and
obtain an Item: In order to pass the
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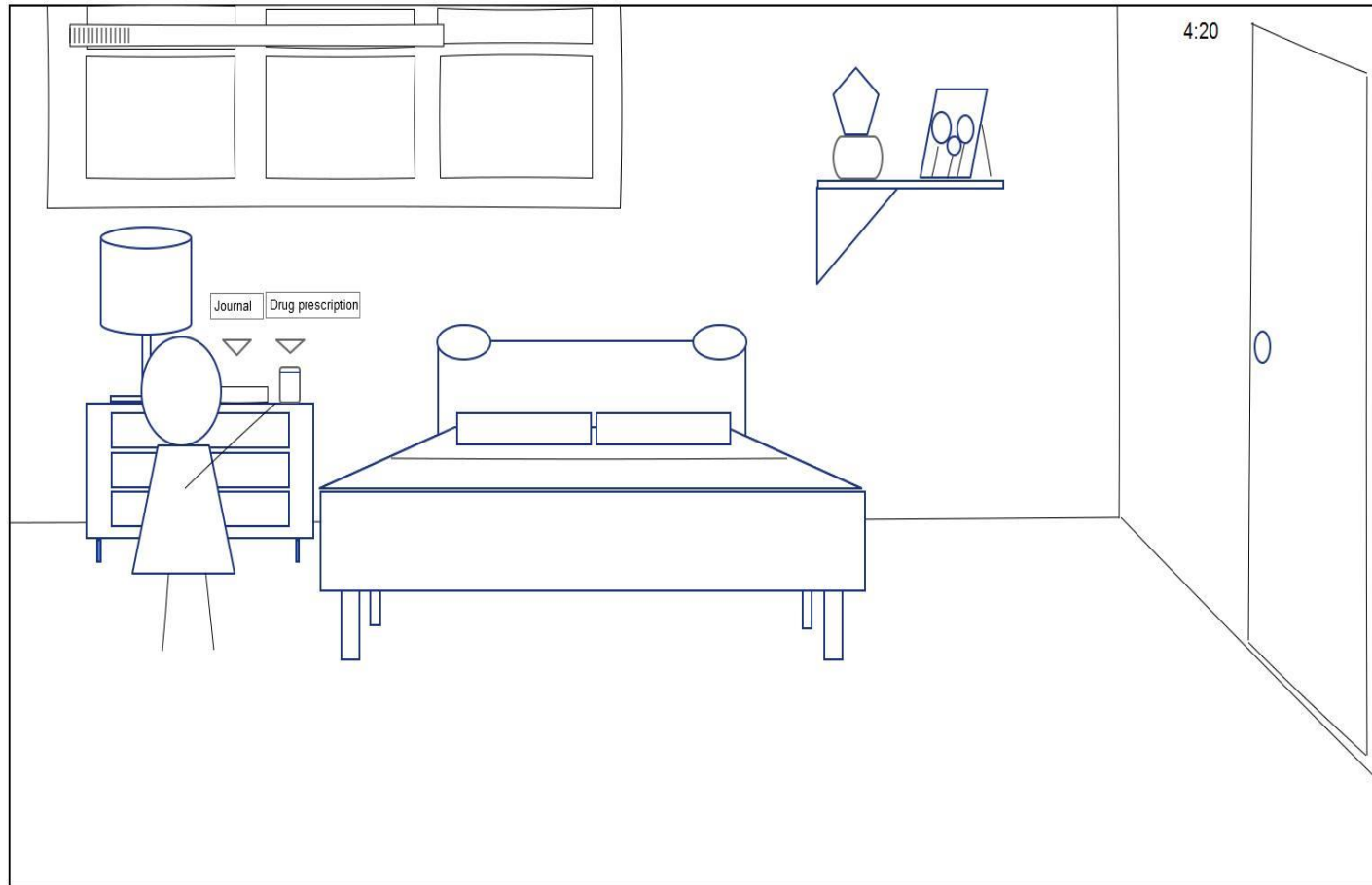
Game World



Example level design

Scene describing the game world: In the first level the main character is placed in the house where he grown up in. The player is free to explore the house, find clues and solve the puzzle. Click the **Open** box to go to another room

Game World



Example of intractable objects

Scene describing the game world: In the first level the main character is placed in the house where he grown up in. The player is free to explore the house, find clues and solve the puzzle.