

# D1 GAME DESIGN DOCUMENT

CODE  
R.O.E.S

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## High Concept

Code R.O.E.S is a horror game with a mystery theme surrounding its narrative. The player will be navigating dangerous terrain sneaking by enemies with different behaviors, the catch, however, is that they aren't just protecting themselves they must protect the AI Companions who follow them. The player's goal is to escape this facility alive with all their companions with them, but in order to escape, they'll have to solve various puzzles of different degrees but with the rooms being randomized as the player plays, who knows what's behind each closed door.

## Mission Statement

To showcase a unique horror experience to players, with the uniqueness coming from the randomly generated room placements and the idea of protecting another when you can't protect yourself.

## Player Hook

Code R.O.E.S isn't just about you, here you'll put your survival skills to the test as you protect those who need you the most.

But how many can you save if you can barely save yourself?

# Game Vision

## Unique Selling Points

- 1.) Managing other AI's safety while not being able to fight back.
- 2.) Randomly generated puzzle rooms
- 3.) Monster Types with different mechanics.

## Audience

Ages: 16 - 25

Psychographics:

- Thrill-seeking individuals: Players seeking a horror based thrill.
- Mystery lovers: Players seeking a good mystery.
- Heroic natured players: Players who have a protective nature during play.
  - Players who naturally play Tanks or Healers

## Genre

- Horror
- Survival
- Suspense

## Rating

- T for Teen rating
  - To Keep the rating "T", the blood & gore of a horror game will be lessened, any blood will be colored differently while making sure it still fits the aesthetic of the game.
  - Any of the deaths on the screen will be quick and partially censored.
  - To make sure that children don't die on screen if the AI Child Companion is captured by the enemy the camera cuts to them being dragged into shadows, Akane reaches for them before being tackled by another monster.

## Platform

The game will be released on PC, with graphical settings to work on both high-end PCs and low-end PCs to hit audiences who aren't able to afford powerful computers, younger children who only own laptops.

The game will be available on Steam and will not require an age check.

## Software

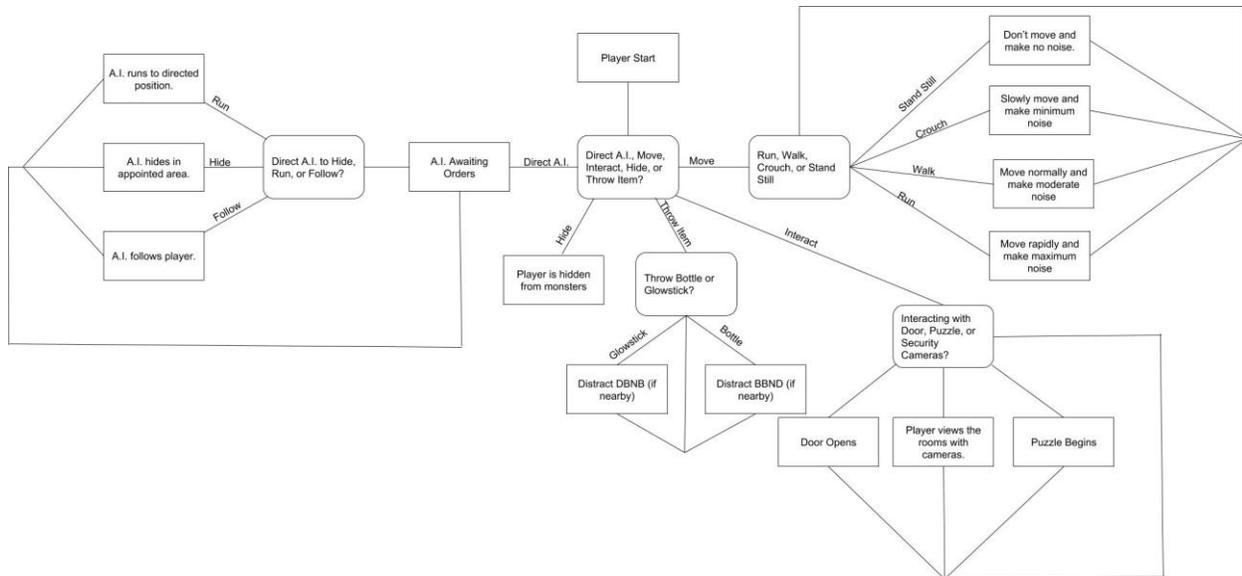
- Unity Game Engine - the engine the game will be developed in.
  - Probuilder Asset for easiest level creation.
- Microsoft Word - used for document creation (screenplay, testing documentation, etc.)
- Visual Studio - the program used for coding assistance.
- Audacity - the program used for audio recording.
- Premiere Pro - the program used for audio mixing/editing.
- Adobe XD - the program used for UI creation.
- Google Drive - the program used for source control.

All software besides Premiere Pro and Adobe XD are free programs, team members are equipped with Premiere and Adobe XD prior to development.

# Gameplay & Mechanics

## Overview of Gameplay

The core gameplay revolves around the player protecting themselves and the AI companions. Using various items to distract enemies so the player can move around and through enemies. The player will also be brought into various puzzles to complete the core objectives of the game. The player fails and gets a game over if they are killed by the enemies or their AI companions are caught and killed.



## Gameplay Guidelines

The specific do's designed for Code R.O.E.S are - we want the player to feel vulnerable, scared, hopeless and that there is danger around every corner. The tension should come from the idea that the player must protect themselves and also protect their companions who have put their livelihood in the player's hands. The player should want to protect their companions from a narrative and mechanic viewpoint.

The specific don'ts of the design is that the player should never feel frustrated over the puzzles or the protection of the AI. The player should want to protect their companions not feel as if they are being held at gunpoint to do so.

## Player Experience

The player can run, gather, hide, use and die. They cannot fight enemies, they can only hide or sneak around them. In these actions the player must also protect their AI companions they are able to direct and control. The player's life and their goal is tied to the protection of their companions. Besides running around and sneaking behind monsters, players will also solve logic-based puzzles involving the usage of companions or using their own logic reasoning.

## Core Player Actions

List the operative and result actions afforded to the player that are core to gameplay.

- WALK
  - The player moves forward and creates normal sound.
- RUN
  - The player moves forward faster and creates a large sound.
- CROUCH
  - The player slowly moves forward and creates minimal sound.
- STAND STILL
  - The player does not move, bringing rose close and holding her for safety.
- Equip items
  - The player equips an item to them.
- Use Items
  - The player uses their equipped item.
- Die
  - The player dies.
- Direct AI
  - The player directs the AI to a place to hide, move to, or stand at.

## Goals

- Main
  - Escape the facility with the girl you were sent in to save.
- Sub
  - Find and build the cure for the infected R.O.E.S
  - Cure R.O.E.S
  - Protect Rose and any other AI Survivors that come your way.
  - Clear all Levels / Sectors
- Moment - to - Moment
  - Make sure all AI Companions are safe.
  - Completing Puzzles
  - Keeping yourself safe.
  - Collecting items to use against the enemies.

# Rules

## Foundational:

- Player Actions → Run, Walk, Hide, Crouch walk.
- Player AI Directions →
  - Player can only send their companions out a certain range or distance before the AI companion will be called back to the player's position.

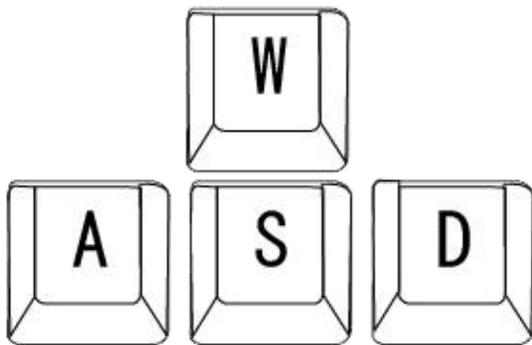
## Operational:

- AI Companions stand around the player, in an omni direction. Everyone except Rose who will hold the player's hand and stand on the same space as them.
- Enemy has specific ranges.
- Enemy AI is dumbed down so the player doesn't feel cheated.

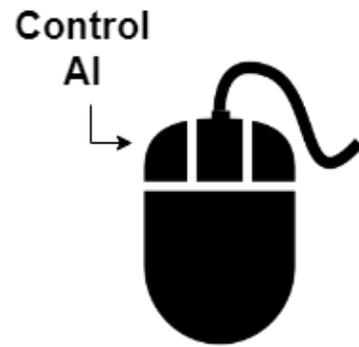
## Behavioral:

- The player checking every corner for a resource.
- The player keeping the AI companions close by to constantly manage them.

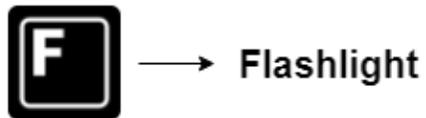
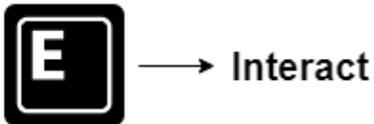
## Control Scheme



Movement



Camera Movement



Action	Keyboard Mapping
Movement	WASD
Camera Movement	Mouse (X & Y axis)
Interact	E
Flashlight	F
Inventory	Tab
Pause	Escape
Control AI	Left Click

\* Control schemes can be remapped by the player.

# Systems

## Player Actions

### Movement

- **Walk**
  - The player moves forward and creates normal sound.
- **Stand Still**
  - The player does not move.
- **Crouch**
  - The player slowly moves forward and creates minimal sound.
- **Run**
  - The player moves forward faster and creates a large sound.

### Actions

- **Equip Items**
  - The player equips an item to them.
- **Use Item**
  - The player does not move.
- **Die**
  - The player dies.
- **Direct A.I.**
  - The player directs the AI to a place to hide.

## Enemy Breakdown

### **BBND (Blind But Not Deaf)**

- This enemy cannot see the player but can hear them if they're in range.



### **DBNB (Deaf But Not Blind)**

- This enemy can see the player if in range but not hear them.



### **R.O.E.S (Radioactive Organic Elucidation Source)**

- Rose will give away the player's location to the other monsters once she spots you.



### **Walls**

- This enemy will try to grab the player from a wall once in range.

## **AI Companions**

**Roes (After she is cured)** - Can Lookout for enemies, warn the player if they are Close.



**Benedict** - Relays tips for the player in terms of puzzle solving.

- **Sound distraction**

- Throw object to alert BBND--05 to a different area
- **Hiding**
  - Closets/Lockers can be used to hide in to avoid detection from DBNB -- 06. Hiding AI in closets to keep them from enemy sight.

