

# AWAKENING



Game Design Document

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# 1. Concept

## a. High Concept

*Navigate and survive through an alien temple creating a feeling of anxiety and horror.*

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## b. Summary

AWAKENING is a survival horror game in the first-person perspectives where a player controls a space engineer who interacts with the world by using the Holo-Tool. During the experience the player travels through a large alien temple on Mars, discovers their fallen crew members, avoids various enemies and interacts with the environment in order to escape.

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## c. Design Goals

- ❖ To create an intuitive player experience that results in an average completion time of 15 minutes, for players of diverse skill levels. With a critical path (direct completion time) of less than 8 minutes.
- To create 3 unique levels that introduce diverse experiences in each.
- ❖ To create fully playable builds Windows, with full support for windowed and fullscreen display.

## d. Features

- ❖ Gameplay in a first-person view
- ❖ Diegetic UI to relay vital information
- ❖ 3 animated enemies.
- ❖ Holo-Tool that acts as a multi-purpose item.
- ❖ Simple cutscenes that blend seamlessly with gameplay.
- ❖ Survival horror theme, narrative, and enemies.
- ❖ Puzzles that combine to form a linear path that uses all areas and mechanics.
- ❖ Full support for controller on Windows
- ❖ Simple directional movement, aiming and multi-button control scheme with no HUD.
- ❖ Seamless transitions between levels with no loading screens interrupting gameplay.

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## 2. Narrative

### a. Story Overview

**Set Up:** An exploration mission for water on Mars goes wrong when a space engineer wakes up from a fall and finds himself outside the entrance of an alien temple.

**Overview:** The space engineer uses his Holo-Tool to navigate his way through the alien temple to survive and escape the aliens that inhabit it.

**Finale:** The space engineer finds the Queen of the aliens and runs for his life, taking a leap of faith at a dead end with a drop-off, and is saved by one of his surviving crew members inside the ship.

### b. Player

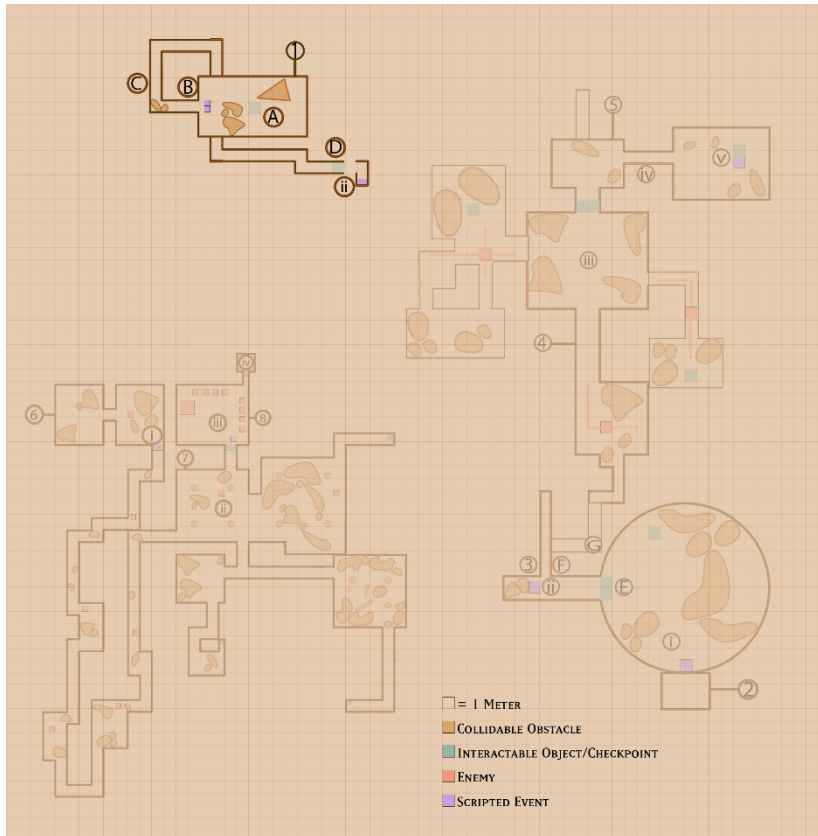
- **The Player** controls a male, space engineer, who is on a mission to explore the Marineris Trench on Mars for water. After being knocked unconscious from a fall while exploring, the space engineer awakes at the front of an ancient alien temple with one of his crew members. He is informed that the rest of the crew has gone inside to explore and haven't returned for some time. With a bad feeling inside his stomach, the space engineer decides to head into the temple to find his crew. Once inside, he is trapped and soon discovers they aren't the only ones roaming the halls. An ancient alien race has awakened and are out to find who caused their slumber to end. The space engineer must use their Holo-Tool to survive through the temple before the aliens find him. Along the way he discovers the fate of his crew members and what is really going on inside the temple.

