

Game Design Document

Design Master List

List of Mechanics/Ideas/Items wanted in the game if an item is added here please also add a quick summary of what it is/how it would work.

- **Flashlight**
 - Device the player can use to illuminate surroundings
- **Holding items**
 - Ability to hold different items such as keys, axes, etc
- **Dropping Flashlight**
 - Ability to put flashlight onto the ground
- **Inventory**
 - Ability to hold multiple items
- **Puzzles**
 - Challenges for the player to complete to progress game
- **Map**
 - Area for player to explore
- **Bulletin Board**
 - Contains physical map of the camp as well as potential other important papers
- **Monster**
 - Creature that is hunting the player
- **Win Condition**
 - How the player is able to complete the game
- **Lose Condition**
 - How the player is able to lose the game/die
- **UI**
 - How we represent things such as the inventory to player
- **Fear Meter**
 - An alternative lose condition that goes down the more scary things the player interacts with
- **Items**
 - Objects in game player can pick up and add to inventory

Ideas Area

Place to flesh out anything that is put into the Master List. Provide ideas, random thoughts, what ifs and anything else that can contribute to actually making this stuff. If someone else's idea intrigues you, use the comment tool to react in some way.

- Flashlight

- Squeeze based crank light
 - Button press/ mouse click?
 - Duration of light is based on amount squeezed
- Work with programmers to figure out illumination level
- Can it run out of batteries?
- Can it break?
 - If yes what happens then?
- How to show the player how much light is left?

- Monster

- Hides from light
 - Moves away from light at faster speed
 - After certain distance disappears/ despawns
- Stalks player
 - Figure out if its following player or teleports around
 - Always in game or spawns in and out depending on checks?
- Utilizes noise to distract and trick player
 - Imitate voices
 - Animal sounds
- Interact with environment
 - Talk with programmers to figure out where we wanna go with this
 - Actively breaking things vs just noise and such
 - Trigger check for items getting knocked over
- Cues for when creature is near
 - Primarily audio
 - Lack of other sounds
 - Just creature moving

- Holding items

- Figure out which items are two handed and which are one
- Also figure out what items (should probably be own category)
 - One handed
 - Keys

- **Dropping Flashlight**

- Drop vs throw
- Should player be able to forget about flashlight?
 - Potentially additional challenge level
 - Potentially just really annoying

- **Inventory**

- How big
 - Can you expand it?
-

- **Puzzles**

- In the case of the Key puzzle before the push puzzle
 - Key is somewhere in the area that is accessible before the push puzzle
 - Could be used for a door before the push puzzle
 - Could be used for a door after the push puzzle
 - Key could be attached to a janitor key ring
 - Key could be hidden on a table bench or in a box
 - Push puzzle could be inaccessible without finding the key
 - Push puzzle could use a bookshelf/fridge
 - Could be in either the medicine room or the kitchen, whichever makes more sense
 - Perhaps instead of a push, it is a pull or move, though that might need different programming
- In the case of the push puzzle before the key
 - The key is placed somewhere after the push puzzle
 - This would be either in the medicine room or the kitchen
 - Could be located in a walk in freezer
 - Could be located in the medicinal fridge
 - Maybe the janitor is back here, rather than up front
 - Push puzzle would need to be either in the dining hall or in the medicine room
 - The mechanics of this puzzle don't really change much, only the feel and flow between the two of the puzzles

- **Map**

- **Win Condition(highlight the winner)**

- Escaping the building
- Finding a person or object

- **Lose Condition**

- **UI**

- **Movement**
 - Running, jumping, crouching
 - Ways to expand puzzles
 - Maybe affects light
 - Figure out how that works in unity first
 - Wait till core basics are out of the way
- **Fear Meter**
- **Items**
 - Get added to inventory when picked up
 - Usually small things
 - Keys
 -

Vertical Slice Checklist

Items that have made it past the ideas portion successfully and are ready to be implemented into the main game in time for the vertical slice. Mainly used so we have a coherent thing to show the programmers and artists

- **Monster**
 - Hides from light
 - Stalks player by pathing towards them
 - Small scripted interaction with environment
 - Causes audio cues/lack of audio when near
- **Flashlight**
 - Click mouse to charge up
 - Will flicker when low on power
 - Able to be dropped and picked back up
- **Map**
 - Dining hall and attached kitchen
 - Small room connecting the two
 - Dining hall contains tables with chairs stacked on top to block LoS
 - Contains key
 - Kitchen is more poorly illuminated (no windows) contains many more roadblocks like counters, cupboards, ovens
 - Contains level exit and push puzzle
 - Blinking light/ tiny light in corner
- **Fear Meter**