## Rooms

- **A Safe Room**
  - When in a safe room, the player is safe from any enemy aggro or enemy awareness, allowing for the player to take a calm breather if needed. Player can access the security terminals to view puzzle rooms of the level.
- **Random Generated Puzzle Rooms**
  - Rooms are randomly generated, and in these special rooms the player has to solve a puzzle. The puzzles themselves are listed below:

PUZZLE	SOLUTION	DIFFICULTY
<p><b>Puzzle 1:</b> 9 pieces are laid out in front of player that the player can not see underneath until flipped over, to solve the match 3 essentially, 3 are correct and 6 are wrong, if the player were to match any of the 6 together it will sound the alarm causing monsters to head towards destination and even if the player doesn't solve the puzzle within the timeframe it will cause the alarm to go off. Player can only lift 3 pieces up at a time and pieces must flip back over if done incorrectly.</p>	<p>Matching DNA Symbols to finish the puzzle within a 1min time frame. 3 of the same DNA symbols must match to finish this puzzle, the other 6 symbols are alarm symbols giving the player information there is a consequence for failing.</p>	<p>Medium</p>
<p><b>Puzzle 2:</b> A one-piece puzzle, there will be 8 pieces of an image randomized in front of the player and 1 blank spot at the very bottom right corner so the player can move these pieces around to make the image which is an image of a</p>	<p>The player must make the image of a rose with the 8 pieces in order to complete the puzzle, there is no mess ups in this puzzle, but the timeframe is what matters and having to complete it before the time runs out.</p>	<p>Medium</p>

<p>rose, the player has a 1min and 30 second timeframe to complete this, this puzzle will also have a situation within the timeframe if not completed it will close off and sound an alarm</p>		
<p><b>Puzzle 3:</b> A riddle is presented in front of the player which says “I create my lair with earthen string and dispatch my prey with a biting sting. What am I?” The idea for this is for the player to figure out what is the animal representation because besides this riddle there will be 3 images of 3 animals being a spider, an ant and a scorpion. The player must figure out which one fits the riddle. Only 1 is correct and 2 are incorrect.</p>	<p>The puzzle can be solved by choosing the spider image to fit in with the riddle.</p>	<p>Hard</p>
<p><b>Puzzle 4:</b> When the player reaches the end of the level they will be set with a prompt that allows for a reading of a paragraph that is meant to solve the passcode missing for the final door. The player must figure out what this paragraph means and why is it relevant to the passcode.</p>	<p>The way for the player to solve this puzzle is that in the paragraph itself as the player reads it, it has certain words that are capitalized and putting those letters in order will allow the player to figure out the passcode, it’s a 5-letter password that spells “James”.</p>	<p>Easy</p>
<p><b>Puzzle 5:</b> The player comes across 3 levers and the player must flip the switches to make these 2 bars on a screen to be aligned with each other. The player has no limit how much they can keep doing it but the switches will keep changing the bars on the</p>	<p>The player must align the bars with each other.</p>	<p>Easy</p>

<p>screen on how they align, it could be too high or too short but it needs to be right in the middle for it to complete.</p>		
<p><b>Puzzle 6:</b> The player comes across a panel on the floor that unlocks a cage that has a secret key in it. The one panel does nothing alone but there is another panel on the floor a bit away from the first panel, the player must figure out how to activate both panels without getting off one panel.</p>	<p>The player has always Rose the AI with them so for this puzzle the solution here would be for the main player to stand on a panel while indicating Rose to go to the other panel to set off the switch to unlock the cage.</p>	<p>Easy</p>
<p><b>Puzzle 7:</b> Player must now open a secret door with the key from the last puzzle earlier on and at this point the player finds the door but after the player opens the door there is 2 buttons and one of the buttons will cause the player to take a hit from a monster but with sound queues it can be avoided.</p>	<p>Player chooses the right door</p>	<p>Easy</p>
<p><b>Puzzle 8:</b> Player finds a glass container that they can only see through a small lens and through the lens they see a very dirty number code, 3 of the numbers (1,8,3) are seen but the last spot is scratched off that the player doesn't see it. The player must use the panels on the side of the glass container to search through the container for a specific number that can be hidden behind small objects such as pieces of dirt, wood and bugs in the way.</p>	<p>If the player keeps searching with the panels on the side they can find the code within the glass container and the number code would be in order. The code will later reveal a locker.</p>	<p>Easy</p>

<p><b>Puzzle 9:</b> Player runs into a room where the only way to get through a certain path to continue with the game is to break the wall. The player does not have any tools or weapons for this part. Need to figure out how to make the wall break to continue, the wall is how the player discovers more.</p>	<p>With the blind monster in the game they must make the monster follow them into the room and allow the monster to ram into the wall 2 times so the wall eventually breaks. The monster reacts with sound, so it will charge after the player allowing the player to move out of the way before it hits them and instead hits the wall.</p>	<p>Very Hard</p>
<p><b>Puzzle 10:</b> Player finds a door with 4 pieces and the only way to open the door is to find all these pieces across the level to open this door. They are all circle round shapes with different animal symbols on it and they must go in their right spot.</p>	<p>Player goes around the map while exploring opening lockers that have pieces in them that they need to pick up to hold onto while finding this door and find out the secrets behind this door.</p>	<p>Medium</p>
<p><b>Puzzle 11:</b> Player finds a hallway that feels endless to the player and doesn't seem to go anywhere especially with the dark fog in the room. While the only thing he sees down the hallway is 2 statues pointing at the wall.</p>	<p>The player must turn these statues a certain way pointing at the hallway to make it clear the hallway of the fog causing it not be endless anymore and allowing the player to move on with the game.</p>	<p>Medium</p>

## RESOURCE MANAGEMENT

- **Resource Management / Inventory**
  - Consumable items:
    - Throwing objects.
  - Key Items:
    - The cure for Rose.
    - Puzzle Pieces.
    - Secret Tapes

## FEEDBACK

- **Visual**

- **Enemy Awareness:** This meter allows the player to keep track of the enemies range and the amount of sound that is being made.



- **Inventory:** The inventory allows the player to hold items that they find in the game world (For example: Bottles, Glow Sticks and other items) and use them later in key situations when necessary.



- **Player Heartbeat:** This displays the heart rate of the player character and indicates how tense or calm they are in the game and indicates their health.



- **A.I Tracker:** This allows the player to keep track of the A.I members that are with them.



- **Auditory**

- **Player Heartbeat:** The player can keep track of their health and heart rate based on the sounds.



- **Enemies:** The enemies will scream which will indicate where they're positioned at.



- **Movement:** Any sound the player makes depending how they're moving



- **Throwables:** Sounds are made when a bottle or glow stick is thrown.



- **AI:** Heartbeat of Companions is also trackable based on sound and also if they're scared they make panicking sounds.



- **Win Conditions**

- Player clears the objective of the level with their AI companions on.

- **Lose Conditions**

- Player encounters an enemy and the enemy catches up to the player killing them.
- The enemy catches and kills an AI companion.

- **A Safe Room**

- When in a safe room, the player is safe from any enemy aggro or enemy awareness, allowing for the player to take a calm breather if needed. The safe room location is not denoted to the player until they enter the safe room. That way the game can simulate a release of tension when it's done.

- **Movement**

- Walk - Causing sound while allowing moderate movement.
- Run - Causes extreme sounds while allowing high movement.

- Crouch - Cause minimum sound while minimum movement
- Stand - No sound with No movement, allows avoidance of BBND-005.
- **Enemies:**
  - BBND -- 05 ( Blind but not deaf ) - Can hear player movement and actions but cannot see him. (set spaces away can hear)
  - DBNB -- 06 ( Deaf but not blind ) - Can see the player and aggros player after being seen but cannot hear them. (Arrow pointing towards vision range)
  - W.A.L.L.S -- 03 - Enemy that travels through the walls. Spooks and jumps out at the player. This enemy always jumps directly in front of the player, not on top of them. Can be detected by Rose.
  - R.O.E.S -- 001 ( RADIOACTIVE ORGANIC ELUCIDATION SOURCE ) - Alarms the enemies to the player's location. Is the little girl Rose the player is seeking.
  - Enemies become more aggressive once R.O.E.S is cured into Rose.

## Core Object Breakdown

List all core objects for the game, with a **description, object role, states and attributes**, and a link to the asset list for assets required for that object's creation. Remember, core objects are ones that would have the largest impact on the core gameplay.

### Object: Akane Wang

**Overview:** The Private Investigator Protagonist. Who the player is largely going to be playing as.

**Description:** Akane Wang is a 30 year old woman of Asian descent, she is wearing a brown trench coat and regular work shoes, regular light khaki pants. Her hair is black and tied into a short ponytail.

**Object Role:** The Player Character

[ASSET LIST → AKANE](#)

States	States Attributes
Idle	<ul style="list-style-type: none"> <li>● Not moving</li> <li>● Playing Idle Animation 1 or 2</li> <li>● Creating 0 Sound</li> </ul>
Walk	<ul style="list-style-type: none"> <li>● Player is walking → 3.5 units in Unity</li> <li>● Playing Walk Animation</li> </ul>

	<ul style="list-style-type: none"> <li>• Creating normal Sound</li> </ul>
Crouch	<ul style="list-style-type: none"> <li>• Player is crouching → 1.75 units in Unity</li> <li>• Playing Crouch Animation</li> <li>• Creating minimal Sound</li> </ul>
Run	<ul style="list-style-type: none"> <li>• Player is running → 7 units in Unity</li> <li>• Playing Run Animation</li> <li>• Creating maximal sound.</li> </ul>
Dead	<ul style="list-style-type: none"> <li>• Player has failed in protecting their Ai Companion</li> <li>• Player has gotten caught by the enemy</li> <li>• Game is over.</li> </ul>
Is Noticed	<ul style="list-style-type: none"> <li>• Enemy has noticed Akane or her companions</li> <li>• Play Panicked Animation</li> <li>• Play panting sound.</li> </ul>
Is Unnoticed	<ul style="list-style-type: none"> <li>• Don't play any isNoticed state conditions.</li> </ul>
Throw Item	<ul style="list-style-type: none"> <li>• Player is throwing their equipped item.</li> <li>• Play Throw Item Animation</li> </ul>
Is Hidden	<ul style="list-style-type: none"> <li>• Can't' be noticed by enemies.</li> <li>• Stationary</li> <li>• Under a table / In a Locker</li> </ul>
Is UnHidden	<ul style="list-style-type: none"> <li>• Can be noticed by enemies.</li> </ul>

## Object: Rose

**Overview:** The main goal of the player, a young girl taken by the Pendulum Facility and won't be accessible until she is secured.

**Description:** Rose is a 9 year old girl, of Caucasian descent. Blonde hair and and frail body she's naturally drawn to Akane's motherly presence. Her outfit consists of a medical gown.

