

GDD

- Master Document -

For Pesky Pests!

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Controls

Mouse + Keyboard

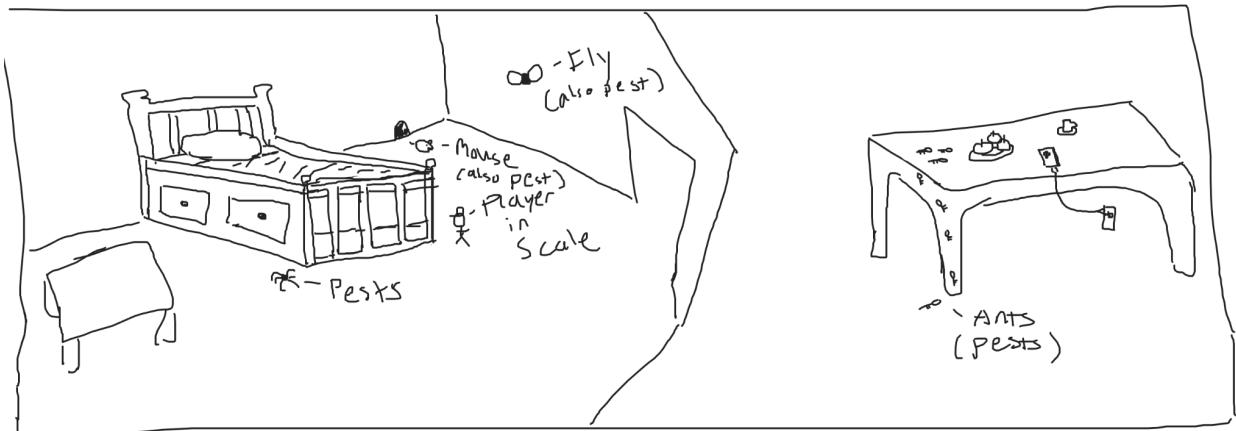
- WASD to move
- Shift to sprint
- Mouse to aim
- E to interact with items/pick up items
- Click to use items
- Right click for alternative uses for items

No controller support because controller suck

Sketches

Game Concept Sketch

Sketch



- From the sketch the Player is a pest control agent (product) and his job is to remove all pests from the house.
- Another key aspect is that the Player is sized down to the size of an average action figure toy
- The Pests will include of insects such as ants, spiders, flies and then it will include Beasts such as Mice and maybe more ...
- The Setting of the game is in a modern home however this is subject to change. (Potential for more than one map)
- The game will probably take place in a bedroom but not certain.
- The game will also be a super scary horror game.
- Horror game but you have to deal with the stressful aspect of paying bills.
- Less like horror game and more like survival game.

Player Sketch



- As we can see the player is pretty small as it comes in an action figure like packaging (subject to change)
- Another key aspect is the regulational tags of (Safe with kids) and (UAP Certified)
 - What these means are subject to change but Safe with Kids will mean that the agent cannot harm children or pose a choking hazard to children (IMPORTANT)
 - UAP Certified will mean that the agent will cause minimal to no damage to the house (ALSO IMPORTANT)
- The agent's name is Bob if you are wondering

Mechanics

Movement

- Movement will be wasd as mentioned in the controls. It will be fairly robust but the player will have other forms of movement (subject to change).
Please see the sketch first before seeing the mechanics but the player will need a faster form of transportation to go around the house or room (subject to change) to clear out all the pests.
 - Ideas:
 - One movement opportunity could be grapple hooks cause they are fun. ODM system like attack on titan.
 - This would also involve an energy system for a cooldown or someway to limit how often the player can grapple or dash.
 - Another movement system could be giving the agent a car or motorcycle to get places (or even plane)
 - A lazy way to do it but still good way to do movement would simply be adding dash abilities where your player can either jump really high with a super jump or dash quickly in a direction.

