

Until Deadline

Game Design Document

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Thammasat University

IDD497 / CDT331 Project Capstone I (Game Design)

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Game Concept

Until Deadline

Until Deadline is a 3D horror game with realistic model style and set place in the university. Players play as main character named "Prim" a fourth year student who nearly graduated but she stuck at final project which has due date tonight. She will do everything until deadline is come. Players play in First-Person view. In the game, players will follow the intense story and try to solve the mysterious and puzzles to sent the work before deadline and escape from this place (University). The base theme is an university because most of the players have passed this moment before that will let player's understanding the darkness well.

Marketing & Target Audience

We choose 15+ years old to be our target because people's age around 16-18 years start to study at university and they have maturity for play horror game too and our Mc are student too so that make player understand main character more.



Rating: For teen.

Idea game

This game should make player feel want to escape from the university because something that bad and scary try to abduct mc but player that play as mc can't escape suddenly because mc have to send his work. Atmosphere in the game will be dark so it will make player scared because of dark too.

Genre: Horror / puzzle

Camera view

For camera view of this game will use FPS(first person shooting) view because this camera view is similar to their usual vision so that make more realistic. Player will see ghost closer than TPS.

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Game story

Story starts with a 4th year student named “Prim” who come to the university to do her final project. She has to hurry because she forget that today is the deadline.

Once she arrived, she works hard and very tired so she falls asleep and she has a nightmare; she sees a woman cry and jump out of building. Suddenly, she wakes up because of message sound from her friend “Yok and Nuch”. Both are close friends to Prim. They beg Prim to submit their work too because they forgot. So she has to go to collect her and her friend’s work.

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After she found and pick up the first work something unexpected happens. She sees a woman walk passed the door and when she looks for her, she is not there. Prim is very scared but she can't escape because of work so she has to send her and her friend's work and leave this place as quick as possible.

The works have to be submit online so when she got all the works, she has to find flash drive to be able to get the work in the scanner to convert to digital before uploading. After she found the flashdrive, she knows that this women still be around in this faculty and she is her ex-friend "Sa" that died from suicide.

During the walk, she found a whiteboard wrote with blood "Thief" which remind Prim that she was stolen Sa's final project to be her work. Prim is not feel guilty. She still be brave and try to submit the project before deadline. She went to the library to scan the work into flash drive. At this moment, Sa still around and try to interrupt Prim. She has to face Sa inescapably.

Once she done, she run out of the library to go to professor room but the door is locked. She has to find a key which had to be around in this faculty. Unluckily, she found the key and try to upload the work. The internet connection has lost. She has to find a way to reconnect the internet as soon as possible to end this story and she did it. She can send her and her friend's work and get out of this faculty.

The moment that the elevator reach first floor, Sa is waiting for Prim to finish all of the story. Her neck is crooked and her body cover with the blood. Sa smile at her before everything goes dark.

Storyline

Scene	Details
1. Start scene	First part of the game is tutorial which we will teach players how to walk, move camera and interact items. Then we will insert a little bit of story. At the end of this episode; dream cutscene will insert.
2. Tutorial scene	Second part of tutorial which is the last tutorial. After dream cutscene, player will be in another tutorial section and learn how to

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	use flashlight and open/close door. Text objective will lead player know what to do. Player will follow a woman in the dream till she jump off from 3rd floor. Suddenly, message cutscene will insert.
3. Collecting 3 homeworks Flash drive quest	In this cutscene, players will first quest which is Collecting 3 homeworks quest. And after finished this quest, players will get another one; Flash drive quest.
4. Scan quest	In Scan quest, players will use flash drive to scan 3 homeworks into its.
5. Send work quest (1) Key quest	Players will use computer in the room but the room is lock. Players will get Key quest.
6. Re-internet quest Send work quest (2)	Unluckily, just before uploading the work, the internet connection has lost and players have to re-connect it and send the work again.
7. Escape quest	Players will find a way out of this faculty.

