

Black Matter

Design Document by Eric Fallone



Introduction

Game Summary Pitch

Black Matter is a first person game about Navigating a chaotic laboratory as a scientist, urgently repairing malfunctions while averting disaster as the black hole core spreads out, threatening to consume the entire facility.

Inspiration

Half Life

Half life has the **aesthetics** we are going for with how the lab works and the science that is being done going wrong and causing a **cataclysmic event**.



Dead by Daylight

Dead by daylight is an example of the **game's feel** of dodging bad guys while trying to fix locations of interest.



Player Experience

The player must try to survive in a facility that is crumbling around them by slowing down the black hole and fixing pylons to contain it.

Platform

The game is developed to be released on windows PC using Itch.io and eventually steam

Project Scope

Team

Eric Fallone - Artist, UE5 Developer

LoboGuarah - Game Designer

Pug - UE5 Developer

Pyrotechnic Productions - Sound Designer, Level Designer

Church - UE5 Developer

Duration

2 Weeks

Development Software

- Unreal Engine 5.3
- Photoshop
- Blender
- Audacity
- Logic Pro X

Genre

FPS, Survival ,Time Management

Theme

Sci-fi and dieselpunk

Target Audience

Without being too punishing, this game is geared toward more **veteran players** of the genre. Without the planned easier mode **newer players** might be overwhelmed.

Concept

Gameplay overview

The player is a scientist in a facility where a black hole core just went critical and is in the process of **melting down**. The goal is to fix the pylons over 3 waves of them breaking while fixing hazards to survive and prevent the core from spreading faster.

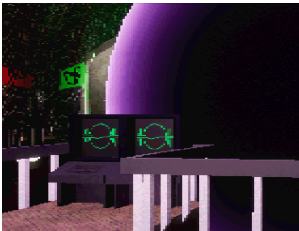
Theme Interpretation (Spreading)

The Black hole - Within the context of this game, the black hole spreads and will consume the level

Hazards - Within the context of the game, the hazards when broken spread to other hazards and damage them or spread water over the floor.

Peanut Butter -Minor theming, you heal by spreading peanut butter on your face.

Primary Mechanics

Primary Mechanic	
	<u>Black Hole</u> The player's main source of concern. It will spread and consume the level and take away pathways.
	<u>Energy Pylons</u> The player's main focus when fixing the lab. The player will need to fix these to win the game after three waves of them breaking.

Primary Mechanic
<u>Tools</u> The player can use these to repair points of interest and throw them at evil robots to defeat them.
<u>Hazards</u> The player must either avoid or fix them to survive and slow down the damage to points of interest.
<u>Points of Interest</u> The player must defend them as every point of interest that gets destroyed the black hole grows larger.

Hazards Types

Hazards Types
<u>Robots</u> Robots around the facility are originally helpers but may go rogue and start attacking the player. Defeated by throwing objects at them.
<u>Fire</u> Fire if left alone will spread and deal damage to points of interest. Defeated by throwing an extinguisher at it.
<u>Electrical</u> Junction Boxes and Boxes will break and shoot electrical sparks at players in a range. They will spread to other nearby hazards. Defeated by fixing with tools.
<u>Water</u>

Hazards Types

When a water pipe or value is left damaged, it will spread water around the room and eventually slow the player down. Defeated by fixing which causes the water to go away.

Story

You come into work and notice things are not running as they should. Shortly after clocking in and putting on your gravity boots, systems begin to fail around the lab. The Hydro Cooling has busted and flooded the Servers which have made your Robot Assistants go Rampant. The Goal? Fix the Facility and Contain the Black Hole before you and the world are consumed by it. Good thing you packed your Peanut Butter.

Art

Design

PS1 is the main inspiration for the style and Half-Life is the main inspiration for the mood of the game. By featuring **Low-Poly and Sciency** things to make the player feel like they are in a laboratory that is slightly falling apart and definitely should not be used for cataclysmic events.

Music

To create tension for the player there will be three main themes that will feature **faster tempos** as the story progresses and the situation gets more tense. A different faster song will be used for each of the three pylon phases.

Sound Effects

To add to the effects of the lab, each hazard, point of interest will have a sound effect and there are a ton of environmental foley for different things from the computers to the pipes.

The robots will be voiced to give them life.

There is an announcer to point out hazard spawns and pylons breaking.

Game Experience

UI

UI will be minimal with HP and stamina.

With the option to press tab to pull up a tablet to get real time data of the facility.

Controls

Keyboard

WASD - Move

Shift - Sprint

Left - Pickup/Throw/Repair

Q - Switch Held Items

Tab - View Tablet

Controller

Left Stick - Move

Right Stick - Look

Left Stick Pressed - Sprint

Right Trigger - Pickup/Throw/Repair

North Button - Switch Held Items

Left Bumper - View Tablet