

REDROOM

RedRoomHotel

Game Design Document

Version 1.3

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Game Overview

The player is trapped in a hotel and has to escape it, collecting items to make the player more powerful.

The game features rogue-like elements such as random map generation and permadeath for increased replayability. What makes the game unique are the gimmicky items the player can pick up, where having multiple of them leads to fun synergies that are both intentional and unintentional. Weird gameplay bugs that the player finds after release could actually enhance gameplay!

The gameplay aesthetics and mechanics draw inspiration from "The Binding of Isaac," another rogue-like game. The setting is in a hotel, with horror aspects that scare the player.

The key experience for this game is to have the player character feel completely different every time he or she plays the game, as the behavior of the character can radically change over different sets of items. This keeps the game fresh which will help with player retention.

Game Tweaking

- Fire Rate of players
- Enemy Health
- Room generation (Level complexity)
- Design Weapon
- Cool Down Timing

Game Details

The Hero

The main character is a bellhop who was sent up to room 13 on the 5th floor. He is the person that the player controls, and must fight to survive.

Enemies

Induce damage to the hero, and when killed or injured will drop power-ups.

Power-ups

Passive items

Permanently increase players' speed, total health, damage, attack speed. Also, companions will follow the hero and attack enemies.

To Do: (Items that)

- Increases the players base speed
- Increases the players total health
- Increases the players attack speed
- Increases the players damage from projectiles
- Allows the player to go through obstacles

Possibilities: (wishlist, Items that)

- Allows the player to get hit once per room and not take damage
- Allows the player to fly over obstacles and pitfalls
- Allows the player to become physically smaller/larger
- Allows the player to have a companion that will kill enemies with him

Active Items

Player can only take one active item, and different items have special effects. Active item can only active when player press Space. The cooldown time varies on different active items.

To Do: (Items that)

- Allow the player to teleport to the other side of the room
- Allow the player to shoot a laser beam every so often
- Allow the player to shoot a rocket every so often

Possibilities: (wishlist, Items that)

- Time only moves when you move
- Reroll the enemies inside the room
- Reroll the item inside the room
- Teleport you straight to the boss fight






Weapon

Change the weapon of the player, and could be combined with other weapon to make combo effect.

To Do: (Items that)

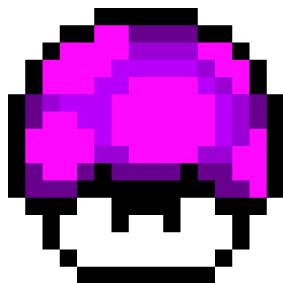


- Allow the player to shoot two shots forward
- Allow the player to shoot one shot forward and one backwards
- Allow the player to shoot a laser beam


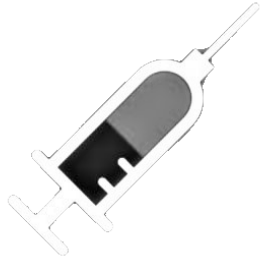



Weapon Ideas


Icon	Weapon Name	Damage	Clip size	Bullet speed	Fire rate (cooldown)	Accuracy (might add)	Reload Speed	Special Mechanic
	Flashlight (default)	20	8	8	1 bullet per 1 second	5 degree delta	1 second	n/a
	Green Arrow	3	50	15	1 bullets per 0.8 seconds	5 degree delta	1 second	Shoots egg
	Raygun	25	10	10	1 bullet per 1 second	8 degree delta	1.2 seconds	Bouncing bullets
	Charge gun	4-15	5	15	Fires anytime, fully charges after 2.5 seconds	0 degree delta	1 second	Charges shot for more damage
	Shotgun	10 per bullet	2	10	1 spread shot per 1.5 seconds	5 degree delta	1.2 seconds	Fires multiple bullets per shot
	Sniper	100	1	Immediate	1 bullet per 1 second	0 degree delta	1.5 seconds	

Possibilities: (wishlist, Items that)

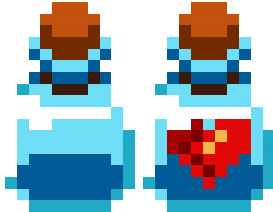


- Allow the player to shoot poison shots
- Allow the player to have a brain projectile that launches towards the enemy and explodes every so often
- Allow the player to fire diagonally
- Allow the player to fire shots that go in loop around the room


Item Name	Item ID	Item Type	Description	Icon
Poison Shroom	1	Passive	Player loses a max life, but makes the player smaller. Make the player harder to get hit.	
Anxiety Attack	2	Active		
Emergency Stopwatch	3	Passive		

Mystery Potion	4	Active		
Speed Syringe	5	Passive	Player Loses accuracy, but gains attack speed and movement speed	
Reflector	6	Active		
Medkit	7	Active	Give Casper full health, but will be destroyed after you use it(can only be used once).	
Super Shroom	8	Passive		

Spinach	9	Passive		
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Deleted Items:

Item Name	Item ID	Item Type	Description	Icon
Bottle	1	Active	Is able to hold extra health. Empty bottle activate: store a nearby heart. Filled bottle activate: player gains one health. Bottle becomes empty.	
Health Pack	2	Passive	Gain a heart container on pickup	
Shield	3	Passive	Able to get hurt for one hit point of damage and not suffer any health loss.	

