

Game Design Document Outline

Version 0.7

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Design History –

Ver 01: 5/7/2024

Ver 02: (5/9/2024)

Ver 03: (5/17/2024)

Ver 04: 5/23/24

ver 05: 5/27/24

Etc...

Section I - Game Overview

Game Concept

- You're aboard a spacecraft minutes from destruction. In trying to help your crewmates and prevent smaller disasters, the ship will be destroyed. Luckily you're stuck in a time loop, so you can save the ship. Unfortunately you're stuck in a time loop, so you have to save the captain and steer the ship out of a black hole all within a short amount of time.
- Your crewmates and ship are in disarray, with crises forming by the minute. The mission beyond The Wall will fail despite your best efforts. But, a time loop will assure your eventual victory

- **WIP**

Pillars

- Stress and curiosity
- Growing familiarity
- Bittersweet

Feature Set

- Story Mode
 - The only game mode in the game, a single player story

Genre

- First-person trial-and-error exploration puzzle game

Target Audience

- E10+, Outer Wilds and time-loop game enjoyers, people who have a middling amount of time to finish the game in one sitting
- The explorer and the achiever

Game Flow Summary –

- Total loop time: 10 minutes

Short term Game Flow Summary

- Each character interaction
 - Finding a new character
 - Having a short dialogue (3 ish questions with predetermined responses to choose from)
 - Being assigned a character related quest or mini game
 - Completing that quest or mini game
 - Getting the info on what to do next

Medium-term Game Flow Summary

- Small crisis
 - Moving through 2-3 characters of quests and mini games
 - Stopping a smaller scale crisis that prematurely ends the time loop
 - Generator 3 minutes in
 - Fire 6 minutes in

Long-term Game Flow Summary

- The big crisis
 - Angle 9 minutes in

Game flow- Loops:

- Core loop: start game, encounter a character and a problem, run out of time, loop.
- Short-term loop: find a character, fix their problem, loop.
- Medium-term loop: fix a series of problems, move onto the next area, loop.
- Long-term loop: fix each area and fix the final problem, loop.

Look and Feel

- Spaceship interiors inspired by retrofuturist aesthetic and Mid-Century Modern design

- Warmer tones
- More earth-like materials
- Clear functionality
- Claymation characters
 - Limited color palette, focus on shape language
 - Softer forms
 - Animated on 2s
- For **Tone**:
 - The Hitchhiker's Guide to the Galaxy by Douglas Adams
- For **Mechanics**:
 - Outer Wilds by Mobius Digital
- For **Theme**:
 - The Long Way to a Small, Angry Planet by Becky Chambers
- *The basic look of the game, the visual style, the emotions it's supposed to evoke, and the impression the game should make.*

Project Scope: *Define your scope in a bulleted list*

- 3 small crisis
- 5 characters
 - Art
 - Animations
 - Narrative
 - UI elements
- 1 big crisis (The time loop itself)
- 10 minute total loop
- 5 character quests
- Ship layout and design
 - A series of rooms and corridors that will house all 7 characters
 - Doors that will separate rooms and corridors from each other
 - Locked doors that require a keycard to unlock to create new shortcuts and unlock the entire map
- 1-2 hours playtime (If that)

Terminology

- Time loop: A contained series of problems that occur like clockwork.
 - Each character will
 - Go back to their starting position.
 - Have their quests undone
 - Player goes back to their starting position
 - Everything - interaction with character wise - resets, including all mini crisis and dialogue
- Reset: The time loop starts over
- Soft Lock: The time loop does not start over, but the character failed a quest and cannot complete the game
- Character quest: Any series of character interactions that does not result in preventing a reset or unlocking a new area of the ship

Section II - Gameplay and Mechanics

Gameplay

- Game Progression

- NPC's
 - Have quests that are given after talking to the npc
 - Players will either have to do a minigame for them, or find an item and give it to them.
 - Players can get bypass items and/or knowledge to go through them faster.
 - Text and intractability, talk to and have dialogue options
- Mission/challenge Structure
 - Players need to find the best flow for characters
 - Problem Stacking
 - The player will have to solve mini crisis in order to keep pushing the time loop forwards
 - The bypass items the player gets are meta progression
 - NPC's have dialogue that continues the quest. The other options are simple questions that give you character info or bypass items, only a few will be yes or no.
 - Same reactions would be there, but you can actually progress the quest if you have the item :)
 - Not dialogue heavy!
- Puzzle Structure
 - The players need to figure out the optimal order to save the ship
 - Check the Order of Operations section in this document for further details
- Objectives – *What are the objectives of the game?*
 - Complete character quests and mini games
 - Do [X] to push the time loop forwards and save the day
 - [Fix the generator]
 - [Put out the fire in the kitchen]
 - [Recalibrate the ship]
- Play Flow – *How does the game flow for the game player*
 - The player figures out the order of actions
 - At the final 30 seconds before a death, the player will see environmental clues as to what is causing the loop to reset
 - [Generator]: A power failure turned off life support for the crew
 - [Kitchen Fire]: Smoke clogged the air filtration system and the crew ran out of oxygen