**Object Role:** AI Companion

[ASSET LIST → ROSE](#)

States	States Attributes
Idle	<ul style="list-style-type: none"> <li>● Not Moving</li> <li>● Playing Idle Animation 1 or 2</li> <li>● Creating 0 Sound</li> <li>● Speed matches Akane</li> </ul>
Walk	<ul style="list-style-type: none"> <li>● Rose is walking</li> <li>● Playing Walking animation or Walking and holding Akane's hand animation</li> <li>● Creating normal sound</li> <li>● Speed matches Akane</li> </ul>
Crouch	<ul style="list-style-type: none"> <li>● Rose is crouching</li> <li>● Playing crouching animation or crouching and holding Akane's hand animation</li> <li>● Creating minimal sound</li> <li>● Speed matches Akane</li> </ul>
Run	<ul style="list-style-type: none"> <li>● Rose is running</li> <li>● Playing running animation or running and holding Akane's hand animation</li> <li>● Creating large amounts of sound.</li> <li>● Speed matches Akane.</li> </ul>
Taken by Enemies	<ul style="list-style-type: none"> <li>● Player has failed in protecting their Ai Companion</li> <li>● Game is over.</li> </ul>
Is Noticed	<ul style="list-style-type: none"> <li>● Enemy has noticed Akane or her companions</li> <li>● Play Panicked Animation</li> <li>● Play panting sounds.</li> <li>● Play crying sounds.</li> </ul>
Is UnNoticed	<ul style="list-style-type: none"> <li>● Don't play any isNoticed state conditions.</li> </ul>
Directed	<ul style="list-style-type: none"> <li>● Rose walks over to the designated location.</li> </ul>
Rose Sense	<ul style="list-style-type: none"> <li>● Rose idles.</li> <li>● Rose sends out a radius to see if an enemy position is nearby. <ul style="list-style-type: none"> <li>○ If enemy is nearby → Rose will mention the closeness of an enemy.</li> <li>○ If enemy is not nearby → Rose will shake her head in no.</li> </ul> </li> </ul>

Is Hidden	<ul style="list-style-type: none"> <li>• Can't be noticed by enemies.</li> <li>• Stationary</li> <li>• Under a table / In a Locker</li> <li>• Plays hugging Akane Animation</li> </ul>
Is UnHidden	<ul style="list-style-type: none"> <li>• Can be noticed by enemies.</li> </ul>

## Object: Benedict

**Overview:** A scientist that the player finds and rescues.

**Description:** A 62 year old man, hunched back and white hair he's got a shifty look about him that implies a hidden nature, his hands are always chutched together out of fear.

**Object Role:** AI Companion

[ASSET LIST](#) → [Benedict](#)

States	States Attributes
Idle	<ul style="list-style-type: none"> <li>• Not Moving</li> <li>• Playing Idle Animation 1 or 2</li> <li>• Creating 0 Sound</li> <li>• Speed matches Akane</li> </ul>
Walk	<ul style="list-style-type: none"> <li>• Benedict is walking</li> <li>• Playing Walking animation</li> <li>• Creating normal sound</li> <li>• Speed matches Akane</li> </ul>
Crouch	<ul style="list-style-type: none"> <li>• Benedict is crouching behind Akane</li> <li>• Playing Walking animation</li> <li>• Creating normal sound</li> <li>• Speed matches Akane</li> </ul>
Run	<ul style="list-style-type: none"> <li>• Benedict is running behind Akane</li> <li>• Playing running animation</li> <li>• Creating normal sound</li> <li>• Speed matches Akane</li> </ul>
Taken by Enemies	<ul style="list-style-type: none"> <li>• Player has failed in protecting their Ai Companion</li> <li>• Game is over.</li> </ul>
Is Noticed	<ul style="list-style-type: none"> <li>• Enemy has noticed Akane or her companions</li> <li>• Play Panicked Animation</li> <li>• Play panting sounds.</li> </ul>

Is UnNoticed	<ul style="list-style-type: none"> <li>• Don't play any isNoticed state conditions.</li> </ul>
Directed	<ul style="list-style-type: none"> <li>• Benedict walks over to the designated location.</li> </ul>
Benedict Hints	<ul style="list-style-type: none"> <li>• Benedict will give a specified hint on the puzzle.</li> </ul>
Is Hidden	<ul style="list-style-type: none"> <li>• Can't be noticed by enemies.</li> <li>• Stationary</li> <li>• Under a table / In a Locker</li> </ul>
Is UnHidden	<ul style="list-style-type: none"> <li>• Can be noticed by enemies.</li> </ul>

## Object: Rodney

**Overview:** A younger kid also taken by the Pendulum Facility.

**Description:** A young african - american kid, scrawny and skinny with raggedy brown hair, he's also wearing the same medical gown that Rose is wearing.

**Object Role:** AI Companion

[ASSET LIST](#) → [RODNEY](#)

States	States Attributes
Idle	<ul style="list-style-type: none"> <li>• Not Moving</li> <li>• Playing Idle Animation 1 or 2</li> <li>• Creating 0 Sound</li> <li>• Speed matches Akane</li> </ul>
Walk	<ul style="list-style-type: none"> <li>• Rodney is walking</li> <li>• Playing Walking animation</li> <li>• Creating normal sound</li> <li>• Speed matches Akane</li> </ul>
Crouch	<ul style="list-style-type: none"> <li>• Rodney is crouching behind Akane</li> <li>• Playing Walking animation</li> <li>• Creating normal sound</li> <li>• Speed matches Akane</li> </ul>
Run	<ul style="list-style-type: none"> <li>• Rodney is running behind Akane</li> </ul>

	<ul style="list-style-type: none"> <li>● Playing running animation</li> <li>● Creating normal sound</li> <li>● Speed matches Akane</li> </ul>
Taken by Enemies	<ul style="list-style-type: none"> <li>● Player has failed in protecting their Ai Companion</li> <li>● Game is over.</li> </ul>
Is Noticed	<ul style="list-style-type: none"> <li>● Enemy has noticed Akane or her companions</li> <li>● Play Panicked Animation</li> <li>● Play panting sounds.</li> </ul>
Is UnNoticed	<ul style="list-style-type: none"> <li>● Don't play any isNoticed state conditions.</li> </ul>
Directed	<ul style="list-style-type: none"> <li>● Rodney walks over to the designated location.</li> </ul>
Is Hidden	<ul style="list-style-type: none"> <li>● Can't be noticed by enemies.</li> <li>● Stationary</li> <li>● Under a table / In a Locker</li> </ul>
Is UnHidden	<ul style="list-style-type: none"> <li>● Can be noticed by enemies.</li> </ul>

## Object: Elizabeth

**Overview:** A younger girl also taken by the Pendulum Facility.

**Description:** A young british kid, scrawny and skinny with red hair and freckles, she's also wearing the same medical gown that Rose is wearing.

**Object Role:** AI Companion

[ASSET LIST → ELIZABETH](#)

States	States Attributes
Idle	<ul style="list-style-type: none"> <li>● Not Moving</li> <li>● Playing Idle Animation 1 or 2</li> <li>● Creating 0 Sound</li> <li>● Speed matches Akane</li> </ul>
Walk	<ul style="list-style-type: none"> <li>● Rodney is walking</li> <li>● Playing Walking animation</li> <li>● Creating normal sound</li> <li>● Speed matches Akane</li> </ul>

Crouch	<ul style="list-style-type: none"> <li>● Rodney is crouching behind Akane</li> <li>● Playing Walking animation</li> <li>● Creating normal sound</li> <li>● Speed matches Akane</li> </ul>
Run	<ul style="list-style-type: none"> <li>● Rodney is running behind Akane</li> <li>● Playing running animation</li> <li>● Creating normal sound</li> <li>● Speed matches Akane</li> </ul>
Taken by Enemies	<ul style="list-style-type: none"> <li>● Player has failed in protecting their Ai Companion</li> <li>● Game is over.</li> </ul>
Is Noticed	<ul style="list-style-type: none"> <li>● Enemy has noticed Akane or her companions</li> <li>● Play Panicked Animation</li> <li>● Play panting sounds.</li> </ul>
Is UnNoticed	<ul style="list-style-type: none"> <li>● Don't play any isNoticed state conditions.</li> </ul>
Directed	<ul style="list-style-type: none"> <li>● Rodney walks over to the designated location.</li> </ul>
Is Hidden	<ul style="list-style-type: none"> <li>● Can't be noticed by enemies.</li> <li>● Stationary</li> <li>● Under a table / In a Locker</li> </ul>
Is UnHidden	<ul style="list-style-type: none"> <li>● Can be noticed by enemies.</li> </ul>

## Object: Raj

**Overview:** A younger boy also taken by the Pendulum Facility.

**Description:** A young indian kid, scrawny and skinny with very short buzzed black hair, he's also wearing the same medical gown that Rose is wearing.

**Object Role:** AI Companion

[ASSET LIST → RAJ](#)

States	States Attributes
Idle	<ul style="list-style-type: none"> <li>● Not Moving</li> <li>● Playing Idle Animation 1 or 2</li> </ul>

	<ul style="list-style-type: none"> <li>• Creating 0 Sound</li> <li>• Speed matches Akane</li> </ul>
Walk	<ul style="list-style-type: none"> <li>• Rodney is walking</li> <li>• Playing Walking animation</li> <li>• Creating normal sound</li> <li>• Speed matches Akane</li> </ul>
Crouch	<ul style="list-style-type: none"> <li>• Rodney is crouching behind Akane</li> <li>• Playing Walking animation</li> <li>• Creating normal sound</li> <li>• Speed matches Akane</li> </ul>
Run	<ul style="list-style-type: none"> <li>• Rodney is running behind Akane</li> <li>• Playing running animation</li> <li>• Creating normal sound</li> <li>• Speed matches Akane</li> </ul>
Taken by Enemies	<ul style="list-style-type: none"> <li>• Player has failed in protecting their Ai Companion</li> <li>• Game is over.</li> </ul>
Is Noticed	<ul style="list-style-type: none"> <li>• Enemy has noticed Akane or her companions</li> <li>• Play Panicked Animation</li> <li>• Play panting sounds.</li> </ul>
Is UnNoticed	<ul style="list-style-type: none"> <li>• Don't play any isNoticed state conditions.</li> </ul>
Directed	<ul style="list-style-type: none"> <li>• Rodney walks over to the designated location.</li> </ul>

## Object: R.O.E.S

**Overview:** The infected version of the goal companion Rose.

**Description:** Rose is a 9 year old girl, of Caucasian descent. Blonde hair and and frail body she's naturally drawn to Akane's motherly presence. Her outfit consists of a medical gown, her eyes are glowing yellow and her skin is dressed in green.