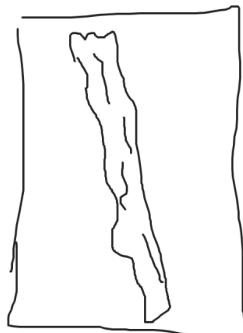
Pests

- Pests will come in variety in size and quantity but the main ones so far are:
 - Spider
 - Great for those with arachnophobia as spiders will be much larger as the player is the size of an action figure.
 - The spider will have webs and attack like a spider would attack their prey
 - Ticks
 - Very annoying and also will be super annoying to kill as they are pretty fast.
 - Will be the common pest type and will not be a challenge for the player
 - Fly
 - Flies will be like ticks but they fly making killing them much more annoying
 - Will be there just to make the player suffer

- Rat
 - Master Shifu will be a big challenge to fight against primarily because rats will be bigger than the player.
 - Rats will be almost like a mini-boss as they are much more larger and tankier than any insects at all.
 - They also pose much more danger to the player as they can easily overpower the player
 - The rat will have a cheese eating habit so the best way to remove rats will be by using lure's
- Wasp Nest (Add if you have the time)
 - So the owner's were off for vacation for 10 years and a wasp best appeared in the bedroom !!!! It is up to you to remove it.

Pest Removal Gear

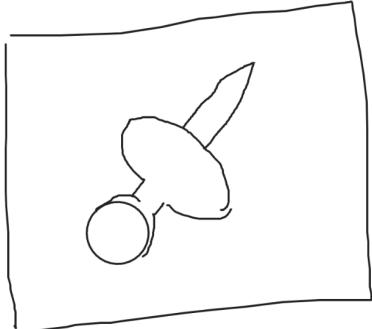
- Stick



- you found this outside
 - throw it or use it
 as a sword.

- Free

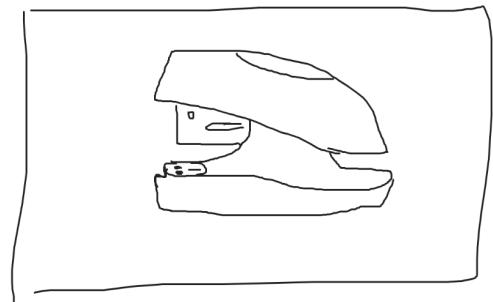
- Pin (war pin)



- Can Find in office supplies
- Sharp !

- Pack of 250 for only \$8.99

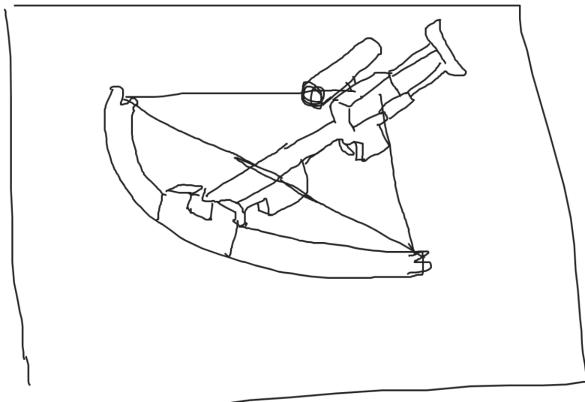
- Mini Stapler



- Also part of the office supplies DLC
- Deadly

- Costs \$20 because of inflation

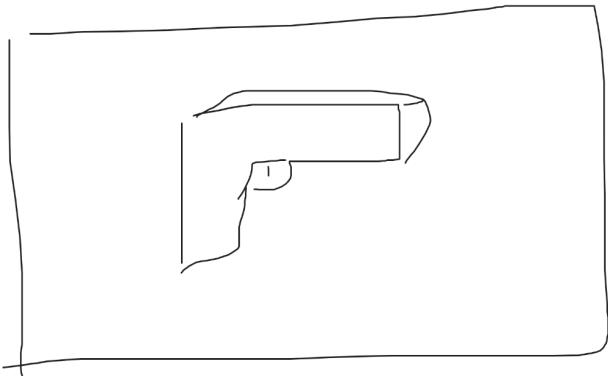
- Up Certified Crossbow



- Certified
- Shoots Stuff

- Costs \$1000 dollars because of inflation

— Gun



— a gun

— Shoots bullets

- Costs \$5000 dollars because of inflation

Nights

- In the game you will have to survive for a certain amount of nights. or you can play endless mode where it goes on forever.
- Each night the pest infestation grows and grows out of control. Pests will get bigger and eventually mutate out of control (akira)

Children

- ADD IF YOU HAVE TIME
- Anoyying critters known as children are here to disrupt your pest removal.
- You have to remain SAFE to children under 7 years and not be a choking hazard. This is a problem especially since the children will try to eat you !!! Pesky Rats.
- One key game mechanic will be trying to avoid being eaten by children so your higherups (the company that created you, you must obey) do not get sued.
- Children will see you and if they become interested in you they will attempt to eat you.
- Dodge them (should be easy because children are stupid)
- Also by default they start sleeping. DO NOT wake them up.

