Game Design Document

Percept

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Games Design Year 2

Overview

Percept is a first person exploration Horror game in which the player must solve puzzles and avoid enemies in a daunting asylum environment to escape.
We find ourselves in what seems to be an abandoned asylum, the area is dark and poorly lit with ancient furniture covering up the halls and rooms of this place, as the player leaves he finds himself being followed by pig like creatures who survey the halls to find him, a series of puzzles are scattered through each room as the player must solve them to reach the exit.

The game is directed by the player as he walks and explores the hallways he will find rooms with certain puzzles in them, as he will find and solve these puzzles the game will introduce the threat of the monster, the "Pigmen", that will be surveying the hallways and will chase down the player if they catch them in their line of sight. The art style is very influenced by its unique outline of textures giving the environment a different, more "cartoony", feel while staying dark, very predominant in the "Borderlands" franchise of visuals.
This game has themes, and topics of an adult nature and that is the kind of target audience that this product would be aimed for

The game has a very dark and abstract feel as the introduction of the "Pig men" and the maze sequence is supposed to take the player out of the loop of the classic architecture and look of an asylum, the use of its different visual style also compliments the creature to make it more menacing.

Target Platform

This game is being developed for PC, on Unreal Engine 4.13.2.

Game Art

The games visual style was heavily inspired by "Borderlands", which is not known to be a horror game, but we have been developing a horror game with the basis of having strong outlines throughout the environment to give it a different feel from most horror games.

Figure 1 "Borderlands" as we can see the outlines around the edges of the assets accentuate the environment in the game.

The enemy model that was created for the game, of the "Pig men", was heavily influenced by the enemies in "Amnesia: A Machine For Pigs".

Figure 2 Model Viewer of "Man Pig"