- [Ship Recalibration]: The ships flight systems failed and everyone gets stuck between reality

- Controls:

Minigames

- Coward / Generator
 - Starting the minigame
 - To start the minigame, talk to the coward next to the generator
 - The coward will tell you to go from section to section
 - If you already have the wrench from completing this minigame in a previous loop, the Ripcord and Gears section gets skipped.
 - Ripcord
 - Grab onto a lawn mower-esque handle and pull back a cable.
 - You have to pull it back between a certain distance. Not too far, not too close. You let it go.
 - This will be signified by whatever machine you're pulling it from glowing at a consistent luminosity.
 - If you're over or under the correct distance, the light will flicker
 - After three correct pulls, the minigame section is complete and the player can no longer interact with the ripcord
 - Gears
 - There are 4 different sized gears that the player can insert into designated slots on the engine.
 - There will also be two gears that the player cannot interact with.
 - One on the left that is turning
 - One on the right that is not
 - If a gear connects to a turning gear, that gear should turn for as long as it's connected
 - Once all gears are turning, the minigame section is complete and no gears can be interacted with
 - A wrench will fall off the top of the machine afterwards
 - Wrench
 - At the start, the player is equipped with a wrench for the duration of the minigame
 - Hit several sparking places on the generator to fix it
 - After 1 hit, the spot stops sparking
 - The minigame is complete once there are no more sparking spots
 - The wrench is then returned to the player's inventory and can't be pulled out
 - End of minigame
 - The run will no longer end at 3 minutes because you stopped the generator from exploding
 - You keep the wrench
 - Meta Progression item
 - Failing the minigame

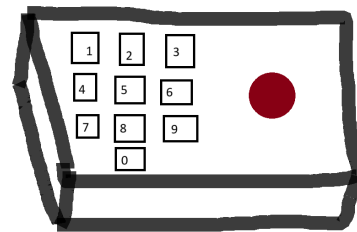
- If you don't finish repairing the generator in time, the generator will explode causing the time loop to reset
- **Robot / Wires**
 - Starting the minigame
 - To start the minigame, ask the robot about unlocking the bridge
 - If the player has the recalibration chip (acquired from completing this minigame in a previous loop), they put this in the robot instead and skip the wire minigame
 - AV wires
 - 5 AV cables are attached to the wall, run from the ceiling to a wire receptacle
 - 3 cables are correct for the robot
 - The jacks and wires are the same color. The output section from the ceiling signifies which jack goes into which input in the robot.
 - The colors will also have a unique shape next to them
 - The player will drag a jack from the wire receptacle and plug them into the robot
 - Plug in each corresponding jack to the robot, and you win!
 - [The ceiling is the start, and the input at the robot is the end]
 - End of minigame
 - Robot tells you to get recalibration device from storage room
 - Meta Progression item
 - Failing the minigame
 - The player cannot fail this minigame
- **Angel / Simon Says**
 - Starting the minigame
 - Heal the captain with medicine you got from goop
 - Talk to the captain and ask to help recalibrate the ship
 - Recalibrating
 - The glass/screen at the front of the bridge will display the name of the first recalibration station
 - There will be a sign above each recalibration station that says which station it is
 - The front screen/glass will display the name of the next station once they've completed the current station
 - There are 4 stations in the bridge, two on the left and two on the right
 - Each station will have a countdown to signify how much time the player has before the station *fails* and they have to restart it
 - The countdown will reset on either the failure or completion of a station.
 - Each station will have three rounds. Each round will be displayed on the front screen and will be replaced by the next round when completed. When all three are completed the next station will show up on the screen.
 - Winning a round does not need to be non-consecutive for completing the station

- There will be a number on the screen/glass that says how many more rounds need to be won
- The first recalibration station (Levers): Propulsion Recalibration
 - In this station, there is a set of 5 levers on a rectangular block that the player *interacts* with. And a button on the right side of the block that the player *Interacts* with.
 - *Interacting* with a lever will flip it to an up or down state. [This is only an information and art state]. The mini game needs to know which lever is up or down.
 - *Interacting* with the button will confirm the current state of the levers.
 - The up or down state of the levers will be displayed on the front screen, in the order that they are supposed to be in (There will be three rounds of this)