### c. Characters

- **The Crew** was with the protagonist before being separated in the temple. Each crew member is a unique character with their own specialization for the mission.
- **The Howler** is a scavenger. Blind with no eyes, the creature relies on a pair of antenna to sense movement and feel for the surrounding area. They travel in small packs and often signal others nearby with a terrible shriek, revealing its terrifying mouthful of teeth. They can also climb and run on a variety of surfaces
- **The Drone** is a slow moving, heavy creature whose mouth splits vertically down the middle of its face, revealing a menacing array of teeth. The Drone guards specific areas throughout the temple and valuable water sources. Drones inhabit tombs waiting to be awoken by either the player or the Queen
- **The Queen** is massive in scale when compared to the average human. She has six legs that support a robust, spider-like body with an elongated neck that leads to a 5-pieced mouth that can break apart to reveal large sharp fangs. She has sensory antenna and a telekinetic orb which she carries on her back. This orb is a part of the Queen and allows her to communicate with all beings under her hive mind telepathically. It is partially protected by a heavy outer shell around its sides and has two larger tentacles ready to defend it.

# 3. Levels

## a. Landing Site/Temple Entrance – Tutorial



### Game loops:

Blue text = Player learning mechanic.  
 Green text = Player previewing level.  
 Plain text = Player planned or unplanned action.  
**Bold text** = Game interruption of plan.  
 Red text = New game loop.

1	Explore landing site -> Learn to walk and run (A) -> Learn Flashlight (B) -> Learn resource scanner (C) -> <b>Gap in path</b> -> Learn to jump (D) -> <b>Ground gives way beneath crew and knocks player unconscious (i)</b> -> Wake up without team.
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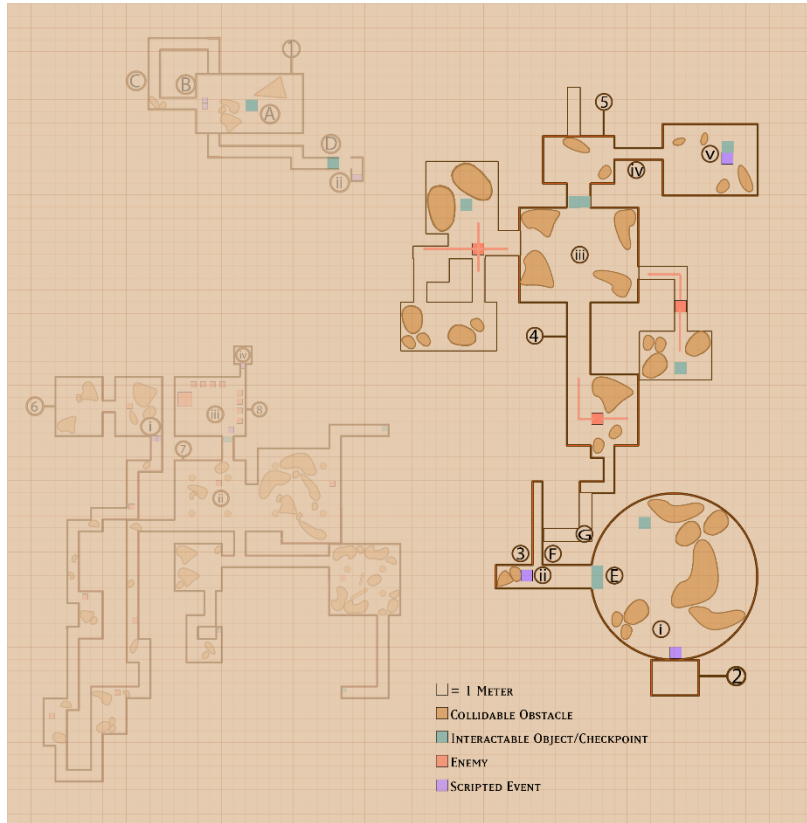
### Mechanics order of introduction