The games environment took influence on an abandoned asylum in Long Island, New York, called "Kings County Asylum". This building still stands today with a very dark history of torturous medical procedures on the mentally ill, with very dark and creepy environments in the abandoned state it is in today.
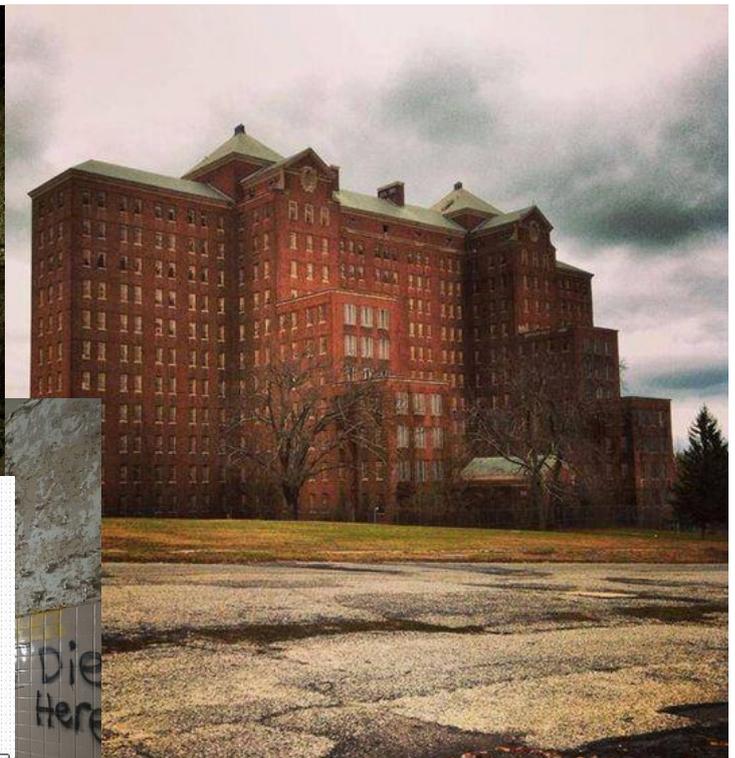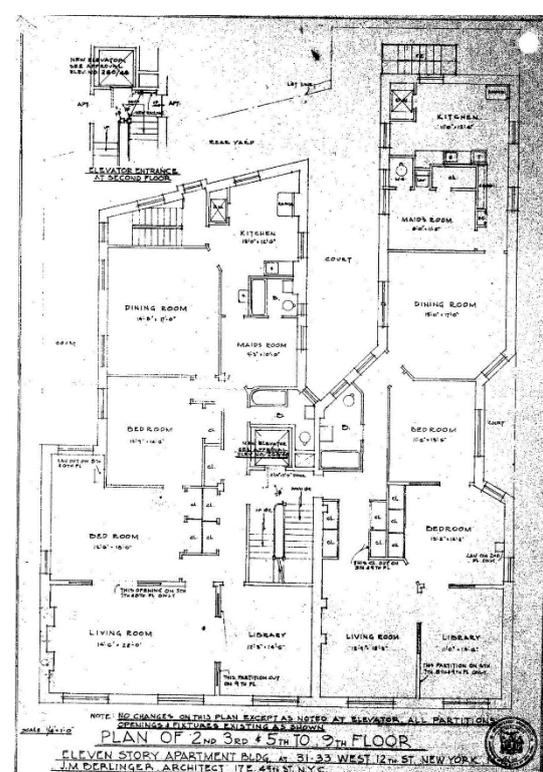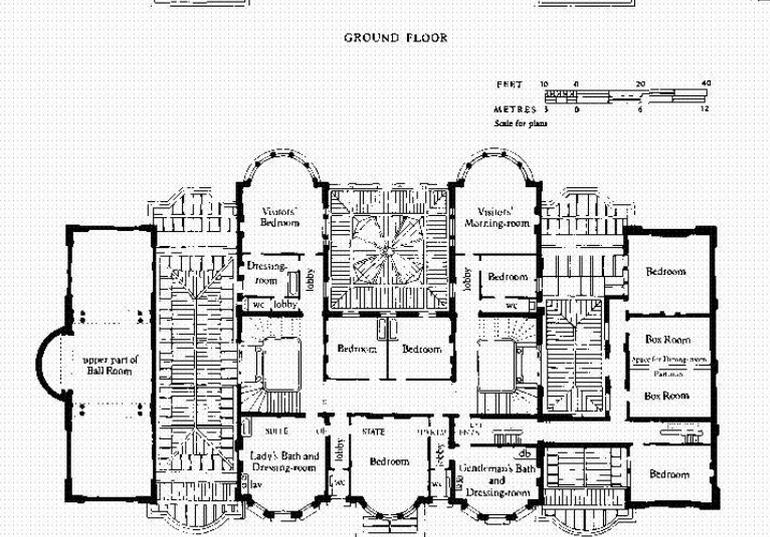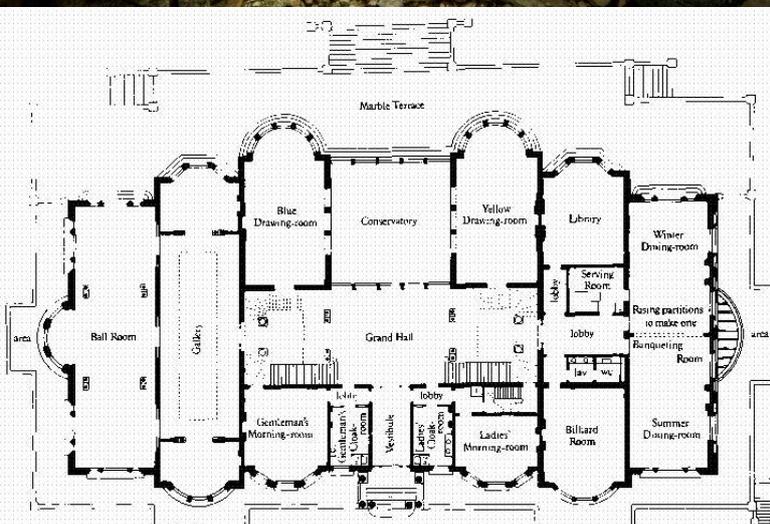