-
- The second recalibration station (Dials): Shield Recalibration
 - In this station, there are four dials that will be able to have 4 different states (Up, right, down, and left) on a square/rectangular block that the player *interacts* with. A circular button on the right side of the block that can be *interacted* with.
 - Dial: *Interacting* with this will give it one of four states - Up (first position), right (second position), down (third position), left (fourth position)
 - Button: *Interacting* with this confirms/signals to the round that the current state of the dials is the player's "answer"
 - The front screen/glass will have 3 rounds of dials
 - Each dial will randomly be in an up, right, down, or left position

- In this station there is a set of 10 square buttons on a square (or rectangular if it can fit) block that the player *interacts* with. And a circular button on the right side of the block the player *interacts* with.
 - *Interacting* with the numbered square buttons will add them to the input line
 - *Interacting* with the circular button will confirm the current state of the square buttons
- The front screen/glass will show 3 rounds of numbers
 - The numbers, when *interacted* with, will be added to the input line below the row that must be copied
 - There can be repeating numbers
 - The numbers will appear as though they are a single integer, in a random order



- There should be a lever below the button to clear the numbers that have been inputted
- End of minigame
 - The game ends. You Win!
- Failing the minigame
 - If a sequence is broken (the player fails to get the correct order of operations in a station) or the player runs out of time in a then the front screen will turn all red with a black X and the failed sequence will start over again on the front screen
- Fire / Fish
 - Starting the minigame
 - Enter the room before the final hallway to the bridge. This will let you talk to the fish about the fire (If this is too complicated or sucks, remove this check and just talk to the fish to start the quest {This check only happens the first time you enter the room, the player will be able to ask the fish every time after this})
 - **Talk** to the fish after entering the room that has the fires.
 - **Ask** to pick the fish up.
 - The fish is in the players hands, and the player can still **talk** to NPCs

- The player can walk into the room with the fire and start putting out the fires
- Putting out the fires
 - **Shoot** [Left click and hold] to send out a stream of water that comes out of the fish. The fish only has so much water (ammo gauge/bar). There is a constant refill to the fish as long as the player is not shooting.
 - The stream of water is affected by gravity and follows a parabolic / projectile motion curve
 - The fire has varying sizes, its size correlates to how long the water has to be on it until it's put out.
 - Shooting the fire causes it to shrink until it is “destroyed”
- Ending the minigame
 - The player has put out all of the fires in the room.
 - The fish leaves the players hands once they put out all of the fires. Then walks back to the aquaponics. [If walking is not in the game, then the Fish teleports back to the aquaponics]
 - The hard reset is averted.
 - The ammo bar / gauge goes away.
 - The player can no longer pick up the fish
- Failing the minigame
 - If the player doesn't put out all the fires in time, the ship is destroyed and the time loop restarts

Mechanics

– *What are the rules to the game, both implicit and explicit? This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? **This can actually be a huge section.** the following entries are not exhaustive, you will have more sections than these.*

- Physics – *Earth physics*
 - $gravity = -9.81 \text{ m/s}^2$
- Meta Progression System
 - Items
 - The wrench
 - The Goop translation book
 - These items stay in the player's inventory between runs, allowing them to use these items after a reset (One of the Deaths happen causing a loop reset)
 - However, if the game is fully completed, these items will be removed from the player's inventory and they will have to collect them again
- Inventory System

- Invisible inventory system and you cannot equip or unequip items
- Items
 - Lightbulb
 - Medicine for the Angel
- Movement
 - Character moves with W,A,S,D
 - Look with the mouse
- Actions
 - Interacting
 - E key
 - Talking to NPCs
 - Picking up objects
 - Opening doors
 - Shooting the fish
 - Left mouse button
- Character Interaction
 - The player will walk up to a character and a button prompt will appear
 - If the player accepts the button prompt, they will enter dialogue with the character
- Dialogue
 - Similar to Fallout 3 and Fallout New Vegas, the character will speak with the text appearing at the bottom of the screen ([Reference the UI mockup](#))
 - The “speaking” won’t be words, just unintelligible noises
 - The player is then prompted to select one of three dialogue choices
 - Respond to what the character is saying, activating their quest
 - The character’s specific quest will start
 - The player will be informed on what they have to do for the quest
 - A note will be added to the player’s note tab
 - Ask about where they come from and their culture
 - After this tree has been exhausted, the dialogue will loop back to the beginning of the interaction
 - Leave the dialogue
 - The player leaves the dialogue with the character

