

Escape from Deephold

DESIGN DOCUMENT

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Introduction

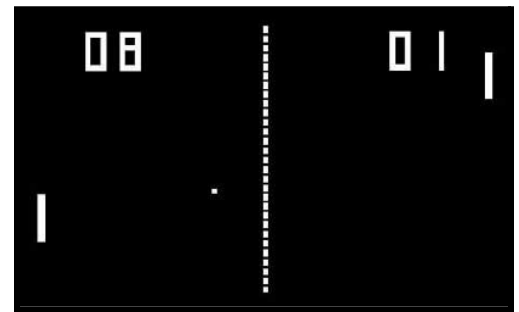
Game Summary Pitch

Escape from Deephold is a 2D monochrome platformer. Lights guide the player through the levels. These lights illuminate and cast shadows on the player, the terrain and the moving platforms. The shadows are pure black, so the player may get confused on what's really there.

Inspiration

Pong

Pong's simplicity and black and white UI inspired Escape from Deephold's theme.



Player Experience

The player gets slowly introduced to new mechanics, like light switches and moving platforms through increasingly harder levels. Every level takes approx. 30-90 seconds to complete.

Development Software

- Godot 4.2 for programming
- Aseprite for graphics and UI

Genre

Singleplayer, platformer, puzzle

Target Audience

Probably people who have a computer, able to use it to play games and like to experience a different kind of platformer. The controls are easy to grasp but all the shadow mechanics are not for everybody.

Concept

Gameplay overview

Jumping, Double jumping. Lightsources, moving lightsources, moving platforms. Buttons to control lightsources and moving things.

Mechanics

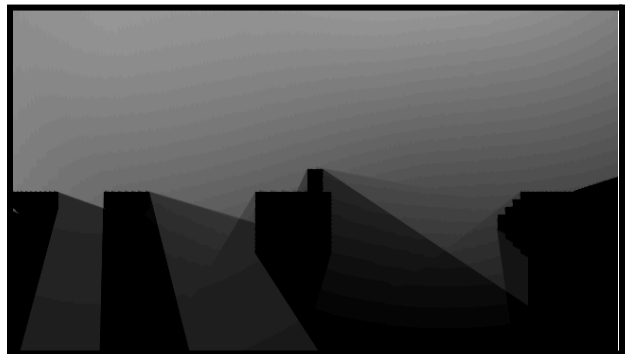
Basic 2D platformer movement with double jump.

The lightsources have reach and power to them. Also the switch off/on speed can be controlled.

The lightsources illuminate the surrounding area and every block casts a shadow behind itself, including the player. If multiple lightsources are present, the shadows will adjust like in real life.

Moving lightsources and platforms are controlled the same way. This movement can be looped in a circle or moved back and fourth.

The buttons can control many things. They can swith on and off lights, moving platforms, moving lights. They can do a one time activation or can be toggled many times. Also works as a weight switch: if the player gets off of it it deactivates.



Art

Theme Interpretation

Embracing the theme shadow fully, the game is entirely made out of shadows and lights. Everything that is solid or shadows is black and the lights are white.

Design

Since the theme is so limiting the design follows through. Its as simple as it can get. Everything is clean cut and simple. No unnecessary element is present in the final design.

Audio

Music

Since the whole game is primarily in the shadows and the title suggests that it is an escape i went with a more dark and mysterious vibe, like the player is running from their doom.

Sound Effects

The sound effects are limited to the player. Considering the environment, their jump and landing animation are deeper and more muffled.

Game Experience

UI

The UI is made out of simple shapes, same as the level design. The font is a simple blocky shadowy one.

Controls

Keyboard

WASD / Space / Arrow keys

Gamepad

L-Stick / Right, Down Buttons / D-pad