-
- **Inventory**
 - You can equip One-handed items
 - Only one, One-Handed item can be equipped at a time
 - While unequipped One-Handed items can be stored in your inventory
 - On person items will be limited to five inventory spots
- **UI**
 - Contains Fear Meter
 - Inventory Choices
 - Highlight important items when looking at them
- **Movement**
 - Basic walking
 - Move camera around
- **Puzzles**
 - Puzzle involving putting down flashlight
 - Have to push some sort of box like object out of the way
 - Hold button down to move object
 - Lock camera
 - Puzzle involving finding key
 - Note in the beginning to notify player of its location
 - Pick up with button
 - Item zoom in to tell what item is
- **End Conditions**
 - Successfully escaping dining hall completes vertical slice
 - Getting caught by monster by it getting in range to touch you forces you to restart
 - Monster reaches out to turn off flashlight
 - Currently just block smacks off flashlight
 - Fear meter reaching 0 forces you to restart
 - Camera falls over

Alpha Sprint Implementation

Monster

- Hides from light
- Stalks player by pathing towards them
- Small scripted interaction with environment
- Causes audio cues/lack of audio when near
- **Flashlight**
 - Click mouse to charge up
 - Will flicker when low on power

- Able to be dropped in specific locations to light up the door and picked back up with a button press
- **Map**
 - Dining hall and attached kitchen
 - Small room in the corner, Nurses office
 - Dining hall contains tables with chairs stacked on top to block LoS
 - Contains key
 - Kitchen is more poorly illuminated (no windows) contains many more roadblocks like counters, cupboards, ovens
 - Contains level exit and push puzzle
 - Blinking light/ tiny light in corner
- **Fear Meter**
 - Implemented, and acts as a separate lose condition
 - Currently difficult to balance
 - After playtesting see if keep in or not
- **Inventory**
 - You can equip One-handed items
 - Only one, One-Handed item can be equipped at a time
 - While unequipped One-Handed items can be stored in your inventory
 - On person items will be limited to five inventory spots
- **UI**
 - Contains Fear Meter
 - Inventory Choices
 - Highlight important items when looking at them
- **Movement**
 - Basic walking
 - Move camera around
- **Puzzles**
 - Puzzle involving putting down flashlight
 - Have to push some sort of box like object out of the way
 - Hold button down to move object
 - Any puzzle that uses a large object(
 - Lock camera
 - Puzzle involving finding key
 - Note in the beginning to notify player of its location
 - Pick up with button
 - Item zoom in to tell what item is
- **End Conditions**
 - Successfully escaping dining hall completes vertical slice
 - Getting caught by monster by it getting in range to touch you forces you to restart
 - Monster reaches out to turn off flashlight

- Currently just block smacks off flashlight
- Fear meter reaching 0 forces you to restart
 - Camera falls over

Currently Implemented

Items that are currently in the active build in some way. Things should be listed exactly as they are in game so we can keep a running inventory of how things are looking.

For Beta - New

Flashlight

- Glow bar to determine what the charge level of the flashlight is
 - Separated into three bars

- Map

- Screen door for the outdoors center
- Path from parking lot to the tool shed
- Saving at the Campfires

- Fear Meter

- Removed (?)

- Inventory

- All items now in the inventory space
- Items are destroyed on use

- UI

- Highlight important items when looking at them
- Small text at the bottom of the screen when picked up, detailing how to use the item

- Puzzles

- Key Puzzles
 - Puzzles where you need to find a key to unlock a door
 - Includes keypad puzzle
 - Located at the Tool Shed, Outdoor Center, and Dinning Hall
- Hold Puzzles
 - Puzzles where you need to hold the E key
 - Includes push, screwdriver, bolt cutter, and Exacto Knife Puzzles
 - Locks the camera in place while holding E
 - Located at the Office, Pavilion, Boys cabin 1, Outdoors center, Dinning hall, and nurses office.
- Note Items
 - Give key details of the items at locations

- **End Conditions**

- Successfully repairing the car
- Getting caught by monster by it getting in range to touch you forces you to the last save