Shadow Entity Game

Darkness Awaits the Light

Game Design Document

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Deadly Dark (working title)

1.2. Tag line

Darkness Awaits the Light

1.3. Team

Team 1: Andrei Popa-Simil, Christopher DeBonis, Emely Torres, Logan Sullivan

1.4. Date of last update

03/23/2023

2. Game Overview

2.1. Game Concept

Deadly Dark is a first-person horror game that is set in an art museum, namely in a section devoted to exhibitions of light, dark, and shadow. The player character is a night-shift museum security guard who is being pursued by an entity from a haunted art piece. The player must find the fragments of the haunted art piece, which are scattered through the museum's various exhibits, in order to bring them together and burn them, thereby defeating the entity. The entity is sensitive to light, and so it will become slowed when light is projected towards it, which is the player's only source of protection until the entity is defeated. The player must balance energy and light sources to keep the entity away from them until they reunite all missing fragments and burn them. The player loses the game if they're caught by the entity, and the player wins the game if they successfully find the fragments and burn them, without getting caught by the entity.

2.2. Target Audience

PC gamers in the U.S. age 18+ (highest demographic of gamers are age 18-34.

2.3. Genre(s)

First-person, round-based horror

2.4. Game Flow Summary – How does the player move through the game? Include both the interface and the game itself

The game begins with the player spawning into the museum as a security guard, equipped with only a flashlight to start out with. The player moves around the level inspecting the various paintings, trying to collect haunted picture fragments from the ones that contain them. The player seeks to avoid the entity that's hunting them, and can temporarily slow it with light. The player recharges batteries as needed, and is limited by how many items that they can carry at once, which is two (one for each hand). Once the player collects all of the haunted fragments from the level, they then proceed to the ritual room, where the fragments are united and then burned.

2.5. Look and Feel – What is the basic look and feel of the game? What is the visual style?

The game will be set at night, and the dark museum will limit how much the player can see while they move around the level. The player will be staring down a flashlight for much of the level, and will need to be constantly scanning the environment with the flashlight, to ensure they're not snuck up on. The museum level will contain many blind turns and corridors, to both disorient the player, as well as to add suspense whenever a player needs to turn a corner.

3. Gameplay

3.1. Objectives – What are the objectives of the game?

The objective of the game is to collect the haunted painting fragments that are scattered throughout the level, so that they can be united and burned on the Pedestal of Light. Once this is completed, the player wins.

3.2. Game Progression

The game is meant to be experiential and played round-by-round, therefore there is no progression system planned at this time.

3.3. Play Flow – How does the game flow for the game player

The game begins with the player in the security office and the entity spawning at a random location in the museum.

3.4. Mission/challenge Structure

The game is round based, with no long term progression sequence at this time, because the challenge is in surviving the terror of the museum with only what the player is given. The level limits visibility, making it so that the player needs to manage their light sources to both see and to fend off the entity. The level is designed to have many blind turns and few unique landmarks, so the player must constantly keep in mind their perceived location. The fragments spawn in random locations every round, to keep gameplay fresh and exciting by not being able to memorize the fragment locations.

3.5. Puzzle Structure

The player must inspect each picture to figure out whether a haunted picture fragment exists within. The player must collect all of the fragments in the level to complete it. The puzzle is in actively managing light sources and avoiding the entity, while trying to find all fragments and then burn them.

4. Mechanics (Key Section)

4.1. Rules – What are the rules to the game, both implicit and explicit.

The explicit rules consist of moving around the specified game level while avoiding the Entity, and if they're caught then they lose and must restart. A constraint used is that the player can only hold two items at a given time, and must place one down to pick up another. Another constraint is that the player will have a finite amount of battery power in their flashlight, and must recharge batteries to keep it functioning.

An implicit rule is that the player must not go down dead-ends when being chased by the Entity, as well as not hesitate when being chased by it. The player must also formulate a strategy to both avoid and outrun the Entity when necessary.

4.2. Model of the game universe. Think of it as a simulation of a world, how do all the pieces interact?

The game is set on Earth in a museum in Budapest, Hungary, where a rift to the supernatural world via the haunted picture has been created, and an entity within has escaped. The "other world" can be thought of as a dimension of timeless, spaceless sketch lines, which manifest as a terrifying figure to emulate the biological-based fears of human beings. It presents itself to the security guard as their literal worst nightmare.

4.3. Physics – How does the physical universe work?

The physical universe is modeled after the realistic physical world. The player can walk, turn, jump, and sprint short distances.