<b>A</b>	<b>Walking</b>
<b>B</b>	<b>Resource Scanner</b>
<b>C</b>	<b>Jumping</b>

### Scripted Events

<b>i</b>	Ground collapse: The floor caves in, leaving the player unconscious.
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## b. Temple



### Game loops:

2	Explore first temple room -> Find locked door -> Learn to scan Glyphs (D) -> Learn to open door with Glyphs (E) -> Door locks behind the player and it's pitch black (i) -> New area.
3	Explore flickering light and cave in -> Howler Scare (ii) -> Crouch through Howler tunnels (F) -> Encounter Howler Web blocking path -> Learn blowtorch (G) -> Encounter patrolling Howler -> New area.
4	Explore -> Find a giant pit -> Find door that requires 2 new Glyphs -> Search hub room for 2 Glyphs -> Find each glyph Glyph -> Enemy drone enters the area of each Glyph taken (iv) -> Reach the locked door to escape the area.
5	Enter a hallway -> Path is blocked -> Find narrow path covered in Howler Webs -> Destroy webs to discover room with a water obelisk (v) that reveals a rudimentary staircase going down (vi).

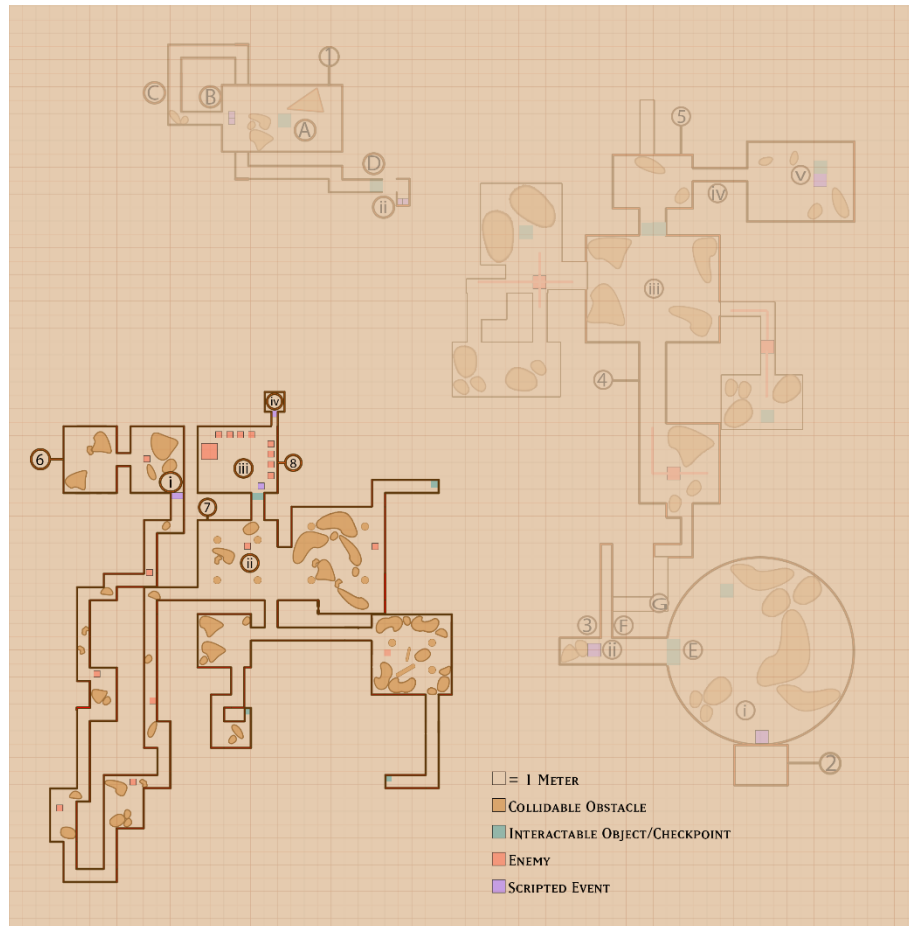
### Mechanics order of introduction:

