

The Shining

Game Design Document

This game design document describes the details for The Shining, a top down adventure puzzle game where you have to escape a spooky hotel.

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Section 1 – Overview

1.1 Characters

1.1.1 Player

You play as a boy trapped in a hotel, trying to escape and get away from the psycho axe man. Just like Danny from The Shining, you have “The Shine” meaning you can see supernatural beings and events in the hotel.

1.1.2 Axe Psycho

The psycho chases you around the hotel, trying to kill you. He will randomly appear in rooms, with audio and visual warning for the player, and try to attack you. In order to defend yourself you throw round “pellets” at him to damage him. When you have lowered his health enough, he will run away to heal himself, before coming to attack you again.

This psycho cannot be killed but can be evaded for long enough to escape the hotel, giving an impending sense of doom to the player.

1.1.3 Demons

Demons will attack by shooting you. They will keep their distance and try to kill you without being harmed themselves.

1.1.3 Ghosts

Ghosts will teleport and they will move objects around the room to try and block you in, if they succeed, you will need to destroy the objects they have moved to unblock your path.

1.2 Story

You were staying at the Outlook hotel for the weekend with your family, but when you woke up everyone else seemed to have disappeared. You encounter an axe wielding psycho, intent on killing you and try to find a way out of the hotel before being killed.

1.2.1 Theme

This is a game about the supernatural and different realities. As the story progresses, reality gets more warped and the axe man becomes crazier. The game should be tense and the thought of the psycho appearing at any point should drive the player to escape.

1.3 Story Progression

The game starts with the player in a random hotel room on the top floor. The player will be introduced to the mechanics of the game and enemies gradually, to give them a relatively easy start. As the player traverses down the floors of the hotel, enemies will become tougher and the player will encounter multiple enemies in a hotel room. The psycho will also become harder to damage and will appear more frequently.

Section 2 – Gameplay

2.1 Goals

- *Progress to each level*
- *Collect the power ups*
- *Defeat enemies*
- *Escape the hotel*

2.2 User Skills

- *Game controller use*
- *Puzzle solving*
- *Strategizing*
- *Memory*

2.3 Game Mechanics

2.3.1 Items

ID	Name	Description	Location	Collectible?
0	Coin	Gives the player money	Item Rooms	Yes
1	Heart	Gives the player health	Item Rooms	Yes
2	Crate	For the Ghost to move	Any Room	No
3	Staircase	Descend to the next level	Exit Room	No

2.3.2 Power Ups (Shop Abilities)

The power ups in the shop will double the player's stats. They will all cost 20 coins and will be able to be bought between games. These power ups will permanently change the player's stat.

The power ups will affect the following statistics:

- *Damage*
- *Health*
- *Move Speed*
- *Shot Size*
- *Shot Speed*

2.3.3 Rooms

A map of rooms will be randomly generated for each floor. Each floor will have an exit room and a random number of item rooms. The remaining rooms will be normal rooms with enemies inside.

ID	Name	Description
0	Normal	<i>A room with enemies for the player to kill or avoid.</i>
1	Item	<i>Empty room with 1-2 items inside.</i>
2	Exit	<i>The final room of a floor where the player can descend.</i>

2.4 Progression and Challenge

As the player moves down the levels, enemies will become stronger and more frequent. There may also be multiple enemies for the player to deal with, and so players will need to explore and collect power ups in order to defeat enemies and keep advancing.

2.5 Game States

2.5.1 Win

In order to win the game, you have to exit through the lobby of the hotel, without being killed by the psycho.

2.5.2 Lose

Whenever you are killed by any of the enemies in the game, you get taken back to your hotel room, as if it was all a dream and not real. There will be special power ups and abilities throughout the game that you are able to keep, even if you die, helping the player to advance quicker and not become frustrated.

Section 3 – Design

3.1 Art Style

The game will have a pixel art style with bold colours and patterns like the ones found in The Shining. We will use a combination of assets made by Thomas Maddams, Zoe Rowbotham and free assets from the internet.



3.2 Environment

Rooms will be randomly generated from a specific set of pre-defined sprites. There will be items in each room, some collectible. Rooms will be shown from a top-down perspective and the player will be able to see the whole room as well as some exits.

3.3 Sounds and Music

There will be sounds in the game that occur with player interaction and movement. Free music and sounds will be sourced off the internet.

Sounds need:

- *Player shot*
- *Item pickup*
- *Change floor*
- *Demon shot*
- *Ghost shot*
- *Player attacked*

Section 4 – Technical Description

The game will be developed for PC (Windows/Mac/Linux) and we will be using the ASGE Game Framework to develop C++ code.

*More details regarding the technical description and requirements can be found in **The Shining Technical Design Document**.*