**Object Role:** Enemy

[ASSET LIST → ROSE](#)

States	States Attributes
Idle	<ul style="list-style-type: none"> <li>• Not Moving</li> </ul>

	<ul style="list-style-type: none"> <li>• Playing Idle Animation</li> <li>• Making small groaning sounds.</li> </ul>
Walk	<ul style="list-style-type: none"> <li>• R.O.E.S is walking</li> <li>• Playing Walking animation</li> <li>• Making small giggle noises.</li> </ul>
Run	<ul style="list-style-type: none"> <li>• R.O.E.S is running.</li> <li>• Playing running animation</li> <li>• Creating giggle sound.</li> </ul>
Notice Player	<ul style="list-style-type: none"> <li>• R.O.E.S runs the opposite direction of Akane.</li> <li>• Playing running animation</li> <li>• Creating screaming sounds.</li> </ul>
Lost Player Sight	<ul style="list-style-type: none"> <li>• R.O.E.S transfers to idle state.</li> <li>• Playing idle animation.</li> <li>• Creating giggle sounds.</li> </ul>

## Object: BBND -- 05

**Overview:** The infected version of the Blind But Not Deaf Enemy

**Description:** The creature walks on all fours, it's tongue lolling out. Eyes shut tight from infection, their skin is all browned and rotting and disgusting.

**Object Role:** Enemy

[ASSET LIST → BBND](#)

States	States Attributes
Idle	<ul style="list-style-type: none"> <li>• Not Moving</li> <li>• Playing Idle Animation</li> <li>• Making small groaning sounds.</li> </ul>
Walk	<ul style="list-style-type: none"> <li>• BBND is walking</li> <li>• Playing Walking animation</li> <li>• Playing Low murmur sounds.</li> </ul>
Run	<ul style="list-style-type: none"> <li>• BBND is running.</li> <li>• Playing running animation</li> <li>• Playing Low murmur sounds.</li> </ul>
Notice Player	<ul style="list-style-type: none"> <li>• BBND makes their way to the player.</li> <li>• Playing running animation</li> <li>• Playing yell sounds.</li> </ul>
Lost Player Sight	<ul style="list-style-type: none"> <li>• Playing low murmur sounds.</li> <li>• BBND "looks" around for the player</li> </ul>

	<ul style="list-style-type: none"> <li>and growls when they don't find them.</li> <li>Returns to idle state.</li> </ul>
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### Object: DBNB -- 06

**Overview:** The infected version of the Deaf but not Blind Enemy.

**Description:** The creature walks on it's two legs, standing on its tiptoes when idle especially. Sharp claws on its teeth and it's ears pulled back and plugged up. It walks very lankily with it's arms dragging behind it.

**Object Role:** Enemy

[ASSET LIST](#) → [DBNB](#)

States	States Attributes
Idle	<ul style="list-style-type: none"> <li>Not Moving</li> <li>Playing Idle Animation</li> <li>Making small groaning sounds.</li> </ul>
Walk	<ul style="list-style-type: none"> <li>DBNB is walking</li> <li>Playing Walking animation</li> <li>Playing Low murmur sounds.</li> </ul>
Run	<ul style="list-style-type: none"> <li>DBNB is running.</li> <li>Playing running animation</li> <li>Playing Low murmur sounds.</li> </ul>
Notice Player	<ul style="list-style-type: none"> <li>DBNB makes their way to the player.</li> <li>Playing running animation</li> <li>Playing yell sounds.</li> </ul>
Lost Player Sight	<ul style="list-style-type: none"> <li>Playing low murmur sounds.</li> <li>DBNB "looks" around for the player and growls when they don't find them.</li> <li>Returns to idle state.</li> </ul>

### Object: W.A.L.L.S -- 03

**Overview:** The infected version of the enemy that travels through walls.

**Description:** The creature primarily crawls across the floor, using it's two large claw hands as it's way of movement. When going into the walls it phases into it.

**Object Role:** Enemy

[ASSET LIST](#) → [W.A.L.L.S](#)

States	States Attributes
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Idle	<ul style="list-style-type: none"> <li>● Not Moving</li> <li>● Playing Idle Animation</li> <li>● Making small groaning sounds.</li> </ul>
Walk	<ul style="list-style-type: none"> <li>● W.A.L.L.S is walking</li> <li>● Playing Walking animation</li> <li>● Playing Low murmur sounds.</li> </ul>
Run	<ul style="list-style-type: none"> <li>● W.A.L.L.S is running.</li> <li>● Playing running animation</li> <li>● Playing Low murmur sounds.</li> </ul>
Notice Player	<ul style="list-style-type: none"> <li>● W.A.L.L.S makes their way to the player.</li> <li>● Playing running animation</li> <li>● Playing yell sounds.</li> </ul>
Lost Player Sight	<ul style="list-style-type: none"> <li>● Playing low murmur sounds.</li> <li>● W.A.L.L.S “looks” around for the player and growls when they don’t find them.</li> <li>● Returns to idle state.</li> </ul>
Idle_inWall	<ul style="list-style-type: none"> <li>● W.A.L.L.S is in wall</li> <li>● Not moving</li> <li>● A ripple effect plays on the wall.</li> </ul>
Walk_inWall	<ul style="list-style-type: none"> <li>● W.A.L.L.S is in wall</li> <li>● Is moving</li> <li>● A ripple effect plays on the wall.</li> </ul>
Run_inWall	<ul style="list-style-type: none"> <li>● W.A.L.L.S is in wall</li> <li>● Is running</li> <li>● A ripple effect plays on the wall.</li> </ul>
Going Out of Wall	<ul style="list-style-type: none"> <li>● W.A.L.L.S has noticed player.</li> <li>● W.A.L.L.S makes a yelling sound.</li> <li>● W.A.L.L.S ripples / phases out of the wall and pounces the player.</li> </ul>
Going into Wall	<ul style="list-style-type: none"> <li>● W.A.L.L.S looks around for nearest wall.</li> <li>● W.A.L.L.S crawls to the nearest wall.</li> <li>● W.A.L.L.S moves into the wall a phasing effect / ripple effect playing around them and on the wall.</li> </ul>

## Object: Glowsticks

**Overview:** The glow stick used to distract the DBNB enemy.

**Description:** A small transparent cylindrical object. A green liquid in it. When cracked and thrown the liquid & the object glows a bright green light.

**Object Role:** Throwable Item

States	States Attributes
Not Picked Up	<ul style="list-style-type: none"> <li>● Not glowing</li> <li>● Not in player's inventory</li> <li>● Exists in the world.</li> </ul>
Picked up	<ul style="list-style-type: none"> <li>● In player's inventory</li> <li>● Does not exist in the world.</li> </ul>
Thrown	<ul style="list-style-type: none"> <li>● Exists in the world</li> <li>● Is being tossed it's maximum of 15 feet from Akane's position.</li> <li>● Has normal gravity acting upon it.</li> <li>● Leaves the player's inventory.</li> <li>● Glowing.</li> </ul>
Has Been Thrown and On the Ground.	<ul style="list-style-type: none"> <li>● Exists in the world</li> <li>● Glowing</li> <li>● Attracting nearest DBND enemies.</li> </ul>

### Object: Beakers

**Overview:** The glow stick used to distract the BBND enemy.

**Description:** A small transparent cylindrical object. A green liquid in it. When cracked and thrown the liquid & the object glows a bright green light.

**Object Role:** Throwable Item

States	States Attributes
Not Picked Up	<ul style="list-style-type: none"> <li>● Not in player's inventory</li> <li>● Exists in the world.</li> </ul>
Picked up	<ul style="list-style-type: none"> <li>● In player's inventory</li> <li>● Does not exist in the world.</li> </ul>
Thrown	<ul style="list-style-type: none"> <li>● Exists in the world</li> <li>● Is being tossed it's maximum of 15 feet from Akane's position.</li> <li>● Has normal gravity acting upon it.</li> <li>● Leaves the player's inventory.</li> </ul>

Has Been Thrown and On the Ground.	<ul style="list-style-type: none"> <li>● Exists in the world</li> <li>● Makes a breaking glass noise</li> <li>● Attracting nearest BBND enemies.</li> </ul>
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### Object: Desks

**Overview:** One of the hiding objects the player can hide under.

**Description:** A brown desk, big enough for a grown woman to hide under.

**Object Role:** Obj in the World. Player can hide there.

States	Attributes
Player Hides Under Object	<ul style="list-style-type: none"> <li>● Exists in the world.</li> <li>● Max size of the object is 60inches wide and 30 inches deep.</li> <li>● Akane is under the object with their Ai Companions with them if directed.</li> </ul>
Player Isn't Under Object	<ul style="list-style-type: none"> <li>● Exists in the world.</li> <li>● Max size of the object is 60inches wide and 30 inches deep.</li> </ul>

### Object: Lockers

**Overview:** One of the hiding objects the player can hide under.

**Description:** A grey locker, bigger than the player itself.

**Object Role:** Obj in the World. Player can hide there.

States	Attributes
Player Hides Under Object	<ul style="list-style-type: none"> <li>● Exists in the world.</li> <li>● Max size of the object is 20 inches wide and 20 inches tall. Akane is in the object with their Ai Companions with them if directed.</li> </ul>
Player Isn't Under Object	<ul style="list-style-type: none"> <li>● Exists in the world.</li> <li>● Max size of the object is 20 inches wide and 20 inches tall.</li> </ul>

## Object: Doors

**Overview:** A door that exists in the world.

**Description:** A dirty door that can be opened or closed.

**Object Role:** Obj in the World

States	State attributes
Closed	Idle, Unopened
Opened	Opened, Player can pass through
Destroyed	Does not exist in game world

## Object: Barricaded Doors

**Overview:** A door that is bar

**Description:** A dirty door that can be opened or closed after a puzzle is completed.

**Object Role:** Obj in the World

States	State Attributes
Locked Closed	Idle, Cannot be Opened
Unlocked Closed	If door can be opened Puzzle has been used on, Can be opened,
Unlocked Opened	Opened, the player can pass through

## Object: Locked Doors

**Overview:** A door that is bar

**Description:** A dirty door that can be opened or closed after a puzzle is completed.

**Object Role:** Obj in the World

States	State Attributes
Locked Closed	Idle, Cannot be Opened
Unlocked Closed	Puzzle/ Key has been used on, Can be opened
Unlocked Opened	Opened, the player can pass through

# Level Design

## Setting Overview

The facility Pendulum was once a well-kept and clean area being constantly sanitized. Filled with life and secrets as they took and experimented on many. But after a malfunction and a shutdown the facility is now dark and decrepit. The lights flicker and blood dries on the wall, a disgusting musk fills the air. Doors are broken requiring people to find strange solutions to overcome obstacles and corpses litter the halls along with beakers and flasks or glow sticks.