D	Glyph Scanner
E	Opening Doors
F	Crouch
G	Blowtorch

### Scripted Events

i	Locked in: The temple door seals behind the player, separating them from their last crew.
ii	Howler Scare: Occurs as the player approaches the flickering light. As the player approaches, the Howler screams and runs into its tunnel.
iii	Drone spawns to patrol area per glyph taken.
iv	Destroying Howler Webs reveals water obelisk.
v	Interacting with Obelisk reveals staircase.

### c. Temple - Underground



Game loops:		Scripted Events	
6	Enter new area with patrolling Drone (i) -> Run past the Drone to encounter <b>Howlers that jump into the path</b> -> Complete the chase sequence by <b>entering a new hub area with locked door</b> .	<b>i</b>	Drone is confined to small area near spawn.
7	New door is locked with 3 new glyphs -> <b>Explore new rooms for 3 Glyphs to open door</b> -> <b>Each switch engaged introduces a drone to that area (ii)</b> -> Open door while evading Drones -> <b>Enter Queen's chamber</b> .	<b>ii</b>	Each Glyph scanned spawns Drone.
8	<b>Explore new area</b> -> <b>Enter Queen cutscene trigger (iii)</b> -> Escape Queen and Drones by running towards the light at the end of the tunnel -> <b>Tunnel leads to cliff face</b> -> Take a leap of faith and get rescued by the ship ( <b>iv</b> ).	<b>iii</b>	Queen introductory cutscene who summons Drones.
		<b>iv</b>	Leap of faith cutscene.

## 4. Gameplay

### a. Controls



### b. Basic Mechanics

#### I. Movement

- [Character movement](#) (see above) directly moves the player inside the game world. Movement is confined to the x and y axes along the ground. During movement, there is collision between the character and any solid obstacles like walls, other characters or environmental objects. The player moves at 1 meter per second while standing and  $\frac{1}{2}$  a meter per second while crouching.
- [Aim/Look](#) (see above) moves the camera 360 degrees, the player head acts as the pivot point for the rotation.
- [Jump](#) (see above) moves the player upward. The player can jump one meter high.
- [Crouch](#) (see above) to reduce the player height to half of the default height.

#### II. Health

- The player has 100 units of health.
- Health is regained 5 units per second at all times up to 100 units.
- The player will lose 20 units of health every 2.5 seconds from Drones.
- The player will lose 10 unit of health every 2 seconds from Howlers.

#### III. Energy

- The player has 100 units of energy. Energy is used for Blowtorch and Resource Highlighter activation
- Energy is regenerated 4 units per second up to 100 units.



## c. Gameplay Mechanics

### I. Flashlight

- [Toggle Flashlight \(see above\)](#) to turn on and off the flashlight.
- The Flashlight emits a source of light in a cone from the tip of the Holo-Tool.
- The Flashlight will automatically turn off when the Blowtorch or Resource Highlighter is activated.