SRbellh opHat	5	Active	Player can throw hat to deal damage to enemies. Will come back like a boomerang.	
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Level System

Randomizes room setup, meaning when you enter a door it can lead to a different room or even the same room to add to the mystery.

The Audience and Platform

The Audience

We have identified the player types as a hybrid between achiever and killer. The game is going to be challenging so most players will not be able to complete the game without seeing the game over screen. As players play more, they will improve, which means they will be able to achieve more through later playthroughs, thus satisfying the achiever playstyle. The main gameplay loop will be to staying alive by defeating enemies which satisfies the killer playstyle.

The Platform

The game is going to be made for a PC and will utilize the keyboard and mouse for the player-game interaction.

Feature Set

- Immersive survival game
- Randomly generated dungeons
- Diverse items
- Technically challenging boss fights
- Interactive map objects

The Game World

2-D World View

The game will be based on a 2-D world view of the map, and enemies, however when the character rotates it'll be at a slight angle.



Map Textures



Doors

Apart of the map, must be animated when player can/not be able to go through them



Blood Splatter

On/Off for Kelvin mode
Will fade with time



Rocks

Immovable objects that will shake when touched



More textures to come, however will the current list will create an interactive map for the user, making it "feel" real and immerse the player in our RedRoomHotel.

Camera

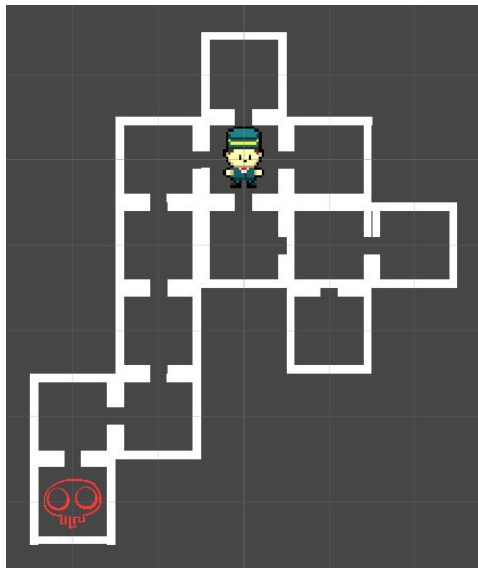
Main Camera

Will focus on the game map including enemies, player, projectiles, and obstacles. Will define the game bounds and UI overlay.

Beginning Room:
(where the player begins, will display controls)

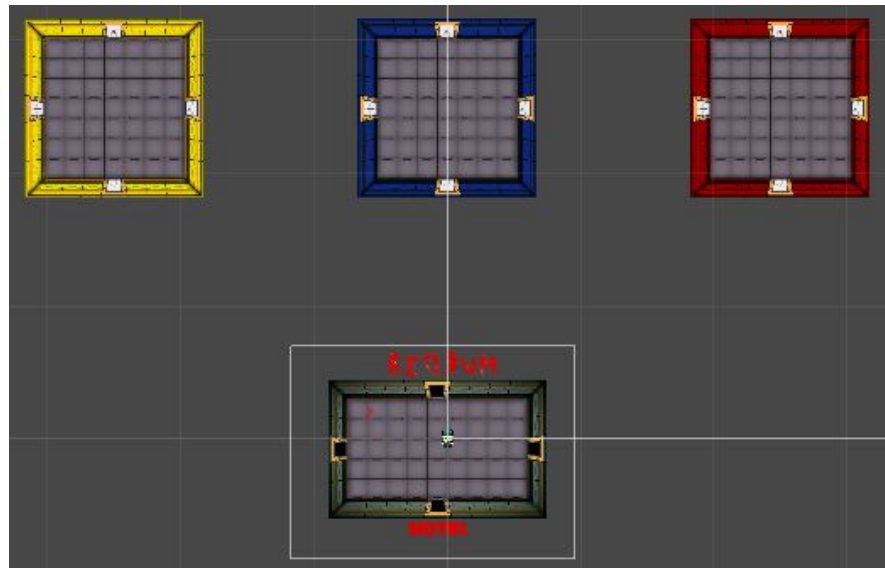


Mini Map View



- [Randomly Generated](#)

