Game Design Document

Hopeful Goats Studio

Name of the game

Forgotten Abyss

Developers

Colin Charleson	Game Designer / Programmer / Artist
Joseph Osayande	Sound Designer
Ryan Yee	Artist
Mark Toufic	Programmer
Anthony Brown	Programmer
Suraaj Gill	Programmer

Overview

Timeline

Frame Work	Planned Start Date	Planned End Date
Render In Objects	October 8, 2021	October 22, 2021
First Person Camera	October 23, 2021	November 4, 2021
Collision	November 9, 2021	November 13, 2021
Enemy AI	November 1, 2021	November 30, 2021
Main Menu Feature	December 1, 2021	December 31, 2021
Game Mechanics	**Planned Start Date**	**Planned End Date**
Create Player movement	November 5, 2021	November 12, 2021
Create Weapon	November 12, 2021	November 26, 2021
Doors	November 24, 2021	November 30, 2021
Add Levels	November 24, 2021	December 4, 2021
Loot system	November 24, 2021	December 4, 2021
Art Assets	**Planned Start Date**	**Planned End Date**
Dungeon Assets	November 1, 2021	November 30, 2021
Enemies	October 12, 2021	October 31, 2021
Weapon	October 18, 2021	October 31, 2021
Chests	October 11, 2021	October 24, 2021
Loot	November 1, 2021	November 30, 2021
User Interface	October 11, 2021	November 30, 2021
Sound Assets	**Planned Start Date**	**Planned End Date**
Main Menu Sounds	October 1, 2021	October 10, 2021
Enemy Sound Effects	November 1, 2021	November 30, 2021
Atmospherics	November 15, 2021	November 30, 2021
Player Sounds	October 18, 2021	October 31, 2021
Item sound effects	October 1, 2021	November 14, 2021

Game Lore

You wake up in a dungeon, unaware of how you ended up here. You find a note written in blood on a wall. It states "*Fight your way to the surface to survive*, and *beware of the foes that roam the darkness*". Near the opening of the dungeon you see a slight glint, something metal is reflecting. You approach the object, it looks like a withered crossbow with one bolt. "*Beware of the foes*" rings in your head. You decide to take it and proceed along the path.

The game starts off with the character waking up in a dungeon. With no knowledge of how they got there, they decide to continue along and follow the instructions on the wall. The player will start off with a crossbow and one bolt. You must tread carefully as the lighting is not consistent and leaves plenty of room for the undead to use as cover. You must navigate the maze-like dungeon in order to escape. There will be enemies scattered around lying in wait.

Target Market

Our game is targeted towards any teenagers who enjoy horror, exploration, and dungeon crawling games. The game is not targeted towards any gender so anyone can enjoy the experience of the game.
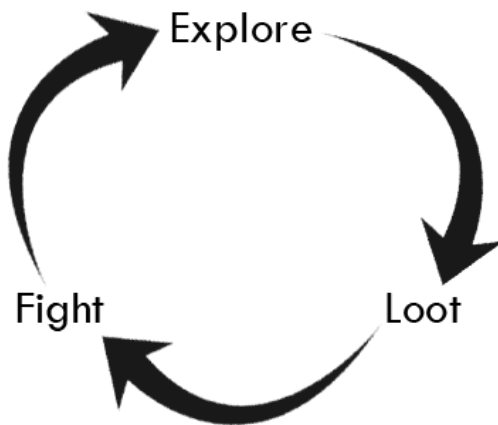
Gameplay

Our game will be a 3D first person dungeon crawler similar to games like Ultima Underworld: The Stygian Abyss**.** Our gameplay consists of exploring the creepy and ominous dungeon which have traps scattered throughout with nothing but an old crossbow that you found. Looting chests to find keys and items to unlock different passages, and fighting off the undead enemies throughout the level to escape the dungeon to freedom.

Controls

Action	Key
Move Forward	W
Move Left	A
Move Back	S
Move Right	D
Sprint	Shift

Interact	E
Heal	H
Primary Shoot	Mouse 1
Select Ammo Type	Scroll Wheel

Core Gameplay Loop

Core Game Mechanic #1 - CrossBow

• Details: The crossbow is the main projectile weapon that the player uses as he traverses through the dungeon, ammunition is scarce so he must manage the amount of ammo he uses to ensure he can protect himself when enemies strike.

• How it works: The crossbow is a single shot weapon that can be used to launch an arrow at enemies. Once the player shoots the arrow he cant get it back so it is important to only shoot when necessary and to always be on the lookout for ammo.

Core Game Mechanic #2 - Enemies

• Details: There will be various undead enemies roaming the dungeons. The player must always be cautious when engaging with enemies. The enemies must either be killed or the player can attempt to avoid them all together by sneaking around.

• How it works: The enemies will roam around areas protecting the exit of the dungeon, the player can choose to kill them by shooting them with the crossbow or can avoid them with evasive maneuvers. The enemies will follow a set path until the player is

within range and then they will run towards the player.