Figure 3 Kings County Asylum

GROUND FLOOR

FEET 10   20   40
METRES 3   6   12
Scale for plans

The map layout for the main hall and its

PLAN OF 2ND 3RD & 5TH TO 9TH FLOOR
ELEVEN STORY APARTMENT BLDG AT 31-33 WEST 12TH ST. NEW YORK
J.M. BERLINGER ARCHITECT 175 4TH ST. NYC.

rooms were drawn up and agreed with the group with various other reference points from old blueprints.
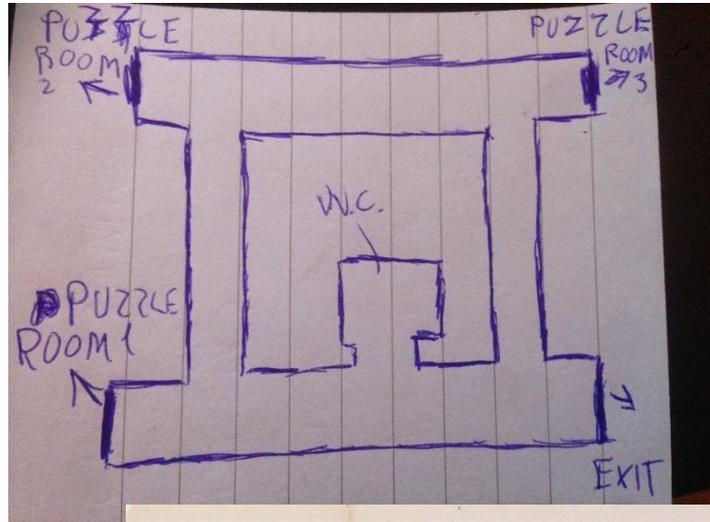
Audio Style

The audio style for the game was influenced by most horror game soundtracks like "Outlast" with the use of various ambience noises like water droplets, rickety floors, and the use of symphonic instruments in the background to set the tone of the environment.
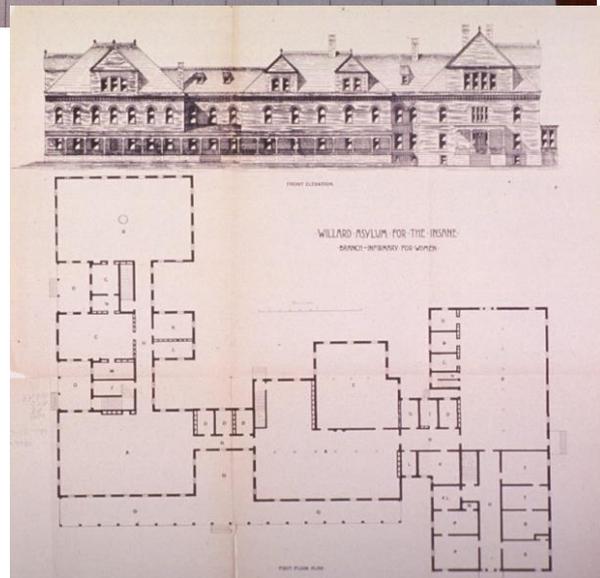
The "Pig men" would have various pig noises that the player would be able to recognize from a distance to be aware of its distance from him.

Gameplay Progression

This game being a single player story driven game, starts the player in one of the rooms that has the layout of his very own personal bedroom, the player is then left to explore the establishment and to follow his way into the sequence of puzzles inside each room of the floor he found himself in.

The player must solve a set of two puzzles to reach the end game. The first puzzle in inside a dining hall area in which the player must unlock the door to that room by lock picking the door to the dining hall by rotating the prompt until he reaches the locks "soft spot" giving the player access to the room where he will find his first key.

After he finds the key an enemy A.I. will be set on the main hallways, where he will be patrolling and if the player is spotted in his line of sight he will be chased, being caught by the "pig man"

results in a game over screen. The player must then use the key he got in the last room to find the cafeteria area in which he will find his second puzzle in which he must set a group of paintings in an order, after the player sets down the puzzle he will receive his last key.

