

Untitled Dream Game

Game Design Document

Game Project 3 Team 07

Vision

0.1 Game Design Pillars

- **Finding the Root of the Trauma**
- **Eerie Feeling**
- **Strong Sense of Consequence**
- **Narrative Focus**
- **Dream Logic**

1. Characters

Player

Works at an office and has vivid dreams with connections to life.

Dark Entity

Part of the player's subconscious that appears in the **first dream** hunting the player.

Conversation haver

A colleague who likes to talk a lot to the player.

2. Story

2.1 Story Synopsis

The player character has lost a parent that they had a falling out with and has to deal with the loss and not having resolved the conflict through dreams connected to the 5 stages of grief.

2.2 Theme

The story covers themes of loss and guilt with a thematic thread connected to the 5 stages of grief

2.3 Story Progression

The game starts by placing the player in a dream where they are being chased. Once that dream is complete they interact in the awakened world where they have a conversation with a coworker. This pattern of switching between dream state and awake state continues until the game ends.

3. Gameplay

3.1 Goal

Long term goal: Clear all the levels.

Narrative goal: Go through the 5 stages of grief.

Short term goal: Solve the puzzle.

3.2 User Skills

- Problem solving
- Movement
- Observation
- Interaction

3.3 Game Mechanics

Movement

The player can move around by using the **WASD-keys** on the keyboard.

Running

The player can run by holding the **Shift-key** on the keyboard.

Jump

The player can jump by pressing the **Space-bar** on the keyboard.

Perspective / Camera

The player view's the world from a first person perspective. To look around in their environment using the **Mouse**.

Ability to turn the player upside down

The player can in certain sections of the game **look up with their mouse** to turn the camera perspective upside down. This will at the same time, "**shift**" the **gravity of the player** so they can walk on the ceiling in the level.

Dialogue System



A visual representation of the conversation, layout is NOT final.

Taking place when the player character is "[awake](#)" (or rather during the "day"), the character is having a conversation with another entity/NPC.

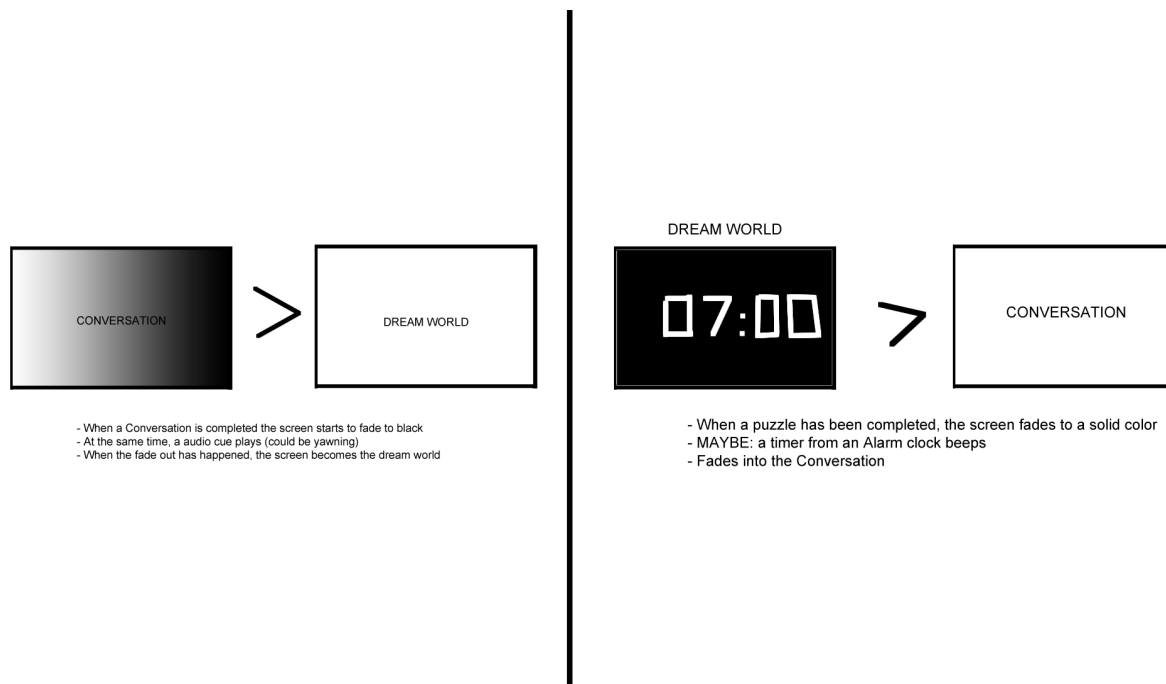
- At the bottom, a box can be seen where a conversation takes place between the player & another individual.
- To the left of the box, you can see the other "entity"/NPC talking with a **visual representation of that character talking**.
- The player can progress the conversation by pressing a **key/UI-button**.