4.4. Economy – What is the economy of the game? How does it work?

The economy in the game is managing electricity resources, so that the player has enough time to find the picture fragments and burn them, before they get caught by the entity.

4.5. Character movement in the game

The player character is an abstraction of a security guard, and is able to walk, jump, rotate, and sprint. The player character will have a limited amount of stamina, which is depleted through sprinting and jumping, and replenished slowly when not sprinting or jumping..

4.6. Objects – how to pick them up and move them

The objects in the game are picked up and held by the player character in their "hands", which is essentially a two-space inventory system. The player can drop/place items, such as the flashlight or battery. The player can pick up an item as long as they have space in their inventory. The player must also carry the fragments to the burning room after each pickup, so that they can't just all be collected at once, increasing difficulty.

4.7. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used

Flashlight - The player can hold a portable flashlight, that when paired with a charged battery and used with a keystroke, will emit a light beam from it. The player uses the flashlight to slow down the entity by shining it on it.

Interaction - The player interacts with items in the world by looking at them with their mouse and then pressing E to pick one up. The player also uses E to place the item they're holding.

4.8. Combat – If there is combat or even conflict, how is this specifically modeled?

There is no direct combat between the player and the entity, abstracting the idea that this entity is otherworldly and thus can only be destroyed through unconventional means. The entity will kill the player character if they collide with them, therefore the player is forced to keep their character from being tagged from the pursuing entity throughout the level.

4.9. Screen Flow -- How each screen is related to every other and a description of the purpose of each screen

The game only has a main menu and the museum play level. The main menu is where the player can choose to start a new game or exit the game. The museum play level is dynamic and comprises the primary game loop.

5. Story and Narrative

5.1. Back story

The story takes place in an abstracted version of Budapest, Hungary, at the fictional *Museum of Light*. The player plays a security guard who works night shift at the museum, a boring, mundane job, with the exception of the occasional rat. All of this changed when one day, an ancient picture was brought to the Museum of Light, with unknown author and origins. The picture was dated to be approximately 65,000 years old, and appears different from any historic artwork ever previously identified.

Not long did this picture last in the museum before it was stolen, or so it seemed. After the disappearance of the picture, people also started disappearing, first a janitor, then a curator, but the buck stopped when a child disappeared while with their parents in the museum, never to be found. Management finally stepped in and decided to hire extra security for the museum, which is where the story begins, and possibly ends.

5.2. Plot elements

The major plot point is that there's an unfriendly entity in the museum that must be stopped, or else people will keep disappearing, including the security guard, if they fail.

5.3. Game story progression

The player progresses through the game story through one iteration of the core game loop, where they, one night, experience an otherworldly entity that they must stop. If the player succeeds, then they destroy the entity, never whence to return. If the player does not succeed, then they themselves are banished into another plane of existence via the "haunted picture".

6. Game World

6.1. General look and feel of world

The game world is dark and foggy, which is cut through by various light sources. Visibility is greatly limited, due to darkness and dark fog.

6.2. Areas

The main play area is the museum level, which is designed to look and feel like a museum. Areas inside of the museum include exhibit rooms, a center main exhibit with a picture-burning-pedestal, and a variety of wide and narrow corridors.

6.2.1. General description and physical characteristics

The walls of the museum will be made from brick and concrete, and one of the places where this is clearly represented is in the pillars that comprise the veneer and decor of the museum.

7. Characters

7.1. For each character

7.1.1. Museum Security Guard (Player Character)

7.1.1.1 Back story

The security guard was hired at the last minute to protect the Museum of Light from theft and to investigate the disappearances that have been occurring there.

7.1.1.2 Personality

<inset player personality here>

7.1.1.3 Appearance

Average height and build (for camera and collision purposes), but no security guard character model will be created.

7.1.1.4 Abilities

The security guard is equipped with nothing more than their wit and a flashlight. The security guard is able to slow the Entity with light.

7.1.1.5. Relevance to the story

The security guard is the one that the Museum of Light just hired to protect property and help prevent disappearances.

7.1.1.6. Relationship to other characters

A budget security guard that is being hunted by the Entity.

7.1.2. The Entity

7.1.2.1 Back story

The Entity is a monster that is trapped inside of a haunted painting, which has been obtained by the museum (not knowing it was haunted, just a historic piece). The Entity is capable of temporarily leaving its picture to come out into the world, and has been said to kidnap people and bring them to another plane of existence, never to be found again.