- Camera
 - First person camera, ~90 degree FOV
- Doors
 - The player will be able to open every door in the game
 - Each door starts closed. The player presses the interact key to open them
 - Most of the doors will be **unlocked** the entire time, allowing the player to open them at any time
 - Some of the doors will be **locked** and require a **keycard** to open
 - To obtain a keycard, the player must complete the quests available to them in the area they are in
 - Once a door is unlocked with a keycard, it will be unlocked for the duration of the loop for you
- Keycards
 - There will be 2 in total
 - Robot Quest = Keycard
 - Talk to the Goop Quest = Keycard
- Minigames
 - Each individual minigame can be found [here](#)
 - The minigames will all be in world-space, not separate scenes
- Shooting the fish
 - The fish is only available to be picked up after you talk to the gnomes and learn about the fire
 - The fish cannot be picked up again after the fire minigame is over
 - Holding left click causes you to shoot out a stream of water. There is an ammo gauge/bar
 - The stream of water is affected by gravity and follows a parabolic / projectile motion curve
 - The ammo gauge/bar constantly refills while the player isn't shooting
 - ~~The player can talk/interact with NPCs while holding the fish for some fun interactions???~~
 - Shooting certain objects in the environment causes interactions in the world
 - Shooting the generator causes it to explode resulting in a hard reset of the time loop

Game Options – What are the options and how do they affect gameplay and mechanics?

Replaying and Saving (Alpha)?

Cheats and Easter Eggs (Post Alpha)

Section III – Story, Setting, and Character

Story and Narrative - Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

See “Lore Doc”

Game World

- General look and feel of world
- Area #1
 - General Description
 - Physical Characteristics
 - Levels that use area
 - Connections to other areas

Characters

- Character #5: “Angle”
 - Back story
 - Comes from a planet completely bountiful in resources, a veritable garden of eden. The planet is filled with vegetation, animals, water, clean air, etc.
 - The planet in recent times however, has suffered constant attack from raiders and bandits, looking to capitalize on the world's resources.
 - This has turned the commonly open minded and friendly people cold and skeptical of outsiders.
 - Personality
 - Cold, disillusioned, skeptical, close minded (but doesn't want to be)
 - Interest in philosophy and higher level thinking
 - A research/navigation ship
 - Look
 - Physical characteristics
 - Akin to biblically accurate angels
 - eyes, rings, wings, etc.
 - Potentially the Moana Goddess

- Te Fiti
 - Animations
 -
 - Profession
 - Captain
 - Leads the crew, oversees the mission
 - Culture
 - Has little interest in technological advancement, with the culture pursuing self development and philosophical inquiry instead.
 - Number of wings indicates class/social status
 - Values education, non-violence, and curiosity
 - Relevance to game story
 -
 - Relationship to other characters
 - Would show disdain towards those who engage in violence and theft
 - Accepting of others with an open mind, high intelligence, and kindness
 - Level that you talk to the character at
 - End (7)
-

■ Character #1: Robot

- Backstory
 - From a barren planet solely inhabited by machines.
 - Water, food and vegetation doesn't exist on this world. However, the planet is abundant in minerals, metals, and other materials necessary for machines.
 - Their "species" was made as an experiment by another species to see if a group of non-organic sentient life can flourish on a planet without the necessary organic matter required for other living organisms.
 - The people of the world are solar powered, getting all of their energy from the sun.
 - They build and manufacture their people based on the needs of society.
- Personality

- Helpful, intellectual, religious, slight ego about his species not needing food and water to survive
- Doesn't understand normal biological function?
- Look
 - Physical characteristics
 - Steampunk style look (same w/ society)
 - Has solar panels on body to absorb sunlight
 - Animations
 -
- Culture
 - They have developed a religion based on the sun, as it is the thing that gives them life
 - The common citizens are unaware that they were originally made by another species.
 - Their homes and buildings lack roofs and are covered with windows for optimal sun absorption.
- Relevance to game story
 - Science officer/scientist
 - Conducts research on anything found during expeditions
 - Furthers knowledge of the cosmos, flora, and fauna
 - Could be exempted depending on what the purpose of the star ship is
 - Could be low on light bulb and near death, needing an emergency solar light bulb to be retrieved in time before perishing
- Relevance to other characters
 - Friendly enough to most characters
 - Ill will towards those from planets without a sun
- Level that you talk to the character at
 - 1st

■ Character #2: Coward

- Backstory
 - From a planet that is tidally locked, making the world perpetually night on one half and day on the other, split down the equator

- The side constantly bathed in light is scorching hot, a wasteland for bugs and creatures. Meanwhile the side in constant darkness is cold and akin to a tundra.
 - From the cold side of the planet
 - Bright lights disorientate their species
 - Unqualified for position
 - Personality
 - cowardly, a greedy hoarder, a thief, easily frightened, quick to bravado but will back down if showed any push back
 - Likes to take shiny objects (like important ship equipment)
 - Look
 - Physical characteristics
 - "Bat like", no eyes, massive ears
 - covered in fur to deal with cold temps
 - On tips of fur are sensors to direct air movement and aid in sight.
 - Animations
 -
 - Culture
 - Scavengers
 - Lives in caves and huts
 - clan based
 - Relevance to game story
 - Chief mechanic
 - Typically by themselves down in the engine room
 - Stole the solar light bulb but accidentally turned it on, needing you to disable it for him to be unstunned
 - Could ask you to convince the ship captain to let him stay on the ship.
 - Relevance to other characters
 - Stole the solar light bulb from the robot
 - Frightened of those who are prone to violence
 - Level that you talk to the character at
 - 2
-