3.4 Game "Sections"

About

The game is divided into 2 "sections" (or segments): "Awake/Conversation" & "Dream/Puzzle".

Scene Transitions



- When you transition from [Awake](#) to [Dream](#) state:
 - Screen **fades** into a solid color (ex: black).
 - An **Audio cue** to signal that player goes to sleep.
 - Suggestion: Character yawns.
 - The screen fades from the solid color to the Dream scene.
- When you transition from [Dream](#) to [Awake](#) state:
 - Screen **fades** to a solid color (ex: black).
 - At the same time, an **alarm clock** can be heard.
 - When the color becomes more solid, the time where the character wakes up can also be seen.

Awake State (Conversation Section)

The “Conversation” section or awake state takes place by an office desk, where the player is interacting with another individual in **text form** , by a telephone call. You are discussing the player character's recurring dreams. What the player can do is click on a **key/UI-Button & be presented with more dialogue**.

These dialogue options have an impact on the segment [“Puzzle”](#).

Dream State (Puzzle Section)

In the “Dream State”, the player is able to move freely in first person and needs to solve “mini-puzzles” in a dedicated room to complete the level.

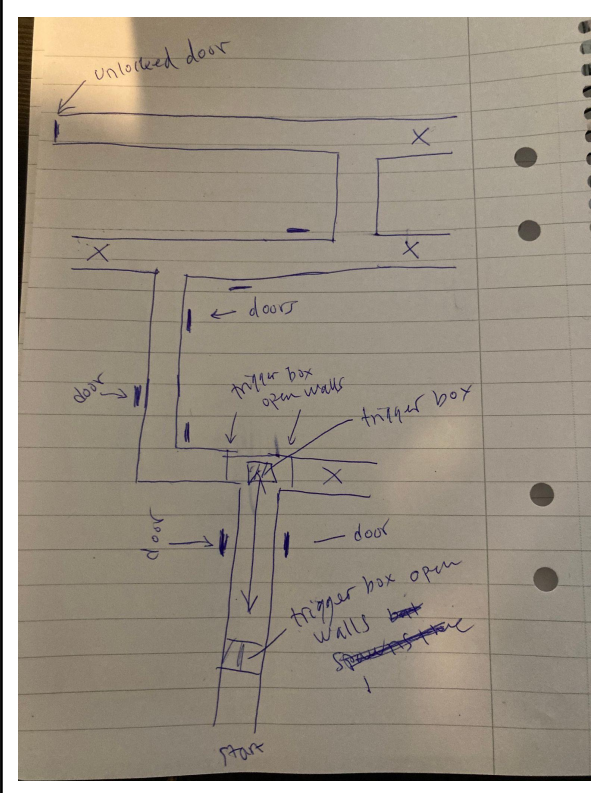
3.5 Unlocking Player Abilities

3.6 Levels

About

This section details different levels in a couple of sentences to give a quick overview of the levels environment, look & overall mood.

Level 1: Corridors

	<ul style="list-style-type: none">• You are being chased by the void.• Your objective is to get through the corridor and reach the final door.• The final door will be upside down so the player has to flip his camera upside down otherwise he can't get through.
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3.7 Progression & Challenge

Progression

The player progresses through the game, by going from a visual novel style “**awake**” state to a corresponding puzzle platforming “**dream**” state all happening in a first person view. This cycle repeats itself until the game is over.

Challenge

The game gets progressively harder when playing the game in chronological order with the puzzles getting more difficult.

3.8 Losing

If there are 5 puzzle games you are only able to lose 3 times before it's game over. Losing a puzzle will change the dialogue to a negative state affecting your mental health.

4. Notes

About

This section has details that are written down for remembering to *potentially* add it to the actual GDD.

Start of game

The game starts with the player being dropped into the first dream. The player will be chased with only the base mechanics available to get them familiar with them.