Economy

- I know this is just a simple pest controller game but economy will play a big part in this game. You will get money from many ways but it will mainly be by completing ur tasks to the best grade quality as possible.

- Every room you clear or pest you remove (subject to change) will send a grade of A-F determining how good of a job you did when removing the pest. The company will see the report and send you money depending on how good you did.
- With said money you can buy better weapons to exterminate pests
- You can also buy cyborg modifications to enhance your power
- These can all be bought via the company.
- ADD BELOW IF YOU HAVE TIME
- HOWEVER the company is not the only way you can make money.
- Another way to make money is via the black market cause this game has to have a black market.
- You can buy money printers from the black market (as a side hustle) and print money to earn cash.
- YOU maybe asking?? Wouldn't the company see you doing this and have you shutdown. Yes they will get mad but it will be bad for their pr team so they do not do anything.
- However just because the company does not care doesn't mean that the owner's of the house won't care. The house owners will occasionally without notice check on your work and if they see money printers they will confiscate it upon sight. (You cannot fight them because ur just a puny action figure sized robot) (Assume they have 12 guage shotguns)

CLAIM THE HOUSE (ADD IF YOU HAVE TIME)

- With enough money the ultimate goal for you is to remove the house from ALL PESTS. (This is part of your programming) You have seen and deemed the human and dog inhabitants of the house are unfit to live there and must be removed.
- You can do this two ways. One is to buy the house off of them (literally impossible u need like 2 million dollars)
- Or you can remove them.

CLAIM THE BACKYARD (ADD IF YOU HAVE TIME)

- Battle against endless pests in the backyard. (survival game mode)

Win Conditions

- This game is a more sandbox like game where you just upgrade your character and do whatever. You can make money and buy better gear but overall if you just wanna sleep you can do that too.
- However if you do claim the house you are considered a supreme ruler and hailed as king so that's also cool.

Style

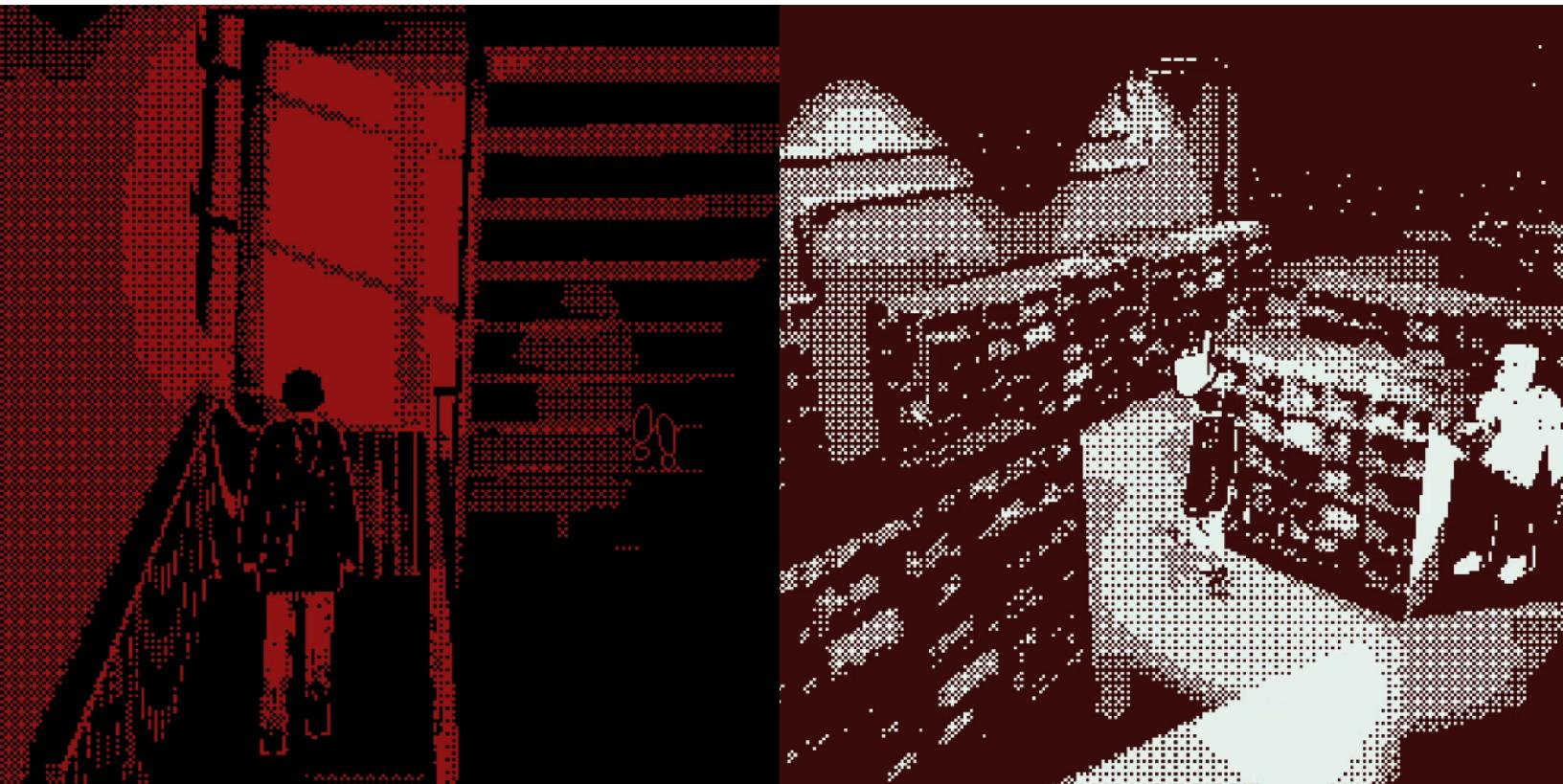
The game will take place during night time so the game will be pretty dark.