■ Character #3: Goop

● Backstory

- Species is from a forest
- born from the trees that litter the world
- They are not the dominant species on the planet but work together with the other species on the world so that both can prosper
- The suits are built for them by the other species
- Vulnerable to cold temperatures

● Personality

- Eccentric, crass, monetarily motivated, good person deep down

● Look

- Physical characteristics
 - Green slime like creature in space suit
- Animations
 -

● Culture

-

● Relevance to game story

- Medical officer/medic
 - Treats crew injuries and diseases
 - Could be an automated pod that treats patients

● Relevance to other characters

-

● Level that you talk to the character at

- 3rd
 - Needs a translator to talk to it

■ Character #4: Fish

● Backstory

- Comes from a flooded planet, where the remnants of a previous society have been washed over by the sea
- were originally not the dominant species but once the planet was flooded, they took over as they were all that was left
- Elderly that has seen the old society fall

- Was an important elder to his people
- Personality
 - Wise, believes that “we are stronger together”, kind, non-aggressive, good sense of humor, sweat grandpa vibes
- Look
 - Physical characteristics
 - based on a coelacanth fish
 - hydration suit
 - Animations
 -
- Culture
 - Long life-spans
 - Gerontocracy
 - Uses the old societies remnants as the bases for homes, supplies, etc.
- Relevance to game story
 - Linguistics officer/ambassador
 - Knows different alien languages
 - Communication between species
 - In charge of diplomatic relations when meeting with councils or new species
 - The ambassador can be exempted depending on the purpose of the ship
 - The linguistics part could just be an on ship translator for the species
- Relevance to other characters
 - Kind to all, but has an attitude towards those with an ego or strong loner types
- Level that you talk to the character at
 - 5

■ Player Character

- Backstory
 - A human from Earth

- Passed the space exploration exam with flying colors and has been given a rare opportunity to start their career as second in command on the ship

- First week on the job

- Personality

- Motivated, optimistic, intuitive, hard working, silly, confident, bright eyed

- Look

- Gender neutral for players to self insert

- Potentially in bodysuit and mask to aid in player insert?

- Relevance to game story

- Second in command on the ship

- Deals with the issues the captain can't

- Authority figure

- Crew Roles

- Captain (**ANGLE**)

- Leads the crew, oversees the mission

- Bridge

- Linguistics officer/ambassador (**FISH**)

- Knows different alien languages

- Communication between species

- In charge of diplomatic relations when meeting with councils or new species

- The ambassador can be exempted depending on the purpose of the ship

- The linguistics part could just be an on ship translator for the species

- Hydroponics

- Science officer/scientist (**ROBOT**)

- Conducts research on anything found during expeditions

- Furthers knowledge of the cosmos, flora, and fauna

- Could be exempted depending on what the purpose of the star ship is

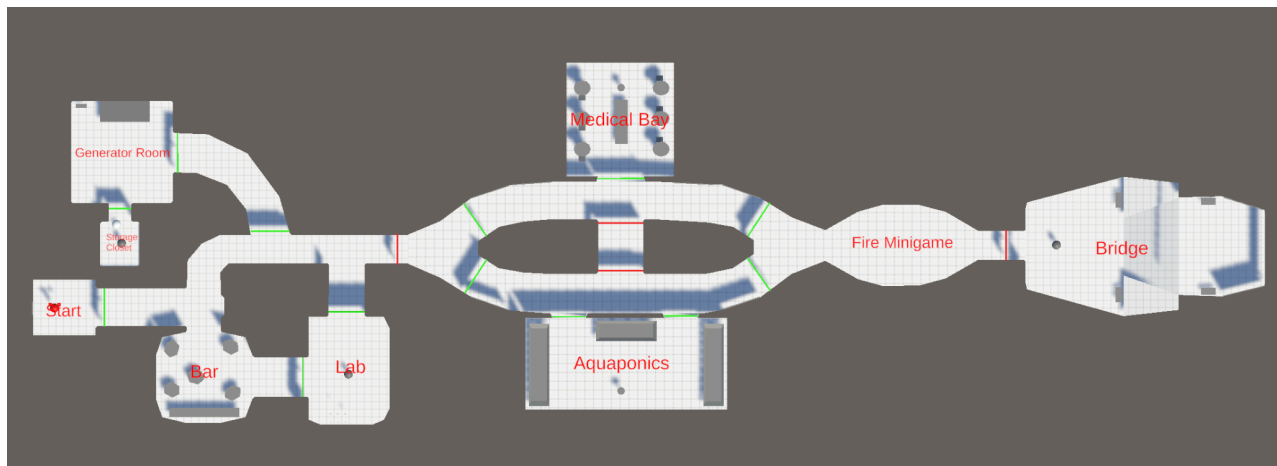
- Lab

- Chief mechanic (**COWARD**)
 - Typically by themselves down in the engine room
 - Storage room
- Medical officer/medic (**GOOP**)
 - Treats crew injuries and diseases
 - Could be an automated pod that treats patients
 - Medbay
- Second in command - the player