7.1.2.2 Personality

The Entity is aggressive and will hunt down any person it sees, until it captures a victim to take back to its world. The Entity will chase the player closely, but is possible to evade by staying out of sight long enough for it to temporarily lose interest. The Entity can be temporarily stunned with light, and can only be destroyed by burning the haunted picture on the Pedestal of Light.

7.1.2.3 Appearance

The Entity appears as a dark, shadowy figure, which resembles sketch and pencil marks. The Entity has a large white, toothy smile, which comprises most of its face, and two wide, white eyes.

7.1.2.4 Abilities

The Entity has the ability to spot the security guard and pursue them, banishing them to another plane of existence if caught. The Entity is able to navigate corridors like a humanoid being.

7.1.2.5. Relevance to the story

The Entity is contained in a haunted picture, unbeknownst to the museum, the fragments of which must be destroyed to defeat it. Defeating the Entity comprises the main plot point of the game story.

7.1.2.6. Relationship to other characters

The security guard is the Entity's next anticipated victim.

7.2. Artificial Intelligence Use in Enemy

The Entity will be able to navigate the museum, spot the player, and pursue them. The Entity will give up after a certain amount of time, if they lose visual contact with the player for long enough.

8. Levels

8.1. Training Level

The training level will be.a short, "guided introduction" to the museum, which will be done in the form of a job orientation video or tour.

8.2. Museum Level

8.2.1. Synopsis

The museum is where the haunted picture is kept, and also conveniently where the Pedestal of Light is to burn the haunted picture fragments, once they've all been located.

8.2.2. Required introductory material and how it is provided

The required introductory material is provided in the training level.

8.2.3. Objectives

The objective is to find all of the haunted picture fragments in the level and burn them once they're united. The objective must be completed without being caught by the Entity, which will cause the player to lose the game and restart the level.

8.2.4. Details of what happens in the level

The player spawns into the security office, equipped with nothing but a flashlight and a spare battery. The player must go out into the museum to find the haunted picture fragments, which are scattered inside of different exhibits, in order to unite them a destroy them at the Pedestal of Light, which is in the center of the level.

Haunted Museum – Shadow Entity Game
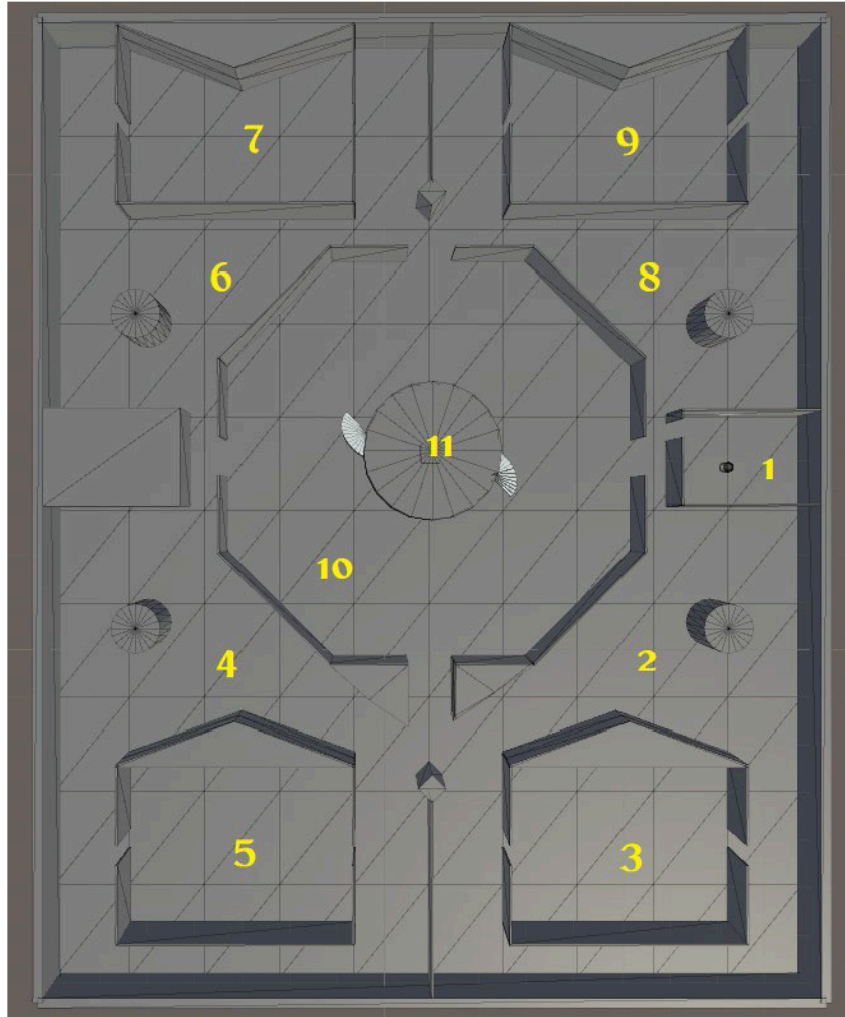
LEGEND:

1. Security Office
2. Outer Exhibit Room A
3. Inner Exhibit Room A
4. Outer Exhibit Room B
5. Inner Exhibit Room B
6. Outer Exhibit Room C
7. Inner Exhibit Room C
8. Outer Exhibit Room D
9. Inner Exhibit Room D
10. Skylight Octagon Room
11. Picture-burning Room

8.2.4.2. Critical path that the player needs to take

The critical path that the player must take is dynamic. The primary method to win the game is to use patience and wit, to go undetected while they collect and then burn the fragments.

8.2.4.3. Important and incidental encounters

The only encounter, and a significant one, is the player encountering the Entity, at which time the player character must run away to evade the Entity, lest they get caught and lose the game.

9. Interface

9.1. Visual System

The visual system of the game is designed to be immersive, so only the bare necessities will be displayed on the HUD, and all else represented by in-game cues.

9.1.1. HUD

The HUD is primarily to display the amount of fragments that have been found and how many still need to be found.

9.1.2. Menus

The main menu will contain the buttons to start a new game, see game instructions (either via text instruction or tutorial video/level), or exit the game.

9.1.3. Camera model

The camera is set in first-person perspective.

9.2. Control System – How does the game player control the game? What are the specific commands?

Move Forward - W
Move Backward -S
Strafe Left - A
Strafe Right - D
Turn On/Off Flashlight - Mouse Button 1
Pick-Up/Place Item - E
Use Mouse to Look Around

9.3. Audio, music, sound effects

A list of anticipated audio assets needed:
Entity noises (movement, spotted, roar, etc.)
Security guard noises (footsteps, breathing, death, etc.)
Picking up and placing items
Collecting a fragment noise
Searching noise
Flashlight click on/off
Fragments united noise

Picture burning sound effect
Music for main menu
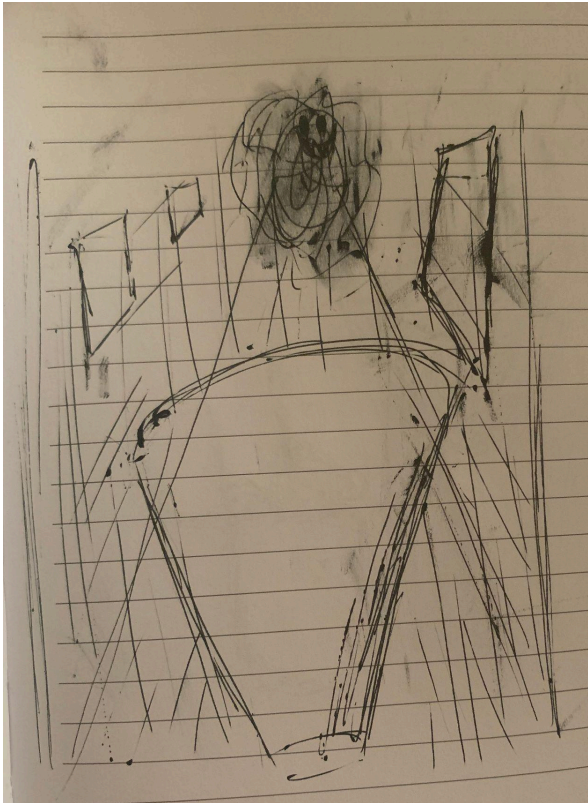Event music, such as when getting chased
Ambient museum noises (creaking, wind, things breaking from far away, knocking, etc.)
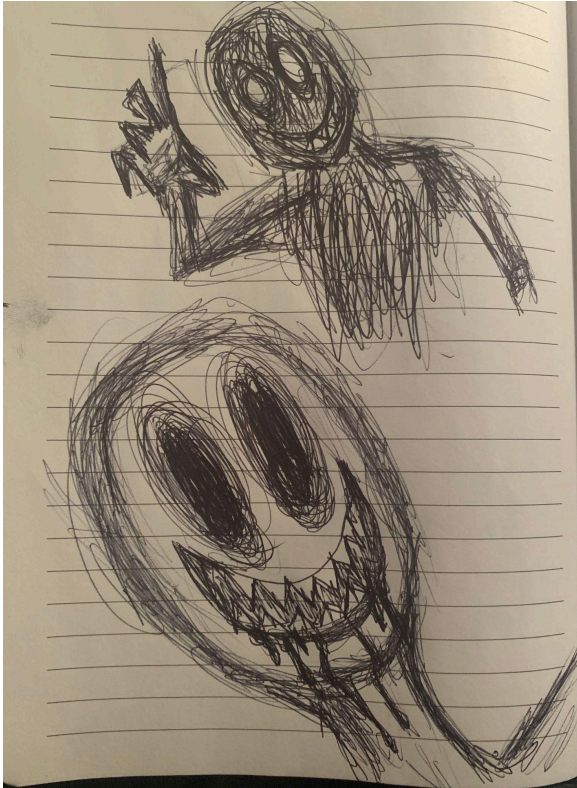
9.4. Game Art – intended style