• Details: As the player is roaming the dungeons he must be on the lookout for chests and loot lying around. There will be various loot types such as keys, ammo, bandages, etcetera. Lack of loot could cause certain death for the player
• How it works: The player will have to look around the dungeon for chests or loot on the floor. Once he finds the loot he can use the interact key to pick it up and it will be added to his inventory or applied in the case of bandages.

Game elements

The environment takes place in an abandoned dungeon where only the protagonist and enemies await. The only self defense weapon given is a crossbow with limited ammunition. The main objective is to escape the level using a key to unlock the big door blocking your way. Scattered around the level will be arrows that can be used to refill your crossbow munitions and bandages which can be used to heal yourself.

The atmosphere in the dungeon is dark and gloomy so it's perfect to be hidden out of sight, for both the player, and the enemy. Staying in the darkness out of sight will allow you to not alert any enemies.

Chests are hidden throughout the level which are used to give the player a random item that will aid you in your exploration. These chests are not easily obtained, they will either be guarded by enemies or can only be in reach at the expense of using up your precious ammunition .
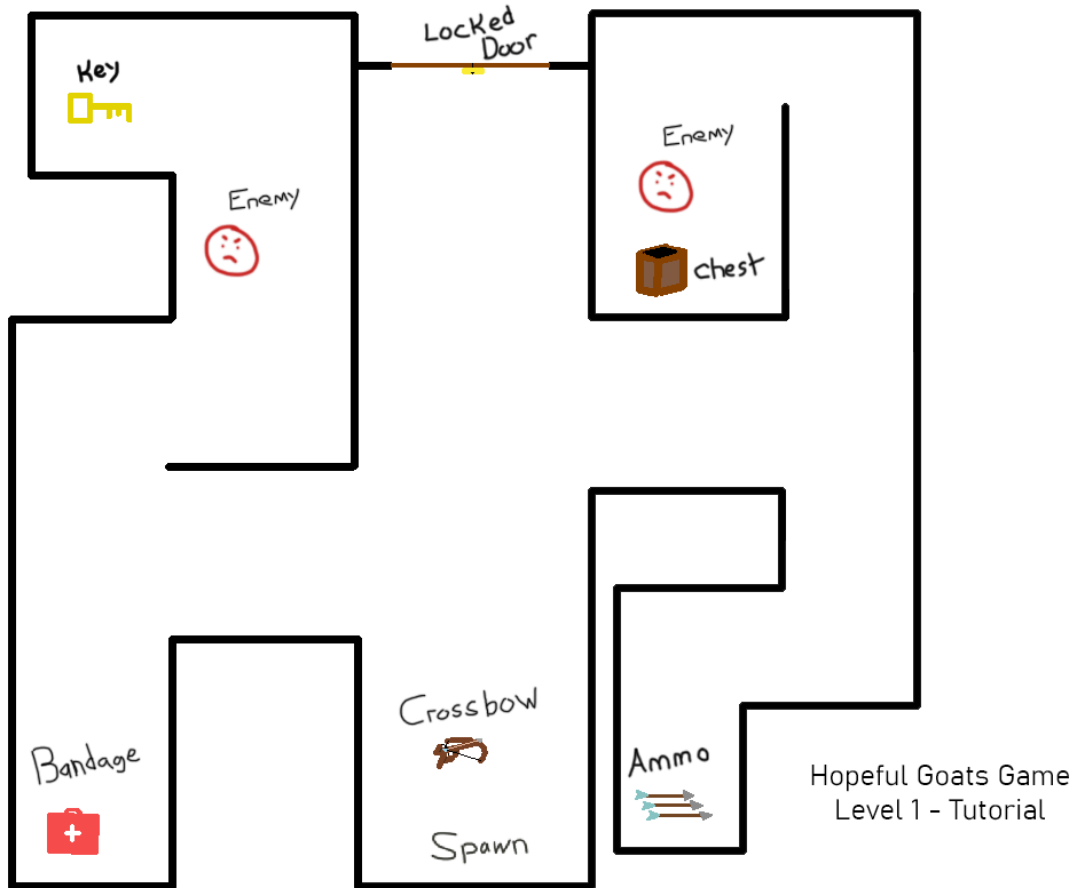
Characters

 Our character in our game has no name/Gender. Enemies will be the undead that will roam the depths of the Dungeon.

Location

- ● Our game takes place in a sinister dungeon that has been abandoned for centuries. The dungeon is crawling with the undead and is filled with traps to keep you inside forever. The dungeon will be Dark, creepy and ominous and will make the player feel uneasy, like something is watching them.