The last room the player walks in is different than the rest of the games layout architecture as it becomes a maze in which the player will be prompted into a chase scene between two enemy AIs. The player must find his way through various turns into the end game door, all the while he will be chased by the enemies, if you are caught you will be sent to a game over scene and will restart the maze.

Objective

The games objective is to solve the 2 puzzles that the player is led to, the player must escape the floor through the final doors maze he has found himself in, while avoiding the main threats that are constantly chasing him.

Game Mechanics

Movement

The players movement is set on the basic keyboard scheme of WASD, he will be able to increase his movement speed in the final rooms maze sequence.

Objects

All in game objects are static and the player will be unable to interact with them, besides the keys and the paintings that the player will have to pick up and keep, or use them to solve puzzles inside of the world.

Actions

The player will be able to interact with the main puzzles and doors in the game, by approaching and pressing the "use" key he will be prompted to the lock picking puzzle which by turning in the lock around will result in opening first door, he will then find a key inside that room where he will have to interact with the key to pick it up and access the next room.
The player will have to pick up the paintings he will find in the "cafeteria" second room, where he will have to set up the paintings in a correct order that will result in him getting the key to the final room.

Stealth

The player must practice stealth using shadows from the hallways and audio queues that will warn the player when an enemy unit is close to his area, the player must then hide behind the walls and stay away from the enemies line of sight so that he will not be set to chase the player down, if the player gets chased he may enter one of the rooms to reset the enemy values to stop chasing him.

Story and Narrative

Synopsis

We find ourselves in what seems to be an abandoned asylum, as we leave the room we are lead on by a dark figure who is actually helping us escape this decrepit medical facility, as we progress

we find that there are grotesque pig like medics surveilling the halls and looking for us, every step we take closer to the exit the more our surroundings keep changing and morphing into a living nightmare, as we make our final dash as we are chased to the exit, we are caught, we were one of the interned patients of this mental asylum, and were set to suffer a fatal blow in a lobotomy procedure after being caught on our way out.

Backstory

Just another night with no light to help them sleep, and to help them feel safe, suddenly he remembers a conversation he had moments ago:

(Cutscene)

Shadow - "Reaaally enjoying Nowheresville...it's nice!"

Player - "Glad to have Sir Bad news himself stating the obvious."

Shadow - "Sure...I'm the downer here."

Player - "You know trying to be positive is pretty much the best thing we can do right now."

Shadow - "Best thing we can do right now is split and you know it! ...Listen we've been tight for a long while now, and I'm trying to look out for you here."

Player - "Cool it! ...What do you have in mind?"

Shadow - "Look meet up with me when the lights go down, after tonight we cut out!"

As he woke up he noticed that the entire room was surrounded in darkness, with only a light coming from down the hall, he managed to keep his door to open, so as he leaves nervously the hallways echoed somber noises coming from around the next turn, suddenly a shadow just goes by in a blink of an eye, and popping one of the few lights that were left on. He tried to leave but all the doors were locked, suddenly a voice calls for him as he notices the one light left on was over the bathroom.

The bathroom's ambiance felt heavy and he did not feel like he was in there alone, as he opened the bathroom's stalls, the last one was surrounded by a dark aura, he slowly opened the last stall to be surprised by a familiar presence.

Shadow - "Boo! There is my favorite kookie!"

Player - "Did you really need to drag me in here?"

Shadow - "Quit being such a pooper, i came here cause i have something for you! Take that pin and head for the (dorm, Diner, Cafeteria), I'll help you open it. In any case, it's good to see you."

Player - "You too buddy..."

Shadow - "We got to get this gig done right, we have to go to these places so we can get out safely!"

Player - "Ok, I'm on it."