9.4.1. Entity Illuminated by Lighter

9.4.2. Entity Down Hallway

9.4.3. Entity Action Pose and Head Shot

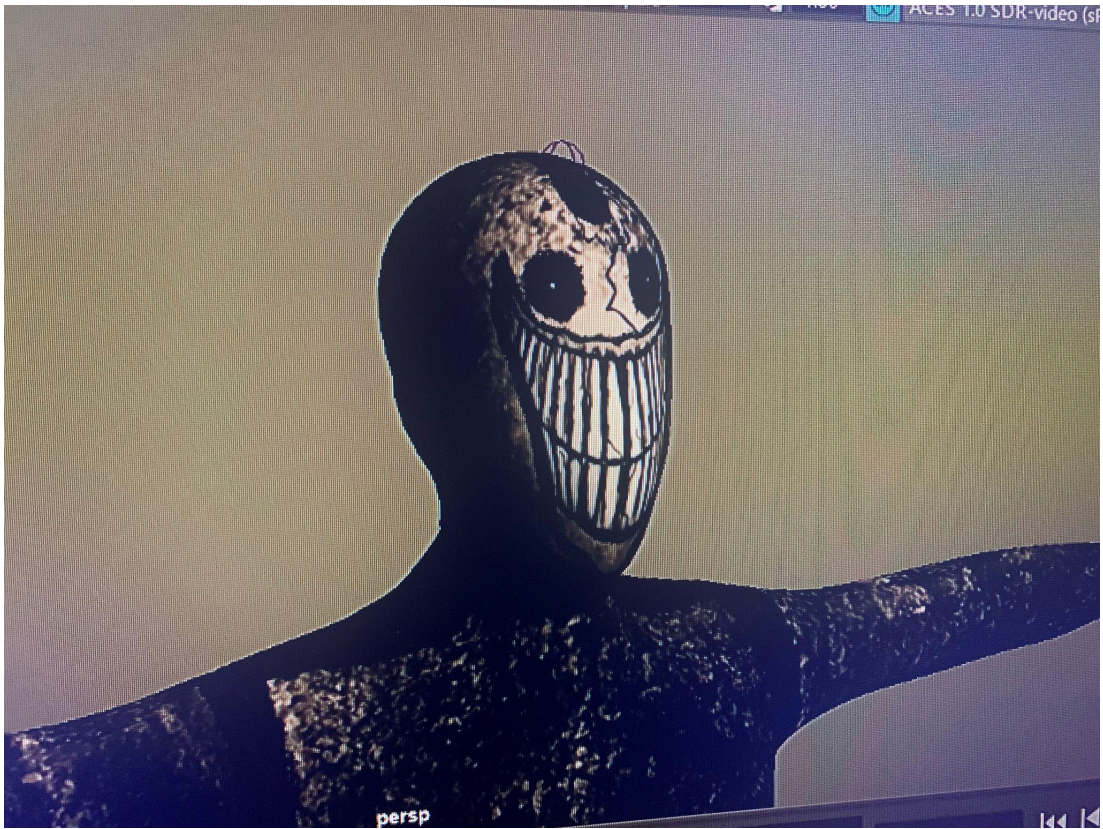### 9.4.4. Entity and Entity Claw

9.4.5. Entity in Doorway

9.4.6. Entity 3D Model Prototype #1

9.4.7. Entity 3D Model Prototype #2

9.4.8. Museum Inspiration ([stock image](#))

9.4.9. Museum Skylight Concept