altero

Game Design Document

Plataforms:	PS4 XBOX ONE STEAM
Genre:	Platformer / Puzzle
Target Audience:	Young / Adult

electronic motion GAMES

1 CONTENTS

2   VISUAL APPEAL

2.1   CHARACTER APPEAL

The main character is a sad Voodoo doll cursed with a life of torturing people and finally free. It has a sad and morbid look.

Ady, the main character (voodoo doll).

2.2   LIGHTING AND EFFECTS ANIMATION

The graphic of the game has a palette of dark green mixed with turquoise (greenish-blue) matching the atmosphere of the game.

The background vary in different colors, the most used colors are green, dark blue and purple. It gives a sense of depth to the player. Some solar rays are visible during gameplay and small leaves fly around the scene.
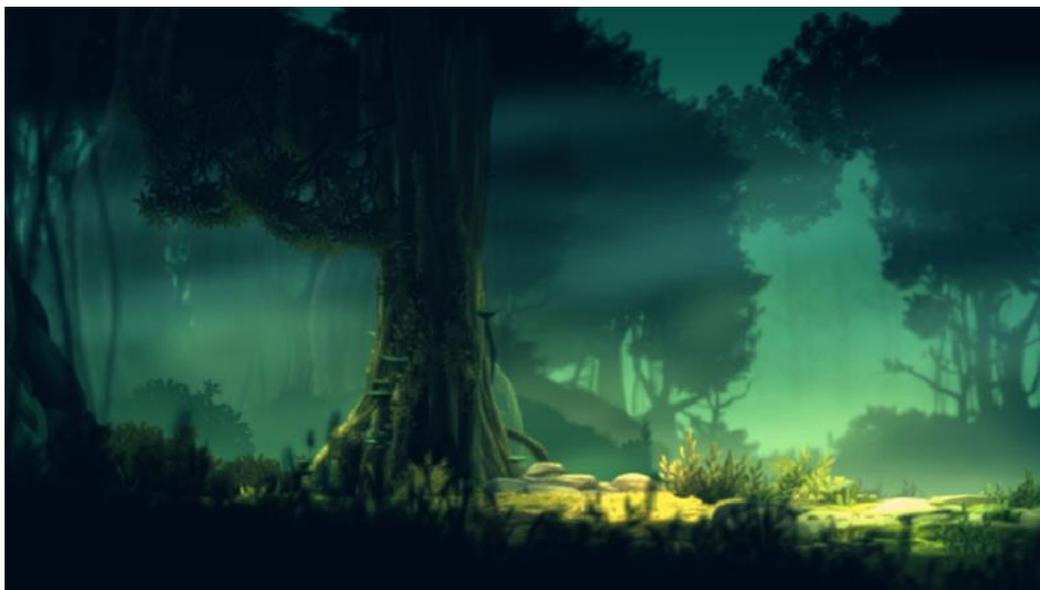
Example of a scene with lightning and particles.

3   INOVATION

3.1   TECHNICAL

The game uses the engine Unity 5.4, developed using C# language.

3.2   GAMEPLAY MECHANICS

The game contains simple platformer game style (walk, jump, use), and checkpoints. Once you die, you will respawn again in the last active checkpoint and a ghost will repeat all your actions from before you die.

Example: Using the help of yourself, you will be able to press a button to open a door, find a way to die, and now while your ghost presses the button you can pass through the door.

3.3   THEME AND NARRATIVE

You play with Ady, a voodoo doll "released" from his curse of bringing pain to others. A second chance was given to him by the death raven, and now you play through his path to seek redemption so he can finally rest in peace. In his path, he will have to deal with puzzles from the environment, and some dilemmas on if he should help or not some "evil" creatures from the jungle.

3.4   LICENSING AND IP

All characters were created by me (Sergio Braga), and all the history, assets and sounds are being done for this game. No licensing is required for this game to be launched.

4   GAMEPLAY FEATURES

4.1   REWARD SYSTEMS

Each level has 3 souls to be rescued that they are hidden or locked by a puzzle. In order to unlock the bonus levels, and the alternate ending the player will need to rescue all

Rescuing a trapped soul.

4.2 MODES OF PLAY

In the initial release of the game there will be only single player.

4.3 AUDIO AMBITION

The soundtrack of the game gives a sense of hope and peace at the same with all the elements on the scene (background, lighting, thunder, player and color palette) gives a sense of darkness.

The tempo of the soundtrack is mainly Andante (a bit slow but flowing along) with sopranos voices and different instruments along the scene such as the piano, violin. Few elements of flute notes can be heard too. Thunder and lightning are part of the soundtrack, the animation comes with the sound of it and enhances the dark mood altogether with the song.

5 GAME DYNAMICS

5.1 PHYSICS AND AI

Using the standard 2D physics, the main character can walk, jump, push and interact with buttons and objects. There is no AI as there is no "enemy".

5.2 OBJECT INTERACTION

Interaction with objects are visible by an indicator of what to press when there is the need, or highlighted with a different color in cases of objects where the player needs to be standing.

Examples of interactions

5.3 CAMERA BEHAVIOR

The camera was designed to follow the player in a smooth lerp (faster in case the player gets closer to the border). And when the player reach key places the camera is set fixed and the zoom re-adjust, so the player can see all the elements he needs to see to solve the puzzle in that area.

6   CONTROL

6.1   CONFIGURATION

The controls are basic and allow no changes, as it's not required.

✖ **Jump**	▢ **Use**
⬌ or **walk**	OPTIONS **Open menu**

6.2   INTERFACE / HUD

The goal was to have a pretty and clean interface, so there is a minimal of information displayed on the screen during the gameplay. This way the player can fully focus on the puzzles and on the feeling of the game. Any information that is needed for the player

7   GAME STRUCTURE

7.1   TUTORIAL AND TRAINING

There is no "tutorial level". The game teaches the player, throwing some sentences for the player to figure it out what needs to be done. The exceptions are the objects players can interact, for those will be displayed on the screen the button that needs to be pressed to interact.

7.2   LEVEL DESIGN

The Level design is the high point of the game. Each level are created with a mix of hard puzzles that the player can opt to ignore, and medium to easy puzzles where the player is forced to solve. Progressing the games the mandatory puzzles will be training the player, and will be getting harder gradually.

7.2.1 Example of level design

7.3 REPLAY APPEAL

Some puzzles will be really too hard for the player to pass at first time. For some puzzles the player can choose to continue the game without solving it, and at a later stage the player will be more comfortable with how to solve those puzzles, so he will want to come back to early levels to rescue souls left behind.

7.4 SAVE SYSTEM

The game contain a simple save system: at the end of each level the game is saved. If you try to leave a level without completing the game will tell you all progress done will be lost, and will give an option to return to the game or leave the current level.

8 MULTIPLAYER

Currently the game has no multiplayer mode. There is a multiplayer cooperative mode partially developed, in case the game goes well it will be released as a free DLC.

In this mode, two players will have to coordinate their actions with each other so they can solve the puzzles.

9 NETWORK

9.1 DOWNLOADABLE CONTENT

A DLC with 10 levels bonus pack is in the plans for after launch.