The life of Pendulum is now replaced with strange mutated creatures, roaming the halls wandering aimlessly. Any sound or any sight triggers their attention, triggers their rage. They can't communicate or speak to each other, but all the creatures listen to the sound of their mother - R.O.E.S.

## Level Overview

Give a level name and summary for each level within the game. Be sure the summary gives the level a context in relation to the rest of the game. Include mechanics dependencies from past and to future levels (consider the introduction, practice, mastery pattern). Minimum 200 words per summary.

### Main Lobby:

This acts as the tutorial of the game a brief introduction to the game's controls & the atmosphere of the game. Slight build up to mystery involving the Pendulum Facility. The player will crawl into the main entrance which is only slightly opened due to the malfunctioning systems of the facility. Once Akane Wang enters the facility she'll notice the red light surrounds the room and the way the lobby looks decrepit and destroyed, with objects scattered all about. The couches and rest area of the lobby have been overturned, and whatever computers in the lobby have no power. The player will walk around inspecting various key items and crouching under objects to get to other key clues. The key clues will be around to establish the setting and mystery and will start Akane's investigation for the missing girl Rose. One of the key items is a picture of Rose herself who's dressed in a medical gown. While searching the main lobby the player will find a dead body on the ground. On this dead body is a **key card**, this key card is how Akane opens the locked elevator door at the end of the facility. The only problem is that in order to turn on the power Akane needs to reactivate the power, to the door. To do this she has to do a small hacking puzzle to turn on the power to this door. When that happens Akane is able to enter the rest of the facility.

## Main Chemical Laboratory:

The first floor of the facility where most activity is done; the hallways are longer to reflect this. Once further along in this hallway Akane will pass a sealed off area she can't enter yet, so she'll be forced to walk into a small room. Once in this room a cutscene will initiate. Akane will encounter the scientist Benedict, who almost attacks her on sight. After a brief confrontation Benedict will inform Akane that Rose, the girl she's looking for has been turned into R.O.E.S. The man behind the facility Damian was responsible for all of it. Akane angered will ask if there's any way to save her. Benedict will mention that in this part of the facility, there is a machine that can create a chemical contraption that can cure Rose or at least degrade the mutation that exists inside of her. Benedict says they need to get the chemical components of the cure, and he's the only one who knows what it is. So, the two make an agreement on how to handle this. Benedict will follow Akane, the two will gather the cure components, and then make the cure for Rose. Benedict gives Akane a walkie talkie, which allow them communication if they're father away from each other. The two walk over to the barricaded door and Benedict opens it. Once opening it Akane and Benedict hang back and see the BBND and DBNB monsters run off deeper into the halls with the small R.O.E.S running off as well. When they walk in the barricaded door closes and shuts permanently behind them sealing them away from the player. The player then sneaks around with Benedict following them and gathering the key ingredients from the two puzzle rooms which have : **puzzle 1, and puzzle 2**. After gathering all the ingredients, the player will enter the Synthesizer Room with Benedict and will synthesize a cure. The next step for Akane is to find R.O.E.S.

## Research & Development:

Akane and Benedict descended down further into the facility hunting after R.O.E.S. The player's goal in this section of the level is to find and cure R.O.E.S, Benedict follows behind them to make sure that R.O.E.S is properly cured. The player has to corner and sneak up behind R.O.E.S. Once R.O.E.S. is cured she becomes the AI companion Rose. Whose confused but after a small cutscene where Akane promises Rose she'll get her out of here Rose follows. Now the player has two AI companions following them. A brief cutscene showing off Rose's ability to sense the monsters play. And Benedict mentions they have to access the R&D safety elevator. They just need to get the key card for the elevator. To do this they have to beat **puzzle 3** to get the keycard. Once the keycard is gotten the player makes their way to the service elevator which becomes blocked off after a brief encounter with the new W.A.L.L.S enemy that causes the hallway to become partially destroyed. The player must defeat **puzzle 4** to get past the barricade and then get into the elevator. The player does this and gets into the service elevator that carries them into the next level.

## Testing Grounds:

Akane, Benedict and Rose make their way down the elevator that due to the malfunctioning of the system breaks down. The three jump into the Testing Grounds facility. And find their way to a Safe Room where they are able to see into all the puzzle rooms of this level. In each level there is a generator that will turn the barricaded door out of the safe room off. The only way the barricaded door will come undone is if power that is currently running through this facility is turned off. Turning it off will lead them down a passageway that should take them to the second building of this facility, which should have a unpowered exist, it's an emergency door. Benedict offers to stay behind and monitor this area while Akane and Rose attempt to find a way to turn on all the power. The girls do so, completing **puzzle 5,6 and 7**. Once they get to the barricaded door, it opens creating a lot of noise. This noise summons more creatures causing the passageway to crumble. The three characters sprint, down the passageway which starts to crumble beneath them. Akane and Rose are lagging behind and the floor starts to crumble beneath them from all the extra weight. Akane believing nothing can be done pushes Rose further into Benedicts arms. With a determined look she smashes her foot against the ground and causes a hole to form. Akane falls into darkness hearing Rose shout after her. The hole stops the monsters from following the two and the scene fades to black.

## The Cells and The Experimental Area

Akane wakes in a pile of rubble scathed and dirty from the fall. Luckily nothing is broken but she notices she's in a red lighted area similar to the lobby. After moving around and getting her bearings Akane encounters the other children Rodney, Elizabeth and Raj, three children locked into a cell, Akane frees the children who info dump narrative on her. These three will become the AI companions of this level. Akane leads the children out of the cells and into the experiment area. The player navigates out of the cell completing **puzzle 8**. Once they leave the cells they get to the Experimental Area, where the children and Rose were mainly experimented on. Navigating through this area with there three new companions the player completes **puzzle 9** to get the necessary components to escape this part of the facility. Once they do so they come to climb a ladder and find themselves back into the second building.

## The Second Building

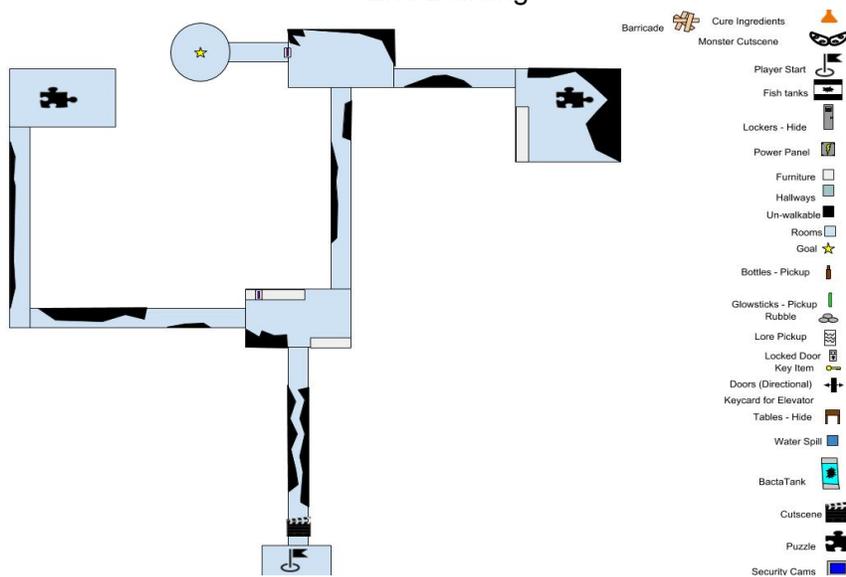
Into the second building the player will run into Rose & Benedict. Rose runs into Akane's arm happy to see her. Benedict mentions that the fire escape is further ahead into this building. The only problem is that once they open it an alarm will sound. And then they'll release these monsters into the world. They need to turn the alarm off, and the best way to do this would be to overload the system. The player does so by beating **puzzle 10 and 11**. The level itself starts flashing and various mechanical objects start malfunctioning and sparking. Benedict says that the power is overloading and it's going to cause the building to explode. The player has a limited time to escape the facility with all the companions and once they escape. The ending check plays.

