EPOCH ESCAPE

PROJECT SLOTH

DESIGN DOCUMENT
VERSION 0.1
APRIL 30TH, 2014

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VERSION HISTORY

Version 0.1 – April 30th, 2014
- First version of the document. Template based on link noted in "Links" section

Version 0.3 - May 14th, 2014
- Added images and more detail, including class UML Diagram

Version 0.4 - May 21st, 2014
- Added music section

GAME OVERVIEW

Game logline

A stealth-based puzzle game in which you play a character from a specific period of time and try to escape from the lab and the aliens that abducted you.

Gameplay synopsis

Epoch Escape is a stealth puzzle adventure game that will appeal to a broad audience. The game uses traditional stealth like mechanics such as hiding, distraction and camouflage and combines them with a maze like puzzle adventure with a strong strategic core. Game 101 will have a cartoon like look to it expanding the audience and bringing a youthful quality to the game. The overall game is a puzzle maze game that relies on stealth movements and timing in order to solve the puzzle and make your way through each level of the game. There will be alternative options to pass each level and with several characters to choose from, the game will have replay value in solving each level in a new way given the selected player's strengths and weaknesses.

UML Diagram

GAME DETAILS

Description

The character will navigate through multiple levels, sneaking past guards and cameras, while collecting crystals shards in order to power the door to the next level. The guards are keeping you hostage so that they can study and learn more about your species. Your character will have items scattered throughout the map to aide in their journey as well as their own special ability. Your character must escape the lab, and go back to their own time period.

Game genre?

Stealth Puzzle

Is this single-player or multiplayer game?

Single Player

Is this 2D or 3D?

2D

Where does the game take place? (world)

The game takes place in an alien lab at an unspecified location. The characters were transported through time to the lab for testing and the world is composed of laboratory-themed levels.

What do I control? How many characters? Can I use vehicles?

The player controls one of six available characters who move on foot. Only one character / player is active at a time, and vehicles are not incorporated.

What is the main focus?

The primary focus of the game is to escape the lab. This is accomplished by gathering crystal shards to form a whole crystal. This crystal unlocks the door and allows the character to escape from the current level.

How long will each game last? Or how long game matches last?

We estimate that each game will take approximately an hour to 1.5 hours. Game length is further increased by replay value through unlockables.

What is unique?

Moving walls as part of the puzzle. Stealth and puzzle elements combined.

Why create this game?

It involves elements that we are all excited about. As a team we all feel that we *want* to create this game, and make it fun for everyone else.

AUDIENCE, PLATFORM, AND MARKETING

Target Audience

Stealth games have traditionally been geared towards a male audience in the 15-35 age range as well as hardcore gamers. Our game wants to expand the stealth genre to a broader audience by bringing in a comedic theme and a friendlier approach to the genre. The audience for our game would be both male and females aged 12-45. The look of the game will appeal to both a younger audience and gamers outside of the hardcore gamer category. The character appeal will bring in a wider audience and expose them to the stealth genre in a friendly way.

Platform

Casual games like Candy Crush and Angry Birds have brought on a huge interest in casual gaming. We believe that this game, through clever use of moving wall and detection mechanics, can offer a new challenge to this audience.

Top Performers

- Sly Cooper
- Payday Franchise
- Thief
- Assassins Creed

Feature comparison

Sly Cooper

It is stealth based game that utilizes various character abilities to sneak by guards and do generally stealthy actions

Payday 2

You need to steal items from banks/art museums in stealth. There are guards and cameras all around that can detect you, so you must be sneaky in order to successfully complete heists

The Cave

Thief

TO FINISH

FEATURE SET

General features

- Puzzle Levels
- Moving Walls
- Detection Mechanic
- Power Core Collection
- Alien Memo Collection

Gameplay

The player moves through levels by collection power cores to power open the end door. While doing this, the player must find a path to the core pieces, avoid detection, and search for alien memos.

GAME WORLD

Overview
Character stuck inside an alien lab.

Key locations
Alien Lab

Travel

The character walks inside levels, and may have additional options according to specific character types.