As he went through the rooms he noticed that the walls were changing every time he revisited the hallways, they suddenly seemed grotesque, blood stains filling them, suddenly he could hear some of the most macabre sounds his mind could bear. As he leaves the third room he notices that there was only one hallway to go through, he could feel he was being led to something, getting claustrophobic going down this hallway, as he went to turn he sees a figure at the end dimly lit to the point that you could only make out a silhouette. as he tries to go down the

hallway being stared at the entire time by the looming figure he hears a door slam behind him followed by a loud pig squeal, he was surrounded as the pigs started to run in his direction from both sides, as he sees the only way he could go was to the left where he got thrown into twists and turns feeling like he would never leave this set of hallways that just turned into a nightmarish maze as he is being chased by two bipedal pig men. Until it ends.

He finds the exit as he leaves he is greeted by a huge anthropomorphic pig man that violently throws him back, knocking him out. As he woke up he saw the dark figure in front of him panicking, as he tried to release himself two pigmen suddenly looming over his head as he sees a drill approaching him, the pig men start the procedure of a lobotomy on him, as the dark figure cries for his friend it then starts to slowly fade away, the room lights up with each moment of the procedure and the two pig men suddenly turn into two doctors, shocked and terrified of the nature of the surgery they just performed on this man, but as he saw his imaginary friend fade into nothingness his vision darkened, and the doctors looked as his own breath faded away, the surgery was fatal. His troubled mind left to the darkness it dwelled in this asylum.

Player

A middle aged man trapped in his own naive mind in an asylum that finally got into his head and gave him enough impulse to leave in fear the medical facility which was trying to help him fight his mental case of Schizophrenia.

Shadow

A figment of the players imagination, an imaginary friend that he has kept from his child days until the lonely and traumatic experience of suffering the treatments of this asylum.

Pig Men

The "Pig Men" are only a twisted view of the player on the people who are taking care of him inside of this establishment, with high stress levels and a high level of anxiety his hallucinations twisted their appearance.

Level Flow

[Game starts]

↓

Black screen

↓

Text crawl between the protagonist and his 'imaginary friend'

↓

Protagonist wakes up in his room at night

↓

[Gameplay Begins]

↓

Player emerges from the confinement room

↓

A set of visual cues guide the player towards the location of the bathroom

↓

{Does the player follow set direction into the bathroom?}

↓   ↓

{Yes}   {No}

↓   ↓

↓   Audio cues now play to alert the player

↓   ↓

↓   ↓

Player arrives inside the bathroom and is met heavy ambience

↓

The player begins to interact with the room

↓

{Has the player click on any of the stalls?}

↓   ↓

{Yes}   {No}

↓   ↓

Audio cues draw attention to the stalls

↓   ↓   ↑

{Has the play clicked on the furthest away stall?}

↓   ↓   ↑

{Yes}   {No} →

↓   ↓

[Cutscene Begins]

↓

The Protagonist slowly opens the stall door

↓

The Apparition is found sitting on the toilet, his body language communicating a playful nature

↓

"Boo! There is my favourite kookie!"

"Did you really need to drag me in here?"

↓

Apparition moves from a sitting position, flows gently around the Protagonist and is now in front of the sinks and a broken mirror. Protagonist turns to follow.

↓

"Quit being such a pooper, I came here cause I have something for you! Take that pin and head for the (dorm,Diner, Cafeteria), i'll help you open it. In any case, it's good to see you."

↓

"You too buddy…"

↓

The Apparition floats backwards toward the bathroom door, arms expressing a need for urgency

↓

"We got to get this gig done right, we have to go to these places so we can get out safely!"

↓

Protagonist is now alone

↓

"Ok, I'm on it."

↓

[Cutscene Ends]

↓

Player exits out of the bathroom, an eerie stillness is lurking

↓

Player moves around the halls find all the doors to be locked, with one locked door standing out. Puzzle #1

↓

The player is faced with a locked door, requiring the previously acquired bobby pin

↓

A button prompt is show on screen, indicating an interaction with the first puzzle

↓

A quick time event of 2 sequences with 4 directions to press in order will play. Unsuccessful attempts punish the player lightly with a soft reset of the current sequence that is due to be complete.