# Level Mockups

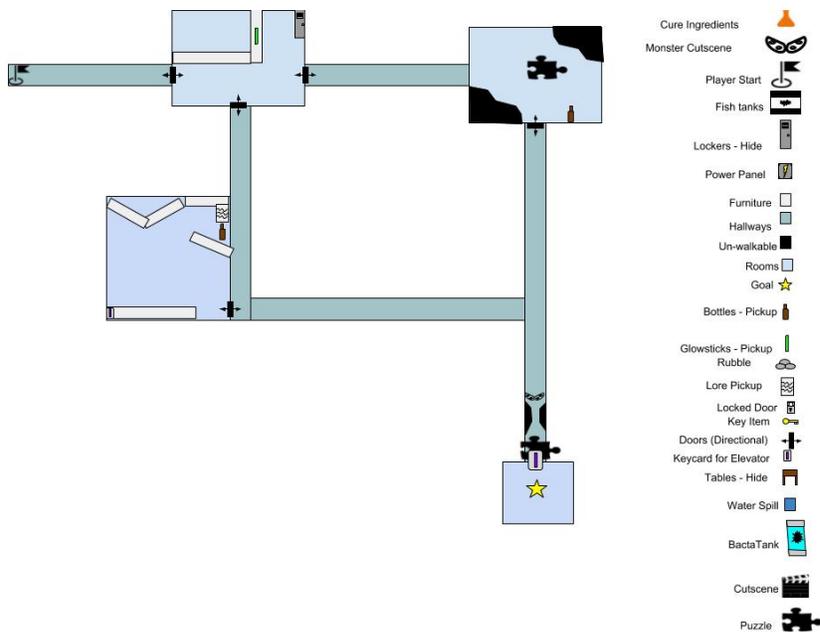
## Main Lobby



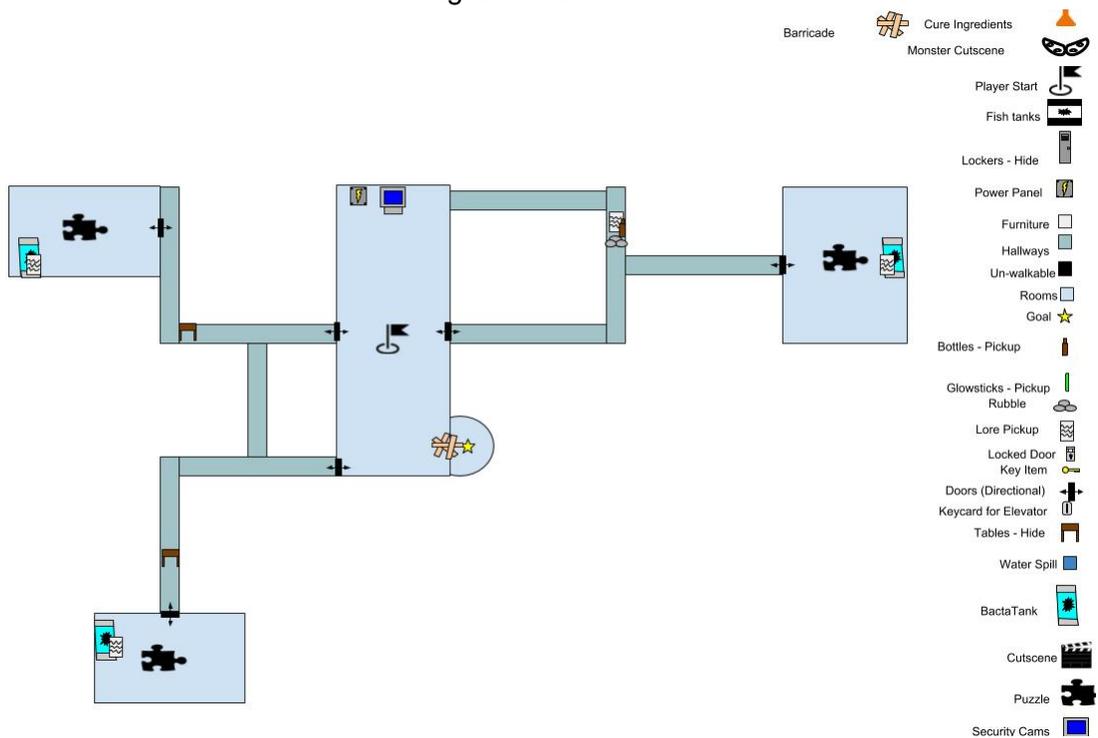
## 2nd Building



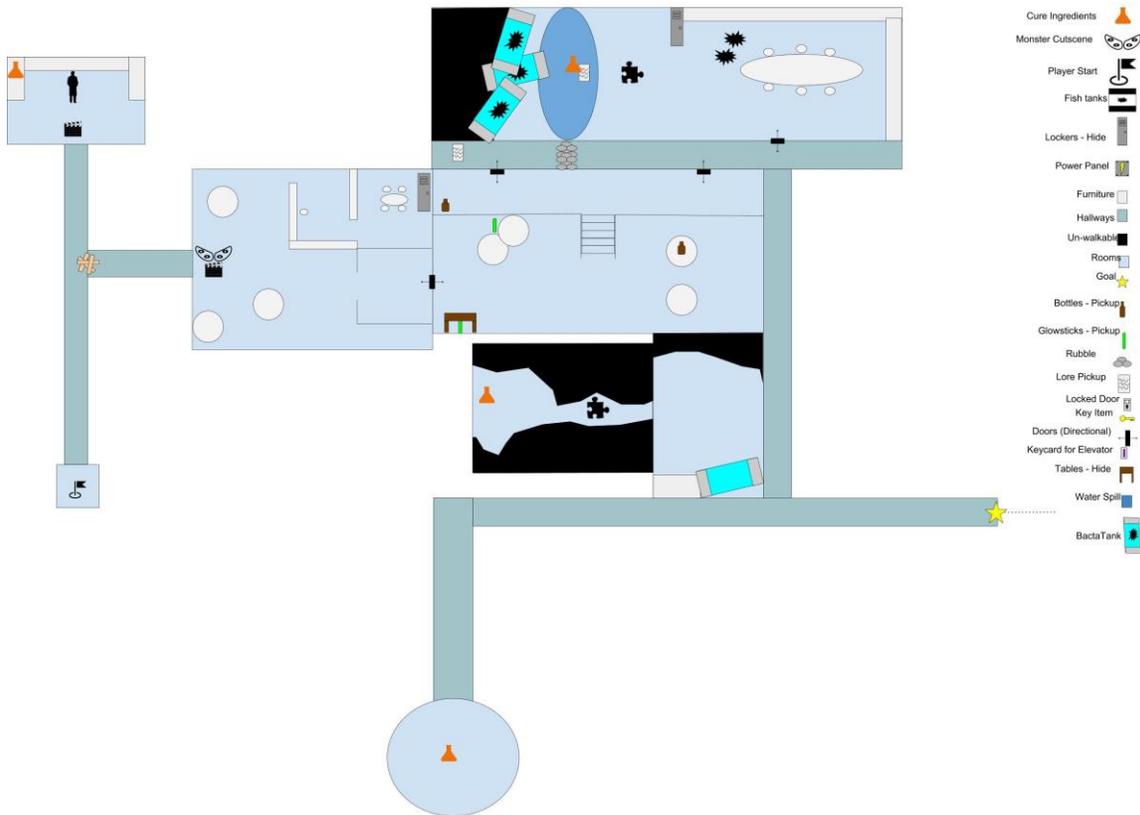
## Research and Development



## Testing Grounds



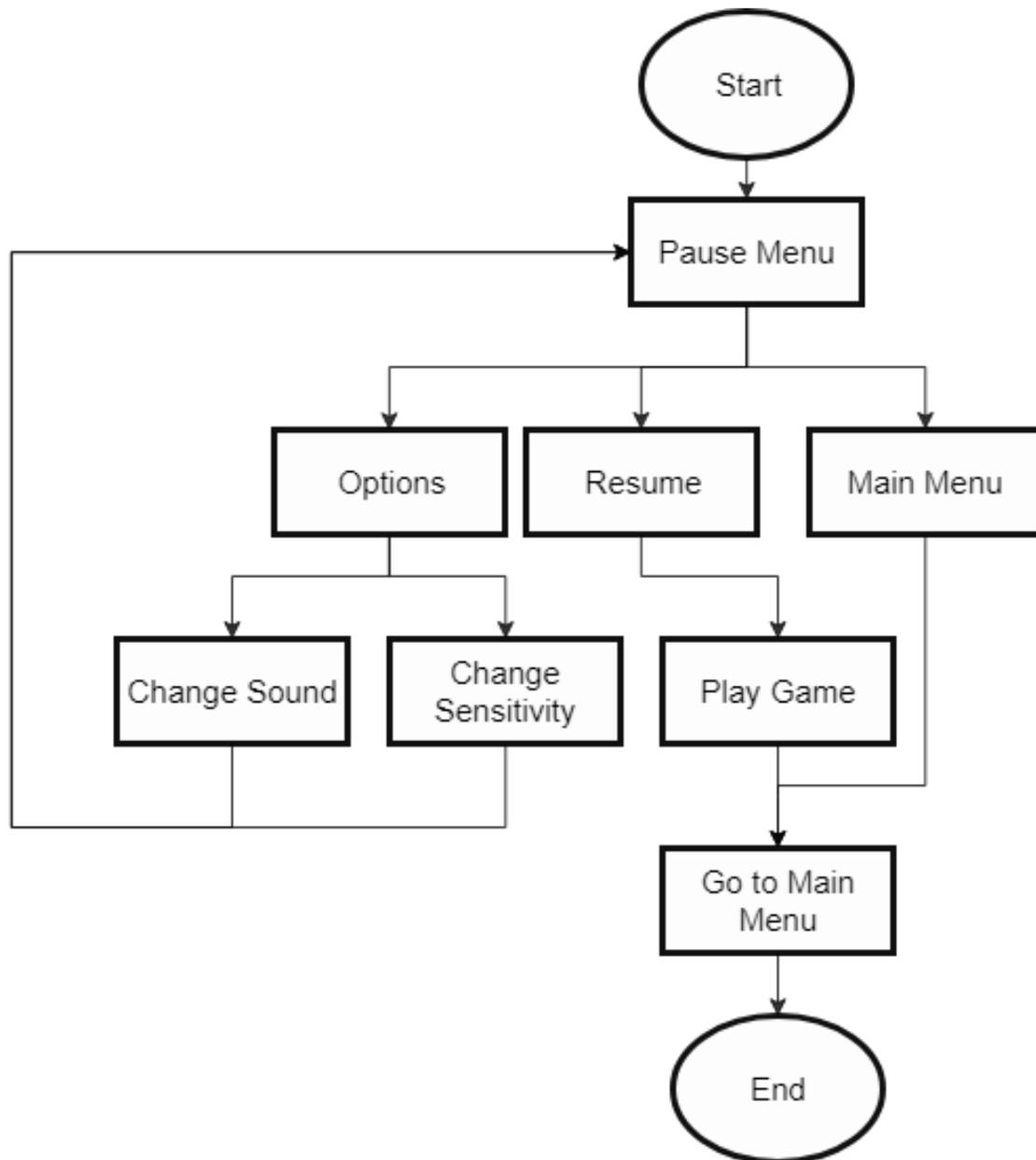
# Chemical Lab



# User Interface Design

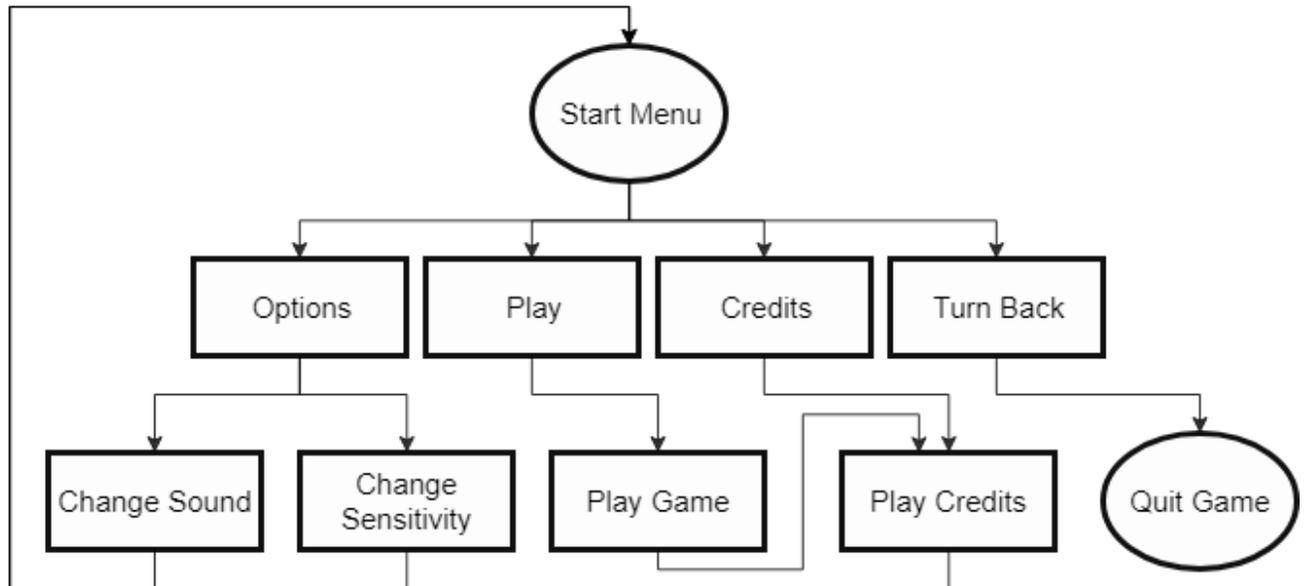
## Flow Chart

### Pause Menu



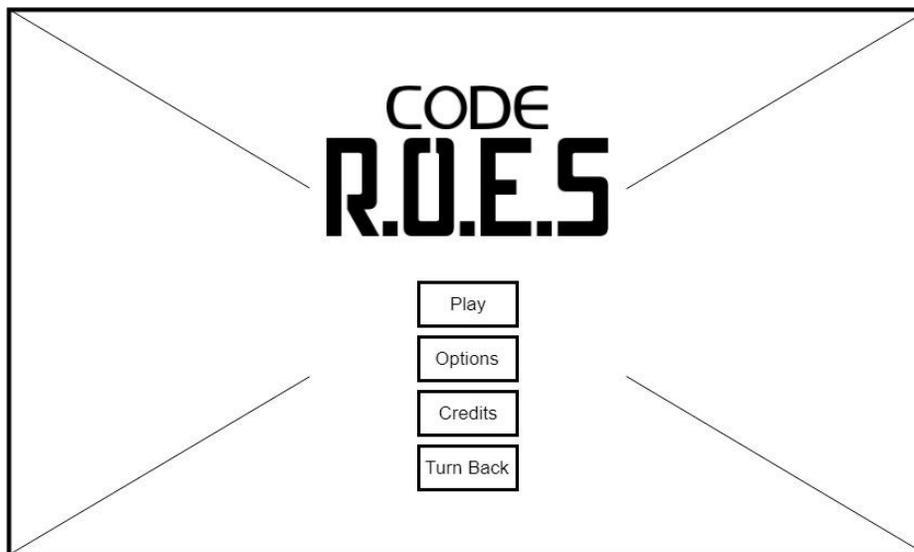
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### Main Menu

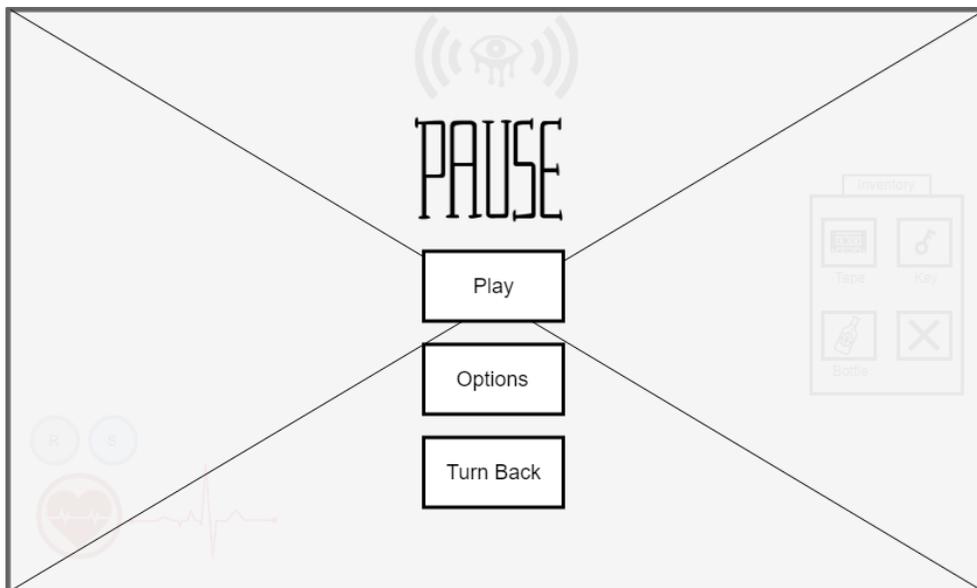


## Wireframes

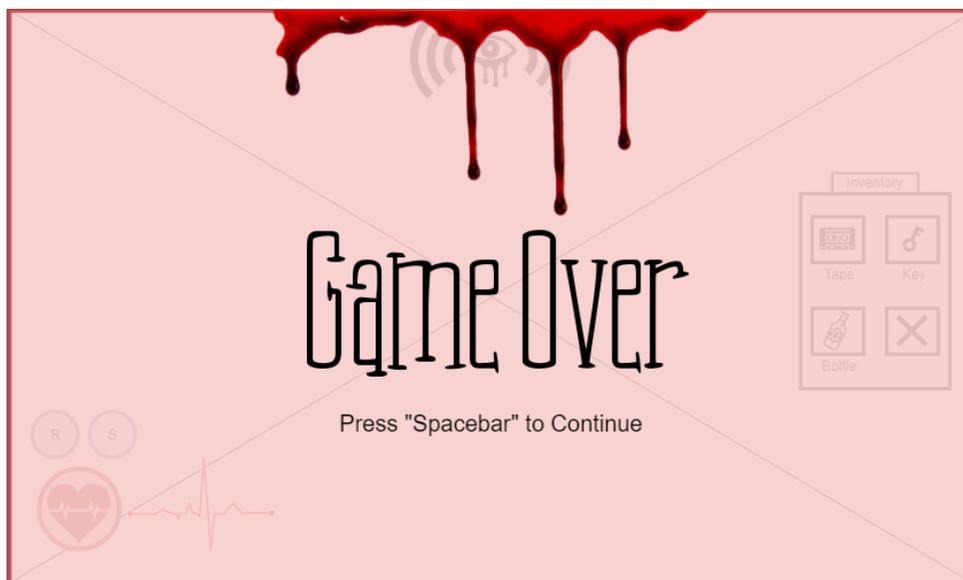
### Menu



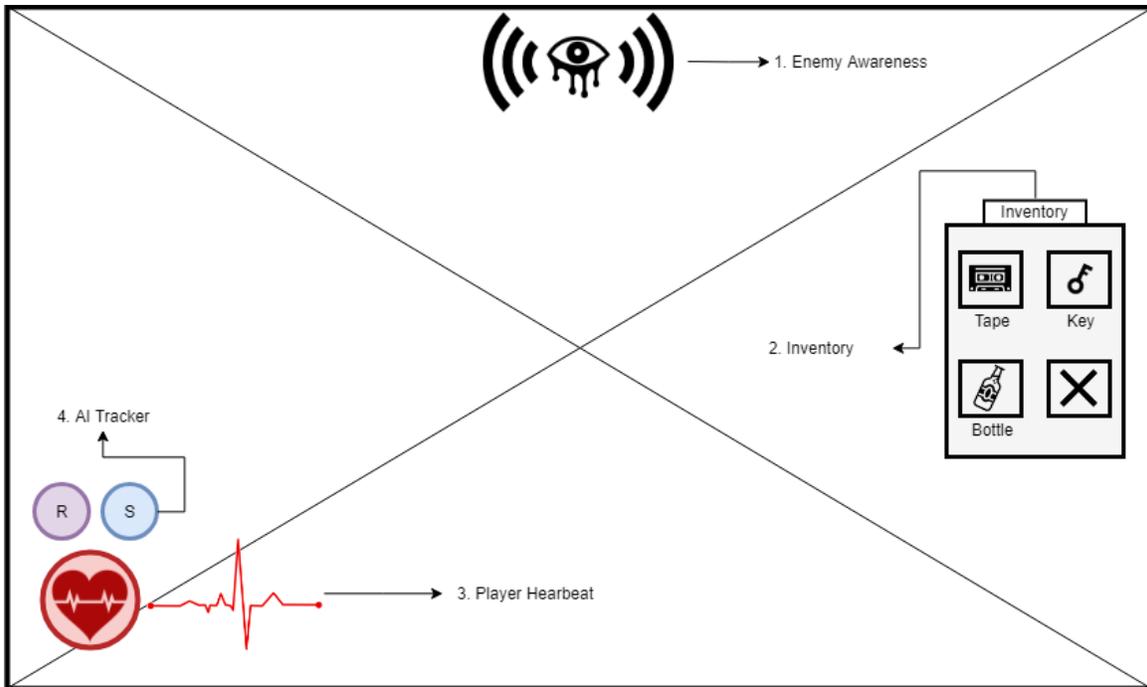
### Pause Menu



**Game Over**



**HUD**



1. **Enemy Awareness:** This meter allows the player to keep track of the enemies range and the amount of sound that is being made.
2. **Inventory:** The inventory allows the player to hold items that they find in the game world (For example: Bottles, Glow Sticks and other items) and use them later in key situations when necessary.
3. **Player Heartbeat:** This displays the heart rate of the player character and indicates how tense or calm they are in the game and indicates their health.
4. **A.I Tracker:** This allows the player to keep track of the A.I members that are with them.

# Narrative Design

## Plot Outline

- After the introduction, cutscene explaining the protagonist, and what she's doing in the facility, the player plays through "tutorial" level, where they investigate the bodies and notes of the facility with no idea what in the world is going on. They'll encounter a small girl believing it to be Rose they'll chase after her only to lose her.
- Eventually, after some investigations, Akane will hear the sound of a man yelling in the distance. In a sprint, she'll run to the man, an estranged and dirty scientist named, Benedict. Benedict tells Akane that the girl they are looking for this Rose, has been mutated into the creature R.O.E.S.
