



Design Document

By Fabrice Laurent

Version 1.02

Contents

1 – Introduction	3
2 – Theme	4
2.1 - Game's Theme	4
2.2 - Game's Story	4
3 – Gameplay	5
3.1 - Button Mappings	5
3.2 - Systems	6
4 – Aesthetics	7
4.1 - HUD/UI	7
4.2 - Visuals	8
5 – Technology	9
5.1 - Platform	9
5.2 - Engine	9
6 – Player Experience	10

1 – Introduction

The player will explore a Victorian mansion in search for clues as to what happened to the character's father. The player will need to solve puzzles throughout the game to advance. The goal is to find out exactly what happened.

2 – Theme

2.1 - Game's Theme

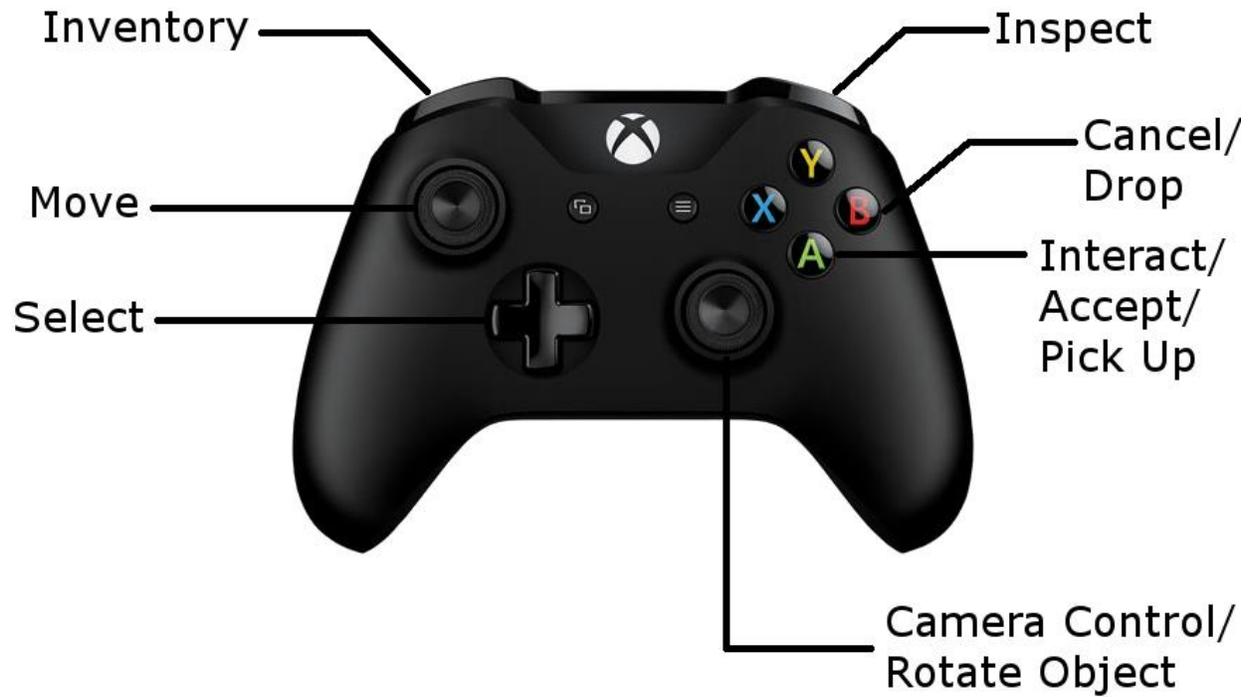
This game, although it looks happy-going during the first sections of the game, has somewhat of a darker theme.

2.2 - Game's Story

It's fall 2017, your father is hiding in his remote Victorian mansion in the United Kingdom to conduct experiments in his lab. You've been calling him at least once a week to know if he was still sane and alive. However, he hasn't answered any of your calls the past week, so you bought a plane ticket to go and visit him.

3 – Gameplay

3.1 - Button Mappings



3.2 - Systems

Interact System: This system is where the player interacts with items and items interact with each other. It is omnipresent throughout the game and is also necessary for the Inventory System to function.

Inventory System: This system is where every picked-up item gets stored and where you get items back from the storage space available to you.

4 – Aesthetics

4.1 - HUD/UI

This is an example of the User Interface found in-game

4.2 - Visuals

The house's contents are based on a Victorian style, although the game taking place in the present day. Some items are based on other, more modern styles as the game does take place in the present day.



The bird is an example of the few things that aren't in a Victorian style.

5 – Technology

5.1 - Platform

The game is made to run on Xbox One consoles, with a possibility of a port for other consoles and PC. It is also simple enough to eventually get a VR version, as this method of playing becomes increasingly more popular as well as increasingly accessible.

5.2 - Engine

We chose Unreal Engine 4 to make it as it is far simpler for designers to code something. Not having any programmers at our disposal meant that the designers had to take care of all the programming, and visual programming is far simpler to understand and use than traditional code like C++ or C#.

6 – Player Experience

The player will start the game in the entrance room of the mansion. He will quickly notice that he can only open the doors upstairs where he will find the entrance to his father's laboratory. However, it is locked because a gem is missing. The player then goes back and hears the door open downstairs, which opens the way for him to solve the rest of the puzzles.