GameWorld View



- Uses a Swap Method

Game Characters

- "Casper", bellhop who must escape this hotel
- Moves with W,A,S,D
- Equipped with a phaser *Currently working*
- Interacts with items







All are subject to change and are currently animated

- Slime
Shoots slime in all directions and diagonally
At the moment does not move

- Ghost
State based (Idle, Angry, Chasing)
Will damage casper when they hit

Suitcase Boss
Shoots blue bullets in spread manner
Moves towards player

Sprite	Character Name	Start health	Behavior
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	<p>Casper</p>		<ul style="list-style-type: none"> • Bellhop who must escape this hotel • Moves with W,A,S,D • Equipped with flashlight • Interacts with items
	<p>Ghost</p>		<ul style="list-style-type: none"> • State based (Idle, Angry, Chasing) • Will damage casper when they hit
	<p>Slime</p>		<ul style="list-style-type: none"> • Shoots slime in all directions and diagonally • Will get shoot 8 bullets when it reach certain health(50)
	<p>Suitcase Boss</p>		<ul style="list-style-type: none"> • Shoots blue bullets in spread manner • Moves towards player

User Interface

Normal Mode

Health hearts, armor, inventory, progress status, damage UI text, Minimap, timer

Kelvin Mode

Unlimited health, ammo, items, essentially stress test our system and make it easier to grade entered via cheat code

Items

The idea of items is to help and hinder the player during gameplay, while health and shield boosts the player, ~~rotten food will drain health bar~~. Keeping in mind this vague array of items, we are planning to expand this to abilities. The items would be used immediately unless health/shield is full, meaning some sort of main or singleton inventory object that must be called. This will affect the UI showing the player how much health, shield, and other resources he still has available.

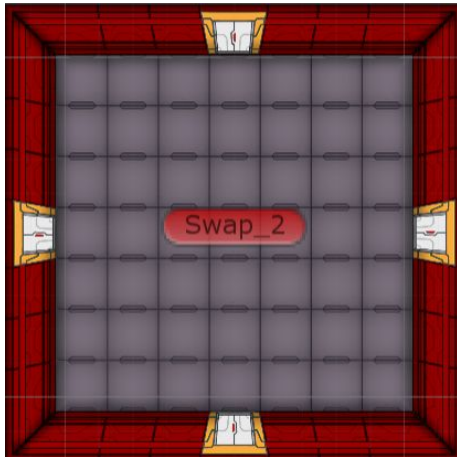
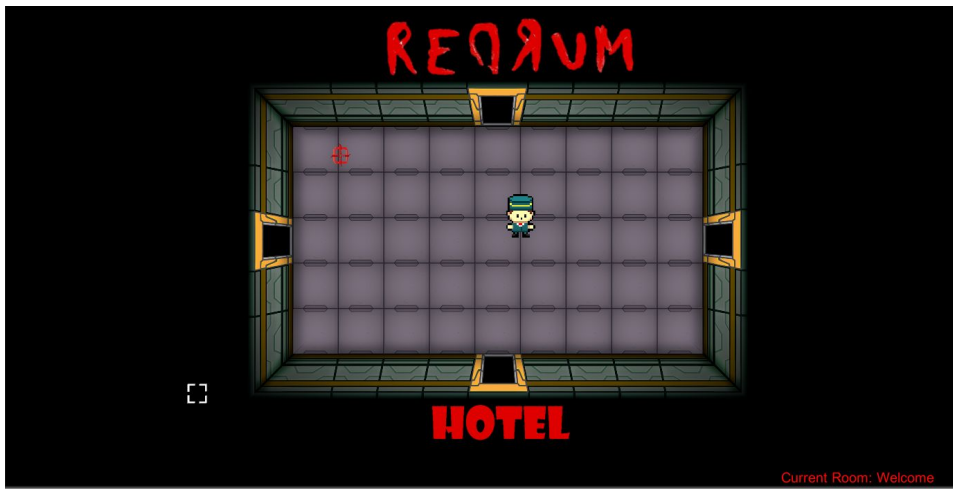
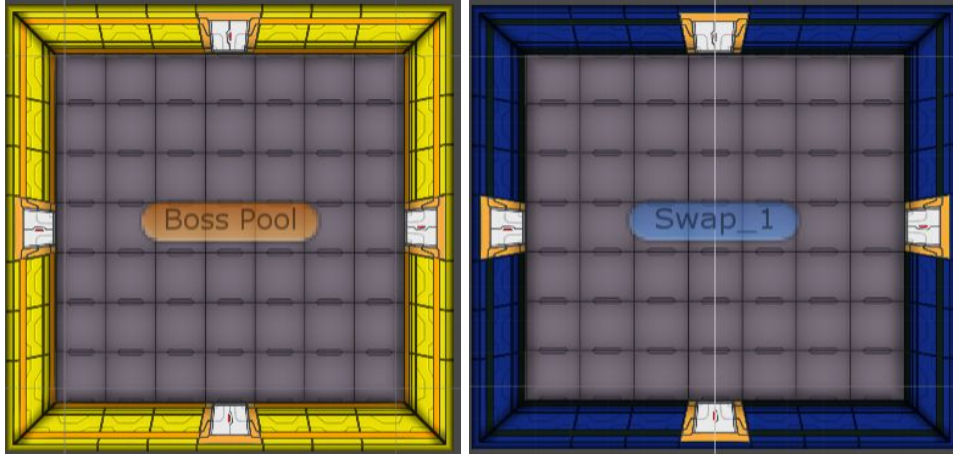
Music, Sound Effects & Art