- Benedict calms down the angered Akane by promising that he can cure Rose but he'll need the detective's help. The blueprint for a cure for her mutation is locked away in a room, but he can't access it or make without ingredients or without her help.
- Akane navigates the level and obtains the cure with Benedict. Their next task is to corner and inject the cure into R.O.E.S
- After curing Rose, Akane calms the girl down who is obviously freaking out. Akane makes a promise that she'll get Rose out of here alive and back to her family.
- Akane guides herself, Rose, and Benedict through the facility uncovering more secrets and more strange creatures while bonding with the two in the intensity of survival.
- After an encounter in the third sector of the facility, Akane has separated her two companions and encounters what seems to be three more kidnapped children: Rodney, Elizabeth, and Raj. Akane learns through these children that the scientists are the reason they're here. That they captured all of these kids, but they don't know why. They don't know the man who took them.
- Akane navigates through the remaining sectors, navigating the new children she's saved.
  - Along the way, Akane finds five tapes that incriminate the man they know as Benedict as instead the man behind this facility Damian. Benedict has lied to them this entire time.
- Akane finally meets Rose and "Benedict / Damian" and Rose runs into Akane's arms happy to see the woman who's going to save her.
- "Benedict/Damian" looks frightened when they see the other kids but is able to contain composure. Before any kind of confrontation can happen the largest monster attacks the group and the player has to escape the final sector with all of their companions with them and this monster chasing them.

