

Game Design Document

1. Title Page

1.1. **Game Name** – -----

2. Game Overview

2.1. **Game Concept** – Single Player (Offline) Art Game based on the concept of everyday life and routine

2.2. **Genre** – Art Game

2.3. **Target Audience** – 18+ Male and Female

2.4. **Game Flow Summary** – Directional Keys used to manipulate a single character to move around a 2D (Bird's eye view) of a house. Gameplay includes mini-games and decision making.

2.5. **Look and Feel** – The look and feel of the game will be similar to the game 'Sims', where the player controls one character and his/her interactions with the world around the character. The theme of the game will revolve around mental disorders and will have a dark tone.

3. Gameplay and Mechanics

3.1. Gameplay

3.1.1. **Game Progression** – At the beginning of the game the player will be given a tutorial on how to interact with the game in multiple different scenarios and will also be acquainted with the basic layout and elements within the game world. The game will have different levels representing 3 different ages of character (Age -5-15-25). Each level will have 5,3 and 1 round/rounds respectively, with each round representing the morning routine of one single day. If a player succeeds in completing the round/rounds of each level, he/she will progress onto the next level/age. If the player does not manage to complete the round/rounds of the level and the character dies during any point of the level, the player will be forced to restart the level. Each round will end as the player chooses to leave the house through the exit door, indicating the end of that morning and the beginning of the morning of the next day, upon which the player will find the character once again standing by the bedside.

3.1.2. **Mission/challenge Structure** – The mission of each level is to make the character survive by changing the normal structure of each day's routine and not give into the monotonous routine of everyday life, and in turn commit suicide.

- 3.1.3. **Puzzle Structure** – The challenge is to find a way to be different each round in terms of the order or way of doing everyday tasks, or not to do them at all by completing a check-list that will be hidden from the player at all times during the game. By completing this hidden checklist, the player will succeed in keeping the character alive. To be different in each round the player will also be required to play mini-games within the game itself which will allow the player to be different each round. In the case of the mini-game to brush the characters teeth, the player is required to move the cursor in order to interact with the game objects and brush the teeth but a 'Done' button will be present from start to finish. If the player chooses to not brush the teeth and just clicks on 'Done', that action might check off one item from the hidden checklist which required the player to differ or stray away from the normal routine. The hardest challenge for the player is to figure out the items on the checklist without ever being able to see it. To accomplish this task the player will be required to use a trial and error approach.
- 3.1.4. **Objectives** – The objective of the game is to challenge the player to come up with creative solutions to problems that are not even clearly visible to him/her, aka hidden checklist, and try to find unconventional means and methods to beat each round and level.
- 3.1.5. **Play Flow** – The flow of the gameplay is very simplistic and the concepts of a single day that starts in the morning being represented as a round helps the player relate to the game as each player has an individual morning routine for each day. The round starts at the beginning of the day as the character is shown near the bed, connoting that the character has just woken up. Then the player is required to make decisions on where to take the character, how to go about doing everyday tasks and in which order or disorder to do them in, which each round being different from the last. The trial and error approach that is required to play and maneuver through the game's internal puzzle structure will significantly affect the game flow as the probability of the player having to play each round and level multiple times is high (See 3.1.3).
- 3.2. **Mechanics** – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.
- 3.2.1. **Physics** – The game is based on discreet mechanics and is on a 2D plane, on which a single character will be control by directional keys. The entire gameplay, other than the character object remains static up until the screens for the mini-games come up, which consist of interactable objects (See 3.1.3)
- 3.2.2. **Movement in the game** – The character movement is controlled by directional keys while the actions in mini games are preformed by directional keys and mouse movements.

3.2.3. **Objects** – There are no interactions with game objects other than the directional keys controlling the game character and the mouse which is locked to the game objects it interacts with in mini-games.

3.2.4. **Actions** – See 3.2.2 and 3.2.3

3.2.5. **Combat** – There is no combat present within the game

3.2.6. **Economy** – There is no internal economy present within the game

3.2.7. **Screen Flow** – There are a total 6 screens within the game. The first is the landing page which shows three buttons, Play, Options and Quit. The Quit button exits the game. The Options button takes you to a screen on which different game customization options are available. The Play button takes you into the game mode with a 2D Birds Eyes View of the game character's house. From that screen if the player chooses to play a mini-game he/she is directed to another screen through which mini-games are playable. Another screen will be a prompt screen which will come up whenever the player moves the character in the vicinity of a mini-game or exit, this screen will ask for confirmation from the player for the action he/she wants to make. All these screens are linked through thematic elements such as color, game objects and backgrounds.

3.3. **Game Options** – The options are highly variable as each decision a player makes can alter the game. The players choices in which order, disorder or the choice to not do an action can change the out of each round or level.

3.4. **Replaying and Saving** – The game will automatically save each time a player completes a round. Once the entire game has been successfully completed by the player. The player can choose to restart the game and play again from Level 1.

3.5. **Cheats and Easter Eggs** – There are no cheats and easter eggs within the game.

4. **Story, Setting and Character**

4.1. **Story and Narrative** – There is no backstory in the game. The narrative of a single character aging from the age of 5 to 25 (Three Levels) is depicted. The narrative deals with influences from Mental Illness such as depression.

4.2. **Game World**

4.2.1. **General look and feel of world** – The game world will have a highly melodramatic aesthetic. With gothic and dark influences.

4.2.2. **Areas** – The accessible areas within the game world are confined to the characters house.

4.3. **Characters** – There is one character in the game world. His back story is kept vague. His appearance is shown to change with the growing age.

5. **Levels**

5.1. **Levels** – Each level is very similar in terms of layout and placement of key game elements. The player follows the same pursuit in order to complete his required activities.

5.2. **Training Level** – The player is required close to no training to play the game. Yet, a basic tutorial is provided at the start to adequately acquaint the player with the game world.

6. **Interface**

6.1. **Visual System** – The only object on the player's HUD is the Level/Round counter.

6.2. **Control System** – See 3.2.2 and 3.2.3

6.3. **Audio, music, sound effects** – The game features constant dark themed music which is looped and remains uninterrupted from the menu to the gameplay. The only sound effects in the game are during mini-games to give context to certain actions.

6.4. **Help System** – Single tutorial at the beginning to the game.

7. **Artificial Intelligence** – No AI exists with the game.

8. **Technical**

8.1. **Target Hardware** – Desktop Platforms

8.2. **Development hardware and software, including Game Engine** – Windows 10, Unity

8.3. **Network requirements** – None

9. **Game Art** – All Sprites created in Photoshop and via 3D Modeling.