↓

After the puzzle is completed the lights flicker

↓

Within the span of a single flicker, the rooms suddenly show increased age and decay

↓

The shadow of a Pig Man can be seen for a brief moment, within the corridor connecting the 2nd and 3rd puzzle rooms

↓

Player continues toward Puzzle 2

↓

The Player is presented to a room with various paints upon its walls, each displaying a particular stage of life

↓

Each paint will have a button with its own prompt of interaction, indicating the second puzzle

↓

The correct sequence is to have the player press the buttons in the following order (Baby > Child > Teenager > Adult > Elderly > Deceased). An unsuccessful attempt causes a hard reset, requiring the player to start from the beginning.

↓

Once the sequence is completed, a cue will be provided

↓

The decay has become worse, food has spoiled and metals have a deep red rust

↓

A Pig Man is now roaming the main hallway of the Asylum

↓

Player continues toward Puzzle 3

↓

Once inside, the player is now locked in until the completion of the puzzle

↓

INSERT PUZZLE 3 ROOM FLOW HERE

↓

The worst state of the Asylum has been reached, blood stains mark a massacre everything has entered horrible state of disrepair

↓

Map is warped so that there is only a single route to travel

↓

As they reach the final stretch, an exit sign can be seen toward the middle of the hall and a closed door at the furthest end. A shadowy silhouette is looming beside the door

↓

Player begins to move toward the exit sign

↓

[Cutscene Begins]

↓

A silhouette at the end of the hallway steps into the light, revealing himself to be a grotesque bipedal pig

↓

The pig squeals at your presence

↓

Another squeal is heard behind you, followed by a door slam

↓

Protagonist turns around to bare sight to another monster, this one grunts and begins to trot its way toward you

↓

The Protagonist turns to face down the hallway that promised him an exit, with the Apparition's voice encouraging him to flee

↓

[Cutscene Ends]

↓

The player runs and bursts through the door, marking his entrance to the last section of the game: The Maze

↓

INSERT MAZE ROOM FLOW HERE

↓

[Cutscene Begins]

↓

The Protagonist begins thrashing at the locked exit door in panic and frustration

↓

He turns around to see the two pigs behind, one grabs him by the throat

↓

The pig smashes the Protagonist against the door repeatedly until eventually dropping him to the ground, causing him to fall unconscious

↓

Fade to black

↓

[Scene Change]

↓

Protagonist wakes up on an operating table, the body being completely restrained

↓

The two pigs emerge from either side of your vision dressed in doctors uniforms

↓

An ice pick is revealed by pig #1

↓

The Apparition appears from the underside of the table, looking worried/scared

↓

The head of the pick lowers slowly toward the Protagonist's head

↓

Apparition tries to free you but his hands just phase through the restraints

↓

A quick but sturdy hit via the hammer and chisel method plays out, with the audible sound of broken tissue

↓

Blood begins to flow down, obscuring the view OR the eyes begin to blink slowly

↓

While the view is obscured, the pigs turn into regular doctors in their uniforms with the Apparition now gone

↓

Doctors congratulate themselves on a job well done as the screen fades to black

↓

[Credits roll, Game ends]

Notes:

1 pig will be introduced after the 2nd puzzle

Pig shadow observed between the hallway of puzzle 2 and 3

After puzzle 3 is completed, the game constrains player to move in one direction

Colour changes in the light as things degrade

Once puzzle room 3 is entered, player is locked in until completion

Artificial Intelligence

Enemy Artificial Intelligence

The enemy AI is set to survey around the halls and chase down the player the moment that he is captured by the threats field of view, so the player must avoid being seen at all costs to avoid being caught which will result in a game over, setting the player back in the level progression.

When the player is in the maze level of the game the enemies will be set to automatically chase the player down the maze of halls until the final room that will end the game, so the player must keep moving at all costs as the AI will know where the player is, not leaving much time for the player to react and asses his next move.

Friendly A.I.

The ghost character is set to be a friendly A.I. that should lead the player and be delivering text tips as a tutorial tool to help the player go through the game.