<p style="text-align: center;"><b>TRUE ENDING</b> (if all tapes are gotten)</p>	<p style="text-align: center;"><b>NEUTRAL ENDING</b> (if no tapes are gotten)</p>
<ul style="list-style-type: none"> <li>● Akane and company escape the entire facility alive. Everyone panting for breath and air. Rose and the other children run into Akane's arms thankful that they are alive.</li> <li>● Akane lovingly holds the children but quickly separates herself to corner Damian. The two have a quick conversation where Damian attempts to explain himself.</li> <li>● Akane is having none of it and the two get into a quick scuffle. The scuffle ends with Damian shooting Akane in her shoulder but Akane placing a final bullet in Damian. Damian dies and Akane escapes to safety with the kids.</li> </ul>	<ul style="list-style-type: none"> <li>● Akane and company escape the entire facility alive. Everyone panting for breath and air. Rose and the other children run into Akane's arms thankful that they are alive.</li> <li>● Akane lovingly holds the children and looks to Benedict to see what he's up to. She notices Benedict attempting to leave and stops him with a shout. Benedict turns around to reveal a gun and aims it at Akane.</li> <li>● Akane and him have a quick talk where he reveals everything including that he's actually Damian. Akane tells the kids to start running as she pounces Damian whose able to get a quick shot on her.</li> <li>● The two have a scuffle and it ends with Akane dead and Damian limping away from the fight. The kids are safe but our protagonist dies at the entrance of this strange facility.</li> </ul>

## Asset List

Include all necessary assets for the game to be created, with sufficient detail in description for them to be created to spec. All 2d and 3d assets, including animations and textures, would be included beneath visual assets. All sound effects and music would be auditory. Provide descriptions and hyperlinks to examples, as needed.

## Character Specific Assets

- Akane Wang
  - Model:
    - Female
    - Asian Ethnicity
    - Roughly 30 years of age.
    - 5 ft. 6 inches height of model.
    - Unity Scale → 1:1
  - Animations:
    - Walk
    - Run
    - Die
    - Crouch
    - Idle
    - Idle 2
    - Idle 3
    - Holding Rose's hand
    - Holding Rose's hand and Running
    - Holding Rose's hand and walking
    - Holding Rose's hand and crouching down
    - Bringing Rose into a hug
    - Calling Rose Back to her
    - Pointing in a direction
    - Hiding in a locker
    - Hiding under a table.
    - Opening a Door
    - Going up and down a ladder
    - Panicked
    - Throwing item
  - Audio:
    - Panting\_Normal
    - Panting\_Heavy
    - Panting\_Light
    - Calling For Rose
    - Calling for Benedict
    - Calling for Rodey
    - Calling for Elizabeth
    - Calling for Raj
    - Death Yell 1
    - Death Yell 2
    - Death Yell 3

- Rose
  - Model:
    - Female
    - Caucasian
    - Cited to be 9 years old.
    - Needs a regular girl version & an infected R.O.E.S version.
    - 4ft 3in.
    - Unity Scale → 1:1
  - Animations:
    - Walk
    - Run
    - Die
    - Crouch
    - Idle 1
    - Idle 2
    - Holding Akane's Hand
    - Holding Akane's hand and running
    - Holding Akane's hand and walking
    - Holding Akane's hand crouching
    - Hugging Akane
    - Hiding under a locker
    - Hiding under a desk
    - Shivering in Fear / Panicked
  - Audio:
    - Panting\_Normal
    - Panting\_Heavy
    - Panting\_Light
    - Calling for Akane
    - Calling for Akane\_2
    - Crying
    - Crying\_Heavy
    - Noticing Enemy\_1
    - Noticing Enemy\_2
    - Noticing Enemy\_3
    - R.O.E.S\_Laugh\_1
    - R.O.E.S\_Giggle\_1
    - R.O.E.S\_Scream\_1
    - R.O.E.S\_Scream\_2
- Benedict / Damian
  - Model:
    - Male
    - Russian Ethnicity
    - Roughly 60+ years of age.
    - Hunched back

- 5ft 6inches.
    - Unity Scale → 1:1
  - Animations:
    - Walk
    - Run
    - Crouch
    - Idle 1
    - Idle 2
    - Hiding under a locker
    - Hiding under a desk
    - Shivering in Fear / Panicked
  - Audio:
    - Panting\_Normal
    - Panting\_heavy
    - Panting\_light
    - Calling for Akane
- Rodney
  - Model:
    - Male
    - African - American Child
    - Roughly 7 years of age
    - 3ft 9inches.
    - Unity Scale → 1:1
  - Animations:
    - Walk
    - Run
    - Die
    - Crouch
    - Idle 1
    - Idle 2
    - Hugging Akane, Elizabeth, Raj
    - Hiding under a locker
    - Hiding under a desk
    - Shivering in Fear / Panicked
  - Audio:
    - Panting\_Normal
    - Panting\_heavy
    - Panting\_light
    - Calling for Akane
- Elizabeth
  - Model:
    - Female
    - Caucasian Child
    - Roughly 6 Years of age

- 3ft 8 inches.
    - Unity Scale → 1:1
  - Animations:
    - Walk
    - Run
    - Die
    - Crouch
    - Idle 1
    - Idle 2
    - Holding Rodney's Hand
    - Hugging Akane, Rodney, Raj
    - Hiding under a locker
    - Hiding under a desk
    - Shivering in Fear.
  - Audio:
    - Panting\_Normal
    - Panting\_heavy
    - Panting\_light
    - Calling for Akane
- Raj
  - Model:
    - Male
    - Indian Child
    - Roughly 8 Years of age
    - 4ft 2 inches.
    - Unity Scale→ 1:1
  - Animations:
    - Walk
    - Run
    - Die
    - Crouch
    - Idle 1
    - Idle 2
    - Hugging Akane, Rodney, Elizabeth
    - Hiding under a locker
    - Hiding under a desk
    - Shivering in Fear / Panicked
  - Audio:
    - Panting\_Normal
    - Panting\_heavy
    - Panting\_light
    - Calling for Akane
- BBND
  - Model:

- Infected Creature
- Bug eyes, eyes are infected to show blindness
- Scrawny
- Agile looking
- Walks on all four legs
- Scale to Akane → 1/4th size of player.
- Animations:
  - Walk
  - Run
  - Listening\_1
  - Listening\_2
  - Listening\_3
  - Attack 1
  - Attack 2
  - Attack 3
  - Attack 4
- Audio:
  - Growl\_1
  - Growl\_2
  - Yell\_1
  - Yell\_2
  - Low Murmur\_1
  - Low Murmur\_2
  - Low Murmur\_3
- DBNB
  - Model:
    - Tall, lanky, bony.
    - Ears are patched to the back of it's head.
    - Stands on its toes.
    - 6ft 0 inches in size.
  - Animations:
    - Walk
    - Run
    - Looking\_1
    - Looking\_2
    - Looking\_3
    - Attack 1
    - Attack 2
    - Attack 3
    - Attack 4
  - Audio:
    - Growl\_1
    - Growl\_2
    - Yell\_1

- Yell\_2
  - Low Murmur\_1
  - Low Murmur\_2
  - Low Murmur\_3
- W.A.L.L.S
  - Model:
    - Large upper frame, no lower body.
    - Large hands and claws.
    - Crawls
    - Scale → 1/3th of the player's height.
  - Animations:
    - Going through the wall.
    - Jumping out through the wall.
    - Walk
    - Run
    - Looking\_1
    - Looking\_2
    - Looking\_3
    - Attack 1
    - Attack 2
    - Attack 3
    - Attack 4
  - Audio:
    - Growl\_1
    - Growl\_2
    - Yell\_1
    - Yell\_2
    - Low Murmur\_1
    - Low Murmur\_2
    - Low Murmur\_3

## Visual Assets

Textures:

[Bright White Glossy Metallic](#) - A metal like texture that shines and reflects brightly with a glossy tint

[Bloody Cloth](#) - a burlap cloth texture with blood(or dirt) spatters on it

[Power Cable](#) - Tangled rubber covered cables that have a metal mesh covering the outer parts.

[Glossy Steel](#) - Brushed steel that can be used for most walk ways.

Moss

Sci-Fi Door

Rock

### 3D Objects:

Computers  
Server Towers  
Ethernet Cable Rafter  
Chemistry Kit/Sets  
Surgeon Tables  
BactaTanks  
Lockers  
Tables  
Chairs  
Coffee Machine  
Counters  
Fridges  
Bridges  
Pillars  
Aquaponic systems  
Rubble Piles (Metal and Stone)  
Scratched Walls  
Power panels  
Torn down computer and parts  
Hanging Cables  
Minimalistic Stairs  
Storage Crates  
Factory Lighting Fixtures  
Container crates (Small/LArge)  
[Surgical Arms](#)  
Tape Recordings  
Unlit Glowstick  
Lit Glowstick  
Beakers

## **Auditory Assets**

DBNB - 06:

- Crawling Sound
- Clicking Sound
- Screech

BBND - 07:

- Deep Groan Sound
- Heavy Footstep Sound
- Creepy Deep Giggle Sound

R.O.E.S - 001:

- Humming Sound
- High Pitched Scream Sound
- Crying Sound
- Skipping Step Sounds

Akane Wang:

- Footsteps Sound
- Interaction/Touch Sound
- Breathing Heavy and Light Sound
- Jumping Land and Takeoff Sound
- Grunt of Pain Sound

## Minimum Viable Product

Our MVP is that the game only has one end, the neutral ending, only three monsters exist in the space ( the blind, the deaf, and R.O.E.S ) and only Rose herself would be an AI companion. Benedict would be an NPC the player would run into.

## Wish List

- More levels involving the protection of Rose.
- More enemy types to populate and scare the player.
- Different costumes / outfits for the whole cast.
- Co-Op.
  - Someone plays as Rose
  - Another plays as Akane
- More Endings
- Second Game Mode
  - Player plays as a different protagonist and a whole new set of cast.
  - Prior to the events of the game, a more slow horror build up that delivers more lore to the world.
  - Still has the main system of having to protect an AI companion.

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