Section IV – Levels and Quests

Level

- Synopsis
 - The level is laid out with 3 main sections of the map that the player will progress through to finish the game. The first section includes the Start, Bar, Lab, Generator Room, and the Storage Closet. The second section includes Aquaponics, Medical Bay, and Fire Minigame. The third and final section is the Bridge. The first room that the player starts will be their quarters which is also where they will start each loop of the game.
- ~~Introductory Material~~
- Objectives
 - Go to the “Quests” section for all of the objective information
- Physical Description
 - An exploration ship with 60s and 70s inspired space-age architecture.
- Map



- Critical Path

- Start -> Lab -> Storage Closet -> Lab -> Generator Room -> Medical Bay -> Aquaponics -> Fire Minigame -> Bridge
- Encounters
 - Interact with the Robot In the Lab
 - Interact with the Coward in the Storage Closet
 - Interact with the Goop in the Medical Bay
 - Interact with the Fish in Aquaponics
 - Minigame for the Robot in the Lab
 - Minigame for the Coward in the Generator Room
 - Minigame for the Fish in the Fire Minigame
 - Minigame for the Angel in the Bridge
- Level Walkthrough
 - The player wakes up on the ship and quickly finds out that the ship is going to explode very soon. The player exits their quarters and must find the Robot in order to progress through the ship to make it to the bridge. But someone stole the Robot's battery and they're going to lose power in a minute unless the player finds it. The player must scour the ship looking for the missing battery and find it powering a lamp inside of the storage closet next to the generator room. When taking the battery out of the lamp something in the dark room, thanking the player. The player finds out that the Coward was trapped in the room due to the light from the lamp blinding them. The Coward then tells the player that they haven't been able to repair the generators powering the ship because he was trapped and the repairs are too complicated for them without help. The Coward informs the player the generator will explode in 3 minutes if it is not fixed. The player rushes to the Robot to socket in the battery and if they succeed then the door that used to be locked for the next section will now be able to be opened. The generator still needs to be fixed or else the entire ship will explode very soon. Once the generator is fixed then the player should move on to the next section of the ship to avoid more potential catastrophe.
- Closing Material
 - Once the player finished Angel's minigame, they will finish the game

Quests

- **UNDER CONSTRUCTION**
- Robot
 - QUEST ITEM: Lightbulb
 - CHARACTER QUEST:

- Low on solar power and near death. Needs player to find their light bulb before they die.
 - Solution:
 - Player finds the light bulb in the storage room, as it was taken by Coward, and brings it back to Robot.
 - The player must press the interact key on the lightbulb, they hold it in front of themselves, and they hold it to the top of the robot so it can attach itself (Object entering trigger)
 - New Mechanic? If yes, what:
 - No
 - SHIP QUEST:
 - QUEST ITEM: Robot's chip
 - The player will play the robot's minigame [See the minigame section for this minigame]
 - New Mechanic? If yes, what:
 - No
 - The door to the next section opens. (The robot operates the doors).
- Coward
 - QUEST ITEM: N/A
 - CHARACTER QUEST:
 - Stuned hiding in the shadows because of light emanating from a solar light bulb.
 - Solution:
 - Player finds the light bulb in the room and interacts with it to take it out of the room, letting the coward come out of the dark
 - New Mechanic? If yes, what:
 - No
 - SHIP QUEST:
 - QUEST ITEM: The wrench (This item will be in the player's inventory between runs - META PROGRESSION ITEM)
 - The ship took damage and has now lost power. You need to work with the coward to repair the engine
 - Solution:
 - The player will play the generator mini game [See minigame section of the GDD]
 - New Mechanic? If yes, what:
 - No
 - EXTRA QUEST:
 - You need to try to talk to the goop, then talk to the fish about understanding the goop, then ask the coward for the book on goop translation.
- Goop
 - CHARACTER QUEST:
 - His language is completely unintelligible to you.
 - Solution:
 - You need to speak with Fish and complete his quest to gain his translator's notes, allowing you to understand Goop.