- This is because I suck at 3d modeling and it will be easier if you couldn't see the 3d models.
- Also it makes the game spooky especially considering a spider could be half your size. (Or maybe bigger)
- I want the children to appear like titans, enormous beasts that only wish to consume you.

Visual Inspirations



I want to atmosphere of the room you are cleaning pests in to be something like the images above. Not lit, old and almost feels abandoned. This is because of neglect from owners. (pests) You will have to use a flashlight to navigate and clear out the pests.



Atmospherically i want the game to feel like the game above. Game is Who's Lila?. It just really like the feeling of the whole game and would like to implement the atmospheric filter that it has. (not to the point where everything is blurry but to some extent like the photos)

Another aspect I want to add is the atmosphere from the game Iron Lung.

https://store.steampowered.com/app/1846170/Iron_Lung/

In this game you control a submarine in the very depths of a blood ocean. Your only view of the world is via an old photo display linked to the submarine where you get snippets of the outside world. Your only sense of hearing is via the creaks and movements of water in the ocean. The player is put in an extremely

vulnerable state where any hit to the submarine could be fatal. I want to encapsulate that feeling of horror of the unknown in my game. (or try my best to)

Timeline

Overall the game is pretty ambitious asking for a lot to be modeled, rigged, animated etc. So organizing the production will be very worthwhile.

Production will be separated into two brackets: Visual and Non-Visual

Non-Visual

- Movement Basics
 - Code together a wasd, jump movement system with a fps camera.
 - This should be pretty easy and should take less than a day to do.
 - (1 - 2 hours approx)
- Movement Advanced
 - Code an advanced movement system depending on whether you want to do a aot/odm inspired grapple hook system or a detailed dash ability to move.
 - Would take a lot longer to complete as it involves polishing and making sure the movement system is smooth.
 - (6 - 12 hours approx)
 - Or you could add mini vehicles to the game where the player can drive in a car or motorcycle or fly a plane to move around the room.
 - Would take a lot longer considering you have to script and model a polished vehicle. Could watch a tutorial to cut down on time but would take much more time than a dash/aot movement system.
 - (12 - 36 hours approx)
- Pests
 - Main Pest Script
 - Would involve the very basics that all pests would have in common. These include:
 - A health system
 - A pathfinding system