Levels / missions

- The dungeon will be split up into different sections. The Game will start off with the first section of the dungeon where the players will find themselves starting off on how to play the game. There will be Different levels which will include different puzzles/challenges and will test the players knowledge of ourgames core gameplay. Can you escape the dungeon?
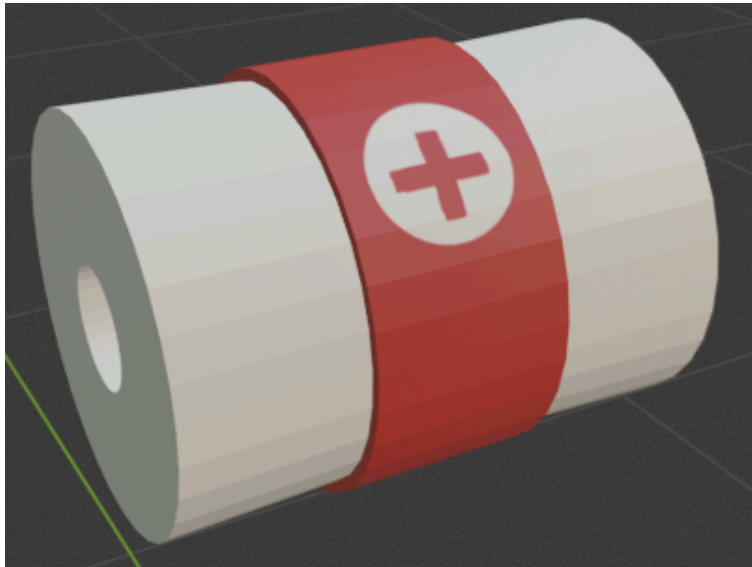

Locked Door

Key

Enemy

Enemy

chest

Bandage

Crossbow

Ammo

Spawn

Hopeful Goats Game
Level 1 – Tutorial

Assets
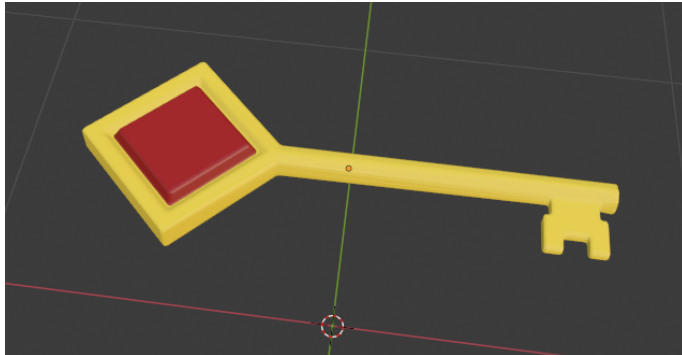
Art

Primary Assets Required (Main Focus)

• Crossbow and Crossbow Bolts (Bolts for Pickup and UI Icon)
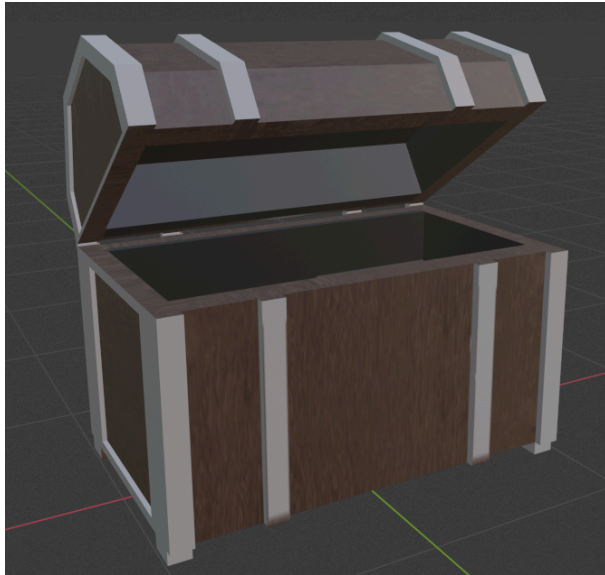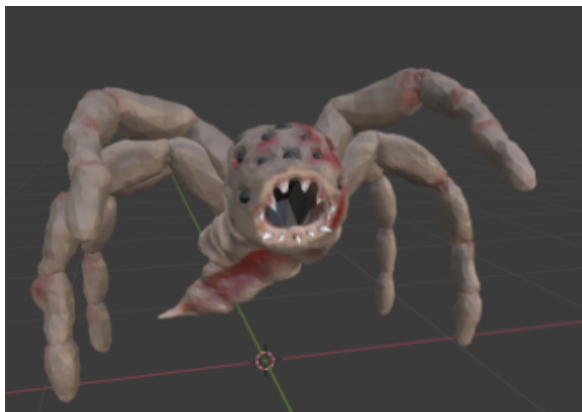
• Healing Equipment UI Icon and 3D Model

• Key Model and UI Icon

• Chest Model

• Enemy Models

• Health UI Bar

•Main Menu Labels

Sound

• UI interaction sound effects
• Enemy sound effects
  - Idle
  - Curious
  - Aggro (Attacks, damage received and death)
• Item sound effects (chests, weapons etc.)
• In-level atmospherics
• Title screen track
• Notification sound effects
• Player sounds

Animation

Enemy Anims

  - Attack
  - Death
  - Idle
  - Walking

Player Animation
- Reload Crossbow
- Shooting Crossbow