Section Transition

- When do you go to sleep?
 - What's the transition?
- When you go to sleep from the conversation section
 - You answer the "final" question during the conversation
 - Screen starts to fade to black
 - Meanwhile the screen fades to black, the character (player) yawns (audio)
- When you wake up from the dream section
 - When a "puzzle" is finished the screen starts to fade to black
 - At the same time, you hear an alarm clock sound
 - At the same time you hear the alarm clock sound, you can see the time you wake up blinking on the screen
 - The game starts to fade back to "reality" (Conversation section)
 - The alarm clock sound either
 - Cuts off immediately when this happens
 - The alarm clock sound fades out together when the "camera" fades back to reality

Not finished ideas:

You always spawn in the corridor and need to run or crawl from the dark void and find the right door to get to the next puzzle. Trigger boxes.

Waking up:

Dying

impact/falling

dark void

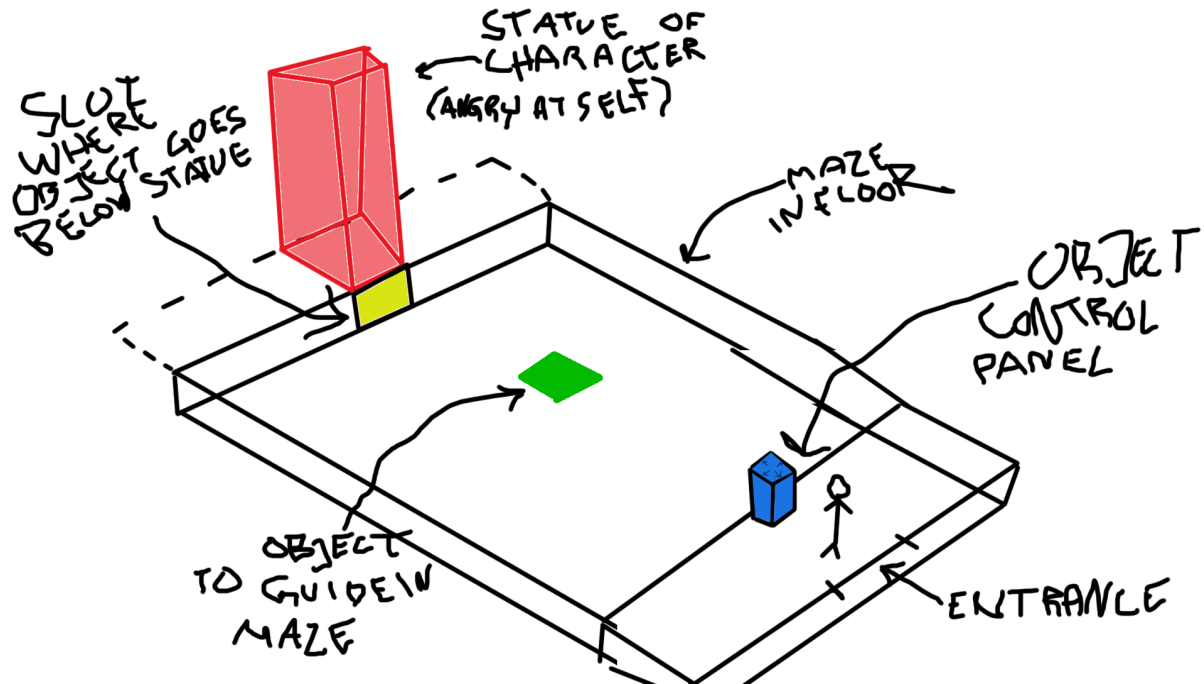
Alarm clock

Items:

Key

Pincode

Samuel Puzzle Idea (Focused on Anger)



This is an example, there's a maze in floor, illustration needs to be better

- **Start at the entrance** of "Puzzle Room".
 - At the entrance a **small "control"** panel can be found.
 - The "control" panel controls/moves the object found in the middle.
 - The "control" panel has **4 arrows pointing at the cardinal directions**.
 - "Pressing" one of the arrows will move the object in **that direction**.
- At the opposite side of the room, a **statue** (Could perhaps be something else? Like a painting of the character?) can be seen.
 - This statue is a **representation** of the character themselves.
- **Inside the floor**, there's a maze.
 - In the **middle of the maze** there's an object (can be a bomb, a torch or something).
- The **goal is to guide the object through the maze & move it below the statue** that's standing at the opposite end of the room.
 - Successfully doing so will **disintegrate** the statue.
 - The statue **represents the characters' anger** towards themselves.
 - When the **"puzzle"** is solved, the player can exit the room & go to the "awake" state.