- A patrol/idle system
 - A run system
- Note all these systems are replaceable like for example a spider would have a much different patrol/idle system than an ant.
- (6 - 16 hours aprox)
- Spider
 - Would involve modifying the main pest script to add:
 - Web sligning action
 - Custom idle/patrol system
 - A movement system based off web aligning
 - A more refined behavior system
 - (4 - 6 hours aprox)
- Ticks
 - Would involve modifying the main pest script to add:
 - Changes to behavior i.e. making it always flee when it sees the player.
 - (1 - 2 hours aprox)
- Fly
 - Would involve modifying the main pest script to add:
 - Custom movement script that makes it fly instead of crawling
 - Custom behavior (google search fly behavior)
 - (1 - 3 hours aprox)
- Rat
 - Would involve modifying the main pest script to add:
 - Custom behavior tuned to cheese loving
 - Attack system
 - (4 - 6 hours aprox)
- Wasp
 - Would take alot of time because you need to add:
 - Flying movement that is more aggressive
 - Attacks that are visible yet hard to fight against
 - It would be hard
 - (8 - 12 hours aprox)
- Pest Removal Gear
 - Throwing Script
 - This script lets you pickup items and throw them

- (1 - 2 hours aprox)
- Swing Script
 - Simple weapon swing if I add swords
 - (0.5 - 1 hour aprox)
- Poke Script
 - Weapon poke
 - (0.5 - 1 hour aprox)
- Shooting Script
 - Will use proceduralized raycasting as I want the projectiles to have weight.
 - (1 - 3 hours aprox)
- Children
 - Custom pathfinding and behavior but might still implement pest script.
 - (12 - 24 hours aprox)
- Economy
 - Scripting economy is not that bad with weapon shop and all that
 - (0.5 - 1 hour aprox)
 - Scripting money printing system and a way for the owners to catch you money printing
 - Hard
 - (8 - 24 hours aprox)
- Claiming the house
 - Easy
 - (0 hour)
- Claim the backyard
 - Not bad
 - (0.5 - 2 hours aprox)

Visual

- Player
 - Will be fps but will still have to model the player's hands and the box that the player comes in
 - (1 - 2 hours aprox)
- Pests
 - Model in blender

- Setup Rig and Setup Animations
- Or you can just get a free asset of unity (last resort)
- Spider
 - (8 - 12 hours)
- Tick
 - (3 - 8 hours)
- Fly
 - (3 - 8 hours)
- Rat
 - (6 - 10 hours)
- Wasp
 - (8 - 12 hours)
- Pest Removal Gear
 - Model in blender
 - Setup firing animations or use animations
 - Stick
 - (1 - 3 hours)
 - Pin
 - (1 - 3 hours)
 - Mini Stapler
 - (4 - 12 hours)
 - Crossbow
 - (8 - 16 hours)
- Children
 - Model in blender
 - Setup rig and animations
 - Probally will have to get this off a free asset
 - (12 - 24 hours)
- Money Printer
 - Model in blender
 - Setup rig and animations
 - (12 - 18 hours)
- GUI
 - Gui for basic health/ammo count/energy left
 - (4- 8 hours)
 - Gui for economy/shop/black market
 - (8 - 12 hours)
- Map

- Biggest Undertaking (24 - 40 hours)

Timeline Visualized

 Pest Control Timeline Visualized

Brainstorm whatever

Little Nightmares



The gameplay for little nightmares is very proceduralized in that each scene has its own boss, puzzle, and there are very small time windows making the gameplay very intense. This adds a lot of suspense and narrative to the gameplay as you feel like you are following along a story. However I want my game to be different in the sense that it is more open world/adventure where you make your own decisions and aren't confined to the game's narrative. What I do want to add from little nightmares is the atmosphere that the game gives. You always do not know what is coming in the game as the camera angle/sounds/music/environment all relate to the narrative. For example: The first couple stages are tutorial stages but since we are playing the game for the first time the music is ominous. The camera angle also blocks our sight so we cannot see what is further ahead.

KEY: Add a way to limit the sight of the player so that you can add more narrative and make the game more suspenseful. Taking away sight can make the player feel more vulnerable to enemies or any attackers.

Stages

Tutorial Stage: First Night:

- I want the first night to be similar to the first night in little nightmares. There will not be an obvious threat but the game will hint there is one. (Just to warm the player up to the mechanics)
- Spiders:

Revisions

- I ended up only being able to implement the spider pest.
- I made the map overall more claustrophobic and scrapped the idea of being a tiny person in a big home. (Too much space meant that the spiders did not feel like much of a threat)
- Pest Removal Gear mostly got revised to being the flamethrower
- Scrapped the children/economy due to time constraints
- Movement overall is the same with a sprint and wasd movement.