- New Mechanic? If yes, what:
 - No
- SHIP QUEST: (Doesn't proc until player meets captain!)
 - Get the captain pills to heal her.
 - ~~Involving Chemical H, Chemical C, and chemical M~~
- Solution:
 - Talk to the captain, get the dialogue prompt where she says she is hurt, go to the goop and get the medicine from them, and give the medicine to the captain by selecting the dialogue prompt to give it to her
- New mechanic? if yes, what:
 - No
- Fish
 - Quest Item: Goop translation book.
 - CHARACTER QUEST: (Connected to coward) The book is only interacted with once.
 - The Fish needs help finding his translation book.
 - Solution:
 - You talk to the coward after receiving this quest and ask for it, then are able to understand Goop.
 - New Mechanic? If yes, what:
 - No
 - SHIP QUEST: Put out the fire
 - There is a fire in the ship that prevents you from reaching the bridge and will put too much smoke into the ventilation system
 - Solution:
 - The player uses the Fish linguist to put out each fire. Putting water on the fire shrinks it. The fire size correlates to how long water has to be put on it.
 - New Mechanic? If yes, what:
 - Yes
 - Player now has the fish linguist in their hands and uses left click to shoot out the a stream to put out all the fires in the room
- "Angle"
 - CHARACTER QUEST:
 - Give the angel pills.
 - Solution:
 - Get to the goop and take the pills from them once the gladiator has put them back together, then go to the captain
 - New mechanic? If yes, what
 - No.
 - SHIP QUEST:
 - Recalibrate the ship's systems while they fly it.
 - Solution:
 - See the angel minigame
 - New Mechanic? If yes, what:
 - No

Order of Operations

All character interactions can be found [Here](#)

SECTION 1 Coward + Robot - generator

Players can talk to characters out of order (There is going to be a golden route).

1. Start in starting room
2. Go to lab
3. Robot interaction 1
 - a. Tells you to find a light bulb before they die
4. Robot will die in **1.5 minute**
5. Find coward in storage closet
6. Coward is stuck in place because of a the solar light bulb
 - a. *Coward makes cowering in fear noises*
 - b. *Player removes solar light bulb*
 - c. Coward interaction 1
 - d. *Coward stops cowering in fear and walks to the generator room*
7. Get solar light bulb
8. Go back to lab
9. Give solar light bulb to Robot (the robot will not die so long as just light bulb is plugged in, even if the wires game is not complete)
10. wires mini game to fix the robot
11. Have robot interaction 2
12. Robot uses their keycard -> results in you unlocking the next set of doors
13. Robot bypass item becomes available in Storage room (it was always there, but it can be picked up now)
14. Go back to the coward
15. Coward Interaction 2
16. Generator mini game
17. Generator failure - **at 3 minutes and ship blows up**
18. Goes back to the coward
19. Coward interaction 3 -> **bypass** item given

SECTION 2 Goop + Fish - no mini crisis

20. Gets access to aquaponics and med bay
21. Goes to med bay
22. Finds goop stuck in immobile suit
23. Goop is unintelligible
24. goes to aquaponics
25. Talks to Fish -> ambassador
26. Asks fish to translate for goop
27. Needs to find Fish's book on goop's language
28. Finds coward who stole the book -> In the cowards storage room, only spawns in after you learn of its existence
29. Use the book to understand goop
30. Goop has keycard for you
31. Gained access to kitchen and Hallway

SECTION 3 Kitchen crisis

32. something on fire in the kitchen that will **blow up the ship at 8 minutes**
33. Go back to aquaponics
34. Ask fish for help moving water
35. Fish just kinda drinks a bunch of the water
36. Take fish to kitchen and use fish to put out fire
37. Fire is put out, time to explore the ship is restored
38. Access to the angel

SECTION 4 Angel

39. Angle is in the bridge and is injured
40. Injured wing
41. Go back to goop and pick up pills
42. Heal Angle
43. Help angle steer the ship out of the black hole
44. end

GOLDEN RUN

1. Run to storage room and grab the light bulb
2. Take light bulb to robot and replace the old one -> **bypass** this minigame with calibration kit
3. Get the doors unlocked by the robot
4. Go to the generator and fix it -> just the last action of the mini game as the **bypass**
5. Go to aquaponics and medbay
6. Get the doors unlocked by the goop -> who you inherently understand
7. Go to the fish
8. Take the fish to the kitchen and put out the fires
9. Take the medicine to the angel -> **bypassed** pill making through already having pills
10. Heal the angel -> give pill
11. Recalibrate the ship -> simon says mini game

World actions/ ship quests

- Robot Light bulb
 - The light bulb is in the cowards storage room, shining brightly, at the start of the game
 - The light bulb can be picked up before or after talking to the robot
 - The light bulb disappears from the room when you pick it up
 - When you give the light bulb to the robot it appears on the robot.
 - If given before the robot dies - it appears on the robot and you enter dialogue
- Recalibration tool
 - The recalibration tool appears in the storage room to start but can only be interacted with after finishing the wire minigame
 - The player keeps the tool across loops
 - The recalibration tool can be used to skip the wires mini game
- The Fish's book
 - The book is in the storage room to start but can't be interacted with until you talk to the fish
 - You can't understand the goop at the start of the game