### II. Blowtorch

- [Blowtorch \(see above\)](#) activates the blowtorch.
- The Blowtorch creates a beam from the tip of the Holo-Tool. The collision of the beam is 218 units in length. If the blowtorch collides with a Drone it is stunned for .5 seconds. If the blowtorch collides with the Howler it does 20 units of damage per second, when the Howler's health reaches 50 units it is stunned for .5 seconds. If the blowtorch collides with an alien web then it destroys the web.
- On activation, the Blowtorch consumes 10 units of energy per second. If energy is less than 9 units then the Blowtorch will not activate.

### III. Glyph Scanner

- The Glyph Scanner is used to collect Glyphs in the environment, cycle through Glyphs on the Holo-Tool, and place Glyphs into Glyph deposit slots near locked doors. After placing the proper Glyph in the Glyph deposit slot near a locked door, it will unlock and open.
- [Pick-Up/Place Selected Glyph \(see above\)](#) does the following:
  - If the player is facing a Glyph they have not already collected they will collect the Glyph, adding it to the Holo-Tool display.
  - If the player is facing a Glyph deposit slot they will place the currently selected Glyph into the deposit.
- [Select Glyph \(see above\)](#) cycles through the Glyphs the player has collected. This will change the currently selected Glyph on the Holo-Tool display.

### IV. Resource Scanner

- [Resource Scanner \(see above\)](#) activates the Resource Scanner. When activated a light, transparent blue particle effect disperses around the player in 360 degrees highlighting the environment for 5 seconds. The water aquifer or crew member's blood will change to a blue material showing through walls. This acts as a guide for the player to head in that direction.
- The Resource Scanner consumes 50 units of energy upon activation. If energy is less than 50 the Resource Scanner will not work.

## d. Player State

**Character Control:** The player can move through the environment using the Holo-Tool to solve puzzles.

### The Drone:

- A Drone spawns when a glyph is collected at a predetermined spot within the game world.
- When the Drone detects the player, it is alerted (see Drone or Howler Alerted below).
- If the player leaves the room or line of sight of Drone it ceases its alert.

### The Howler Patrol:

The Howler begins patrolling immediately on game load or whenever the player passes through an event trigger in the game world.

- The Howler has 100 units of health.
- The Howler moves at ½ speed towards its next designated stop
- When the player is within detection radius of 1,500 units of the Howler, it is alerted (see Drone or Howler Alerted below).
- If the player leaves the Howler's detection radius, it ceases its alert.
- The Howler only patrols in the designated areas on the level map.

### The Drone or Howler Alerted:

If the player alerts either a Drone or Howler, their alerted animation plays and a detected sound effect plays.

In this mode, the Drone or Howler moves at an increased rate up to a cap towards the player. If the Drone or Howler is within 1 meter of the player their attack animation plays, attacking sound effect plays, and deals 10 damage to the player every 2 seconds if they are a Howler, and 20 damage every 2.5 seconds if they are a Drone. If the Drone or Howler kill the player a death sound effect plays and goes to the fail state.

### Fail State:

If the Drone or Howler comes within 1 meter of the currently controlled character (see the Howler or Drone Alerted above) and the player's health reaches zero, the screen fades to black over 1 second and the player is immediately taken to the Game Over Screen where they can choose:

- Continue—Fade to black then back with the player in the most recent checkpoint.
- Return to Main Menu—Fade to black then resets the game at the title scene.

### Win State:

When the player boards the ship at the end of level three (Temple Underground) the screen fades to black then goes to the Win Screen.