Scale

Micro World - Inside a lab
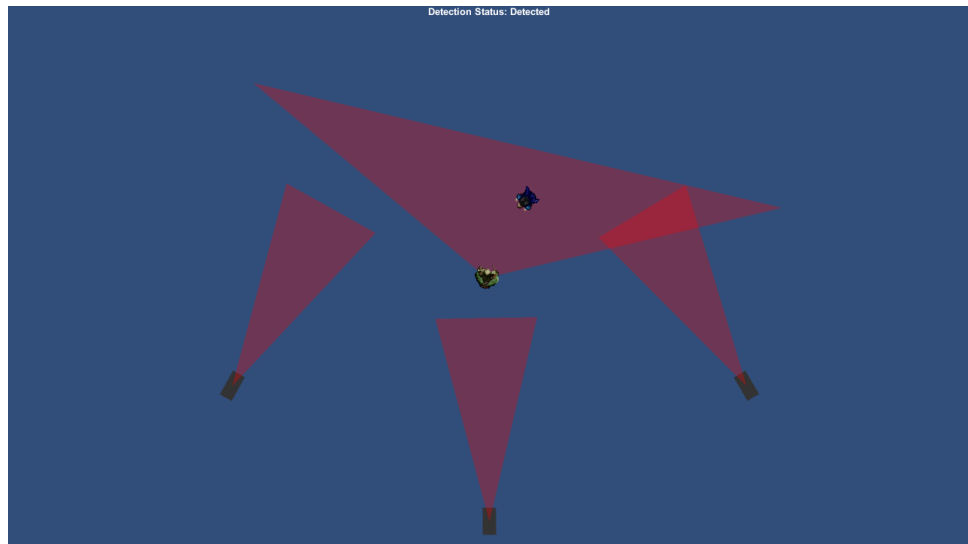
Objects

Power Core Fragments, Inventory Items, Lab Notes, Walls, Moving Walls, Shifting Walls

CAMERA

Overview

The camera will be locked on top of the player character. The camera will also have limited vision of the whole level.

GAME CHARACTERS

Overview

Multiple characters that were taken from their own time period in order for the alien guards to examine and learn about them.

- Cave Girl
- Knight
- Ninja
- Mummy
- Robot
- Astronaut

Character creation

The user will begin a play-through by choosing one of six possible characters, which are gender and appearance-locked.

Enemies and monsters

Guards

These enemies will patrol around the map with their own detection areas. If your character walks through the detection area, then your detection bar will fill up completely and you will be caught.

Cameras

Cameras are statically placed on walls and rotate between certain angles. They also have a detection area, however if a player walks through it, the detection level will gradually increase. If your detection bar fills up completely while under a camera, then you will be detected and caught.

USER INTERFACE

Overview

The primary UI elements will most likely consist of: player portraits, the detection bar, and an item viewer. There are some context-dependent UI elements such as alien memo notifications.

Details

- The inventory will display the number of items you have of each, and the current items in your inventory.
- Detection bar will display what detection level you are currently at.
- Portraits are simply there to give you a visual of the character you have selected.

OBJECTS

Overview

We will have items throughout the game which characters can pick up, and activate. Some will activate on pickup, and some will need to be activated once it is in your inventory

Items

Flask

The flask will lower your detection rate on pickup, while adding an empty flask to your inventory

Empty Flask

The empty flask can be thrown at guards to knock them out.

Character Specific Items

Each character will have their own specific items which will be used for their special ability. Following is a list of of the special items.

- Mummy: Bandages
- Knight: Sword and Shield
- Ninja: Boots with Wings
- Robot: Ink Cartridges
- Cave Girl: Club
- Astronaut: Fuel

Alien Memos

These memos allow you to unlock certain characters. There will be different numbers for each unlockable character. These will be found around the map, or on guards. You must knock out a guard to obtain the memo. Once you collect the specified number of memos the character will be unlocked for you to play.

Trip Wires

These will move walls around if your character walks through it.

Walls

There will be moving walls which are activated by trip wires. These walls will either rotate, or shift depending on what type of wall it is. These can be strategically used by players in order to complete levels easier.

MUSIC AND SOUND EFFECTS

Overview

Audio will be themed around the alien spaceship, so players can expect to hear sounds typical of sci-fi and alien life forms. The audio is not going to be overly serious, as the game is more casual, so recognizable pickup sounds will be used.

Details

Music tracks

To be decided.

Sound effects

- item pickup
- door interaction
- moving walls
- footsteps
- camera ambience
- guard chatter
- flask thorw
- flask break

3D sound

3D sound will be used, with the player as the main audio listener. The only 2D sounds will be ambient.

Other

ART

What kind of style will be used in the game?
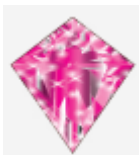Cartoon-ish.

Needed building models
- Walls

Objects
- Flasks

- Special Items
- Power Cores

- HUD Elements

Scenery models
- Lab tables
- Alien things
- Lab Equipment

Character Models

- Cave Girl

- Knight

- Ninja
- Robot
- Astronaut
- Mummy
- Guards

RESOURCES AND LINKS

Links to related resources

Design document based on this template:

> HTTP://FORUMS.XNA.COM/FORUMS/T/229.ASPX
>
> HTTP://INDIEPATH.COM/PUBLIC/DESIGNDOCUMENTTEMPLATE01.DOC

A few sections of the document are based on the design template in this book:

> Fullerton, Tracy. Game Design Workshop, 2nd Edition: Elesvier Inc, 2008.

MISCELLANEOUS

Overview
These are crazy ideas we have that we want to implement, but are not necessary.

Crazy ideas

Boss
A giant alien guard who is blind. He "sees" by carrying two cameras in each hand. You must wear him out, by running away and not getting detected by the cameras. At the end, he will be tired out, and his camera batteries will die, causing him to give up.

Hidden Rooms
These rooms will contain special items for the player to collect

Trap Doors
These will allow a player to fall through to another room, where the player will have to work to get back up to the original level.