- If the player has the book in their inventory they can understand the goop
 - The player holds onto the book between loops
- Pills
 - A bottle of pills exists on the counter/table in the medbay at the start of the game but can't be interacted with until the Angel asks for help
 - The pills stay in the players inventory across loops
 - If the player has the pills when talking to the angel they don't have to go back for them

Section V - Interface

Screen Flow

- Screen Flow Chart – *A graphical description of how each screen is related to every other*
- Screen Descriptions – *What is the purpose of each screen?*
 - Main Menu Screen:
 - Will have a splash art, logo, New game, continue, options, and exit buttons.
 - Options Screen:
 - Lets players alter things like audio settings, brightness, mouse sensitivity
 - Map:
 - Lets players see where their character is and facing on the map of the ship
 - Player is represented by an acute triangle, with the tip being the direction the camera is facing
 - Each room of the map will start grayed out, only showing an outline, however, once the player has entered that room, it will be filled in on the map.
 - The map stays filled in throughout the loops
 - The map will only display the outline of the rooms, the names of the rooms, and where the player is located
 - On the right hand side of the map screen, next to the map is a clock, allowing players to see how much time they have left in the loop.
 - Schedule Notebook:
 - This will allow the player to easily keep track of character schedules and events on the ship that happen throughout the loop
 - There will be a tap at the top of the screen to switch between this screen and the map
 - on the left hand side of each character will have a dedicated tab as well as one for just general events that occur on the ship itself
 - This will auto update and fill in once the player has seen that event take place. Until then, those places are grayed out

Visual System

- HUD - What controls?

- Mouse to look around
- When reaching the final 30 sec of the loop, a countdown will appear in the player's hud
- Whenever the schedule updates with new information an alert will appear in the top right corner of the screen alerting the player that it has been updated
- Menus
 - Point and click
- Rendering System
- Lighting Models

Control System –

- WASD: To move
- E: To interact
- Right click: To select dialog, navigate UI, click, etc.
- Left click: Used in tandem with right click on speciality occasions

Help System

Section VI - Enemies and allies

Friendly Characters

- [Reference the Characters!](#)

Appendices

Asset List

- Art
 - Model and Texture List
 - Animation List
 - Effects List
 - Interface Art List
 - Cut scene List
- Sound
 - Character Sounds
 - Each character will have a unique dialogue loop sound effect for when they are talking. They will not sound like any actual language, and will be reminiscent of Animal Crossing or Undertale sound effects. They, as well as the player, will have sounds for their

footsteps, and any of the elements on their outfit also moving around based on their material.

- Environmental Sounds
 - Doors opening with air pressure releasing, and loud blaring alarms around the ship.
- Weapon Sounds
 - Each item the player could use would play a unique sound effect upon receiving the item, and when using it for something. If the item needs to be held by the player and they can see themselves holding it, it would make slight noises to match the player's footsteps.
- Interface Sound
 - Glass-like sound effects could be used for UI interactions, in menus and when pulling up other sub-screens.
- Music
 - Ambient
 - The base music of the game will start with a very classic warble-y chord progression playing over main gameplay. In terms of composition it will follow the same compositional format as Tarrey Town from [The Legend of Zelda: Breath of the Wild](#)
 - The music for the game will feature layering instrumentation based on what characters are around you. Each character will have their own melody, harmony, or countermelody layering over a base music track as you approach the characters throughout the world, changing in volume based on their proximity to the player.
 - Once you have completed a character's quest, that character's musical addition will be permanently added to the music track, building the background music as the game is being played.
 - "Action"
 - When certain minigame sequences activate, new music loops (very short) will replace the main theme during these minigames. These will be based on the melodic identity and instrumentation of the character.
 - Victory
 - When the game is finally won, all of the different melodic ideas will be finally combined in a final victory fanfare, developing a little more than the main loop, and resolving at the ending. The end credits (if they have a rolling element to them) can feature a progression of the theme as they roll.
 - Defeat

- When the game is lost, a specific defeat fanfare will play that develops the core loop in a negative direction (minor key, maybe). It will include any melodic elements that come from any characters whose questlines you've completed.
- Menu / UI
 - The pause menu will either pause all music, or strip away almost all of the instrumentation playing normally
 - The main menu will feature the main theme of the game, which can also update based on the unlocked character's questlines based on your current save.
- Audio Engineering
 - Software
 - We will be using FMOD for our audio engineering. Other mixing will also occur using Adobe Audition and Audacity, and music writing will take place using Ableton LIVE.