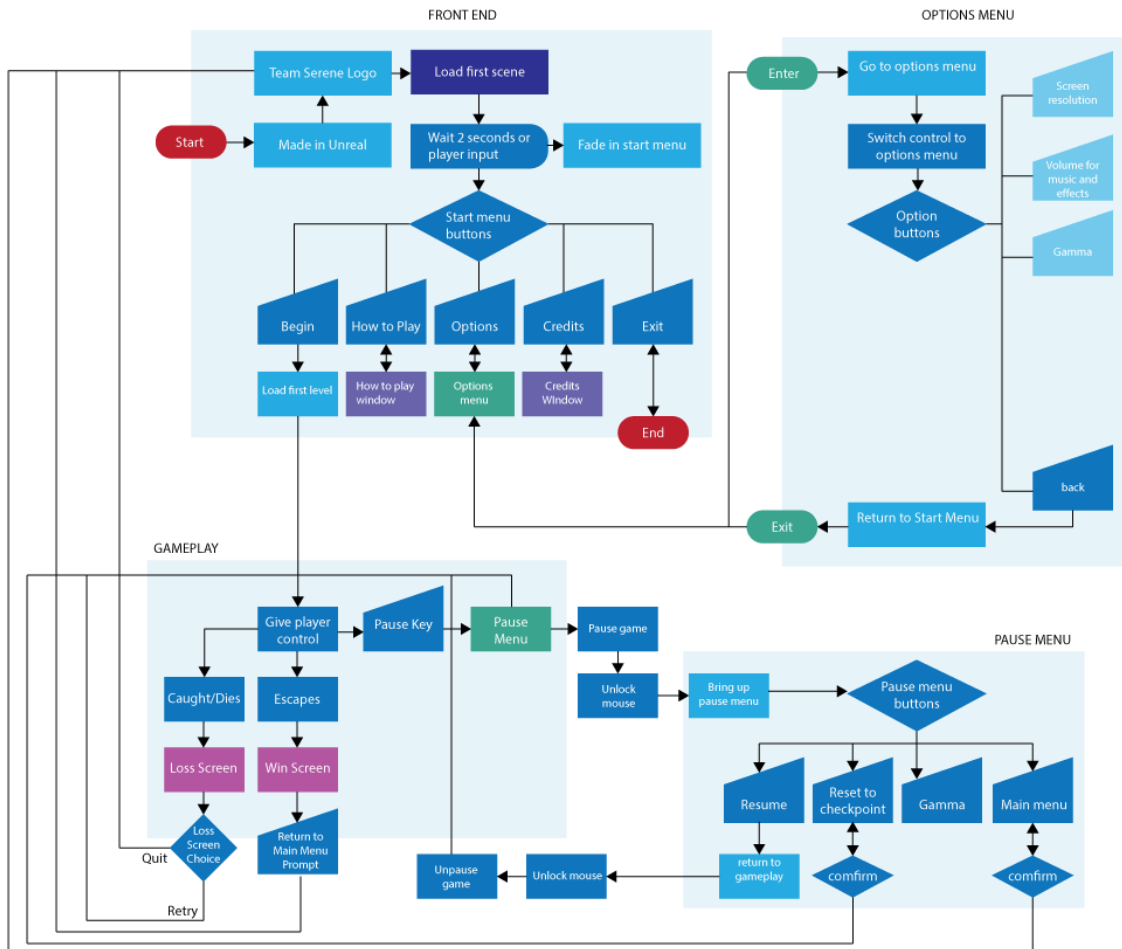
In the Win Screen, the player is told they've survived the game. When selected, a single button at the bottom of the screen fades the screen to black and resets the game at the title scene.

### Checkpoints:

A checkpoint is made at all glyph locations, going through a door, and tutorial landing site.

# 5. User Interface

## a. Wireframe



## b. Options Menu

The Options Menu is reached by a button in the Start Menu, upon selection the Options Menu loads. Selecting *Back* or pressing *CANCEL* returns to the Start Menu.

### Options:

Screen Resolution	1280 x 720 or 1920 x 1080
Master Volume	Button 10% intervals
Gamma	Low Mid Normal High
Back	Button. Returns to Start Menu.