We want the music to have a creepy undertone in order to encapsulate the feeling of being a scared little kid inside an abandoned hotel. A slow tempo with changes rapidly based on what is happening on the screen. We can add ambiance into the music track to keep the player on edge and invested in the game.

The Sound Effects should play when the:

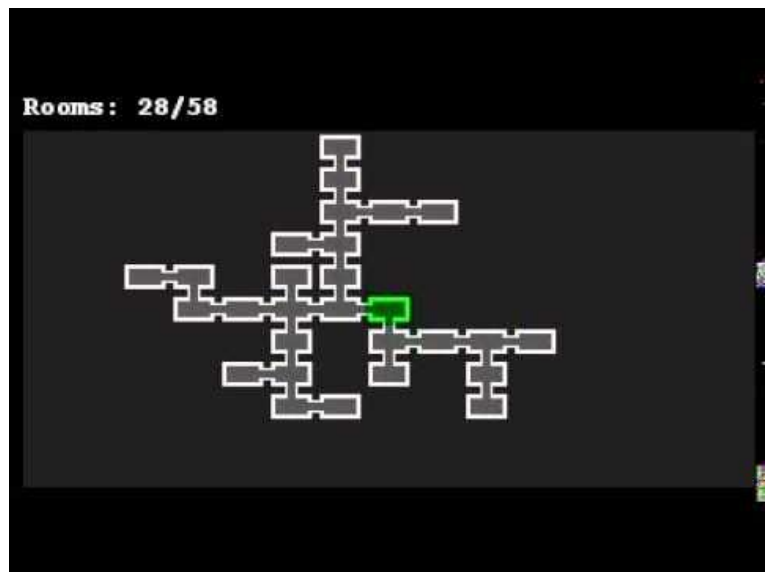
- Player attacks (beam sound)
- Also an "ouch" sound effect when the kid gets hit.
- Each enemy will make ambient noise randomly when in the same room as the hero

Map Art (Actual)



INTRO

Map Art (Resources)



Intro

Enemy Art



Tone

Sinister, threatening, and comical. We'd like this game to have an eerie and Halloween feel as well as playful and fun character costumes with corresponding sound effects and sound track.

Theme

Will be taking place in a hotel, hence RedRoomHotel, where we are closely following in the footsteps of *The Binding of Issac* however with our own twist. Including more a maze and mystery feel with possible jump scares.

Single-Player Game

Our current goal is to achieve an immersible single player on PC, and introducing a multiplayer would be a stretch goal.

Resources & Links

Hopo games developed [Risk of Rain](#)

Edmund McMillen and Florian Himsl developed [The Binding of Isaac](#)

Project Plan

Week	Important Events	Team Goals
5: 10/20-10/26	Game Pitch (10/21)	GDD + Tools We Use + Pitch
6: 10/27-11/2	Digital Prototype (10/28)	Basic Prototype with Hero animated moving, shooting, and map background
7: 11/3-11/9	Rough Demo (11/4)	Level 1: Moving between rooms, art touch up, picking up items
8: 11/10-11/16		Level 2: Component reuse and art designing
9: 11/17-11/23	Alpha Playtest (11/18)	
10: 11/24-11/30	Beta Playtest (11/25)	Level N: when we have created an architecture that allows easier extension of the map
11: 12/1-12/7		
12: 12/8-12/14	Final Game Test (12/9) Final Game Video (12/12)	