Storyline in details

Scenes	Lightings	Mechanics	Arts	Cutscenes	Sounds
Startscene	Day	-Walk -Movement -Interact item	-In front of faculty (Day) -Lift	After get into the lift (Dream cutscene)	-Press lift Button -Walk -Day environment
Details: This scene character will be in front of faculty. We will teach how to walk, move camera and interact items. Player will press E to the lift button to go to the faculty. And insert dream cutscene; this cutscene will tell story that character fall asleep and dreaming.					
Tutorial	Night	-Open/close door -Open/close flashlight	-Workshop2 -Hallway	Message cutscene	-Night environment

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		-Text objective			
Details: After dream cutscene, player will be in tutorial section and learn how to use flashlight and open/close door. Text objective will lead player know what to do. Player will follow a girl in the dream till she jump off from 3rd floor. Suddenly, Message cutscene will insert.					
Collecting 3 Homeworks	Night	-Inventory -Collecting items -AI ghost -Ghost animation (walk and run) -Ghost trigger -Die/Restart system	-Faculty environment -VR room -3 Homeworks	When first met ghost	-Collecting -Ghost sound -Ghost chase sound
Details: In Message cutscene, players will wake up from that dream and know that they have to find 3 homeworks from his/her friends to send it before the deadline. Players will know how important of these works. So players will know the clue to leading to first work in VR room and players will first meet the ghost. Players will realize that they are not alone. They will be careful of this thing. They have to avoid the ghost and do the quest.					
Flash drive Quest	Night	-Loading scene to another faculty	-Another side of faculty -USB model	-	-Environment
Details: After found all 3 homeworks, They have to use flash drive to scan work. So find the flash drive in another side of the faculty. During this time, ghost will be around.					
Scan Quest	Night	-Condition to use items -Ghost AI in Library	-Library -Printer	After scan quest (another Line cutscene)	-Scan Sound
Details: After found flash drive, they have to come back to Library to scan works into flash drive. In scene, players have to juke the ghost in library and scan all 3 works. After that another Line cutscene will insert.					
Send work Quest (1)	Night	-Lock room	-Computer -Professor room -White board	-	-
Details: Players will use the computer in professor room to send the works. Players have to have flash drive that have all 3 homeworks that already scan. Players will found that the room					

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is locked.					
Key Quest	Night	-	-Key	-	-
Details: Players have to find key in office room to unlock the professor room.					
Re-internet Quest	Night	-Fix internet	-Server room	Internet loss	-
Details: When players get into professor room and use the computer, Suddenly, cutscene insert and show that internet has lost. Players have to go back to the other side of faculty to the server room to reconnect the internet.					
Send work Quest (2)	Night	-Using computer	-	-	-
Details: Players will come back to the computer and now players can upload the work.					
Escape Quest	Night	-	-	Sa revenges	-
Details: Players will find a way to escape from this faculty.					

Mechanic

- Movement
 - [Mouse] to move camera
 - [W],[A],[S],[D] to move character.
- Interaction in-game
 - [E] to interact items
 - [I] to open/close inventory
 - [M] to open/close map

During the game, players can pick up items to use in the quest that they receive. Once players get an item, an item will keep in inventory and when players use an item, that item will gone automatically. Not need to select.

- Flashlight
 - [F] to on/off flashlight

The gameplay is mostly in the night time. Players can use flashlight to light the way or find items.

- Map

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- **[M] to open/close map**

The place in the game is very dark and very intend so map will help player to find the way out.

Mood

The game will give player feel want to escape from this place (university) and because in game player will me 2 phase that is day and night time. Because day setting will make player feel familiar with this setting, but when the night come, everything will be opposite.

Theme game

Our game will be a horror game in thai culture theme and the setting is in the university. Because this place that relate with player who play this game much and because university is the place that relate with real life not just some place that very scared but don't know where.

Pace

The pace in the game is switch between slow and fast. The pace will be slow when players find items or room ro do a quest and the game will be faster when players were chased by ghost.

Game flow

From the start player will has tutorial scene to teach player how to player but because it like normal game but after player learn how to play this game already. The game will has objective that player have to do for end game. While do objective the game will most complex and scared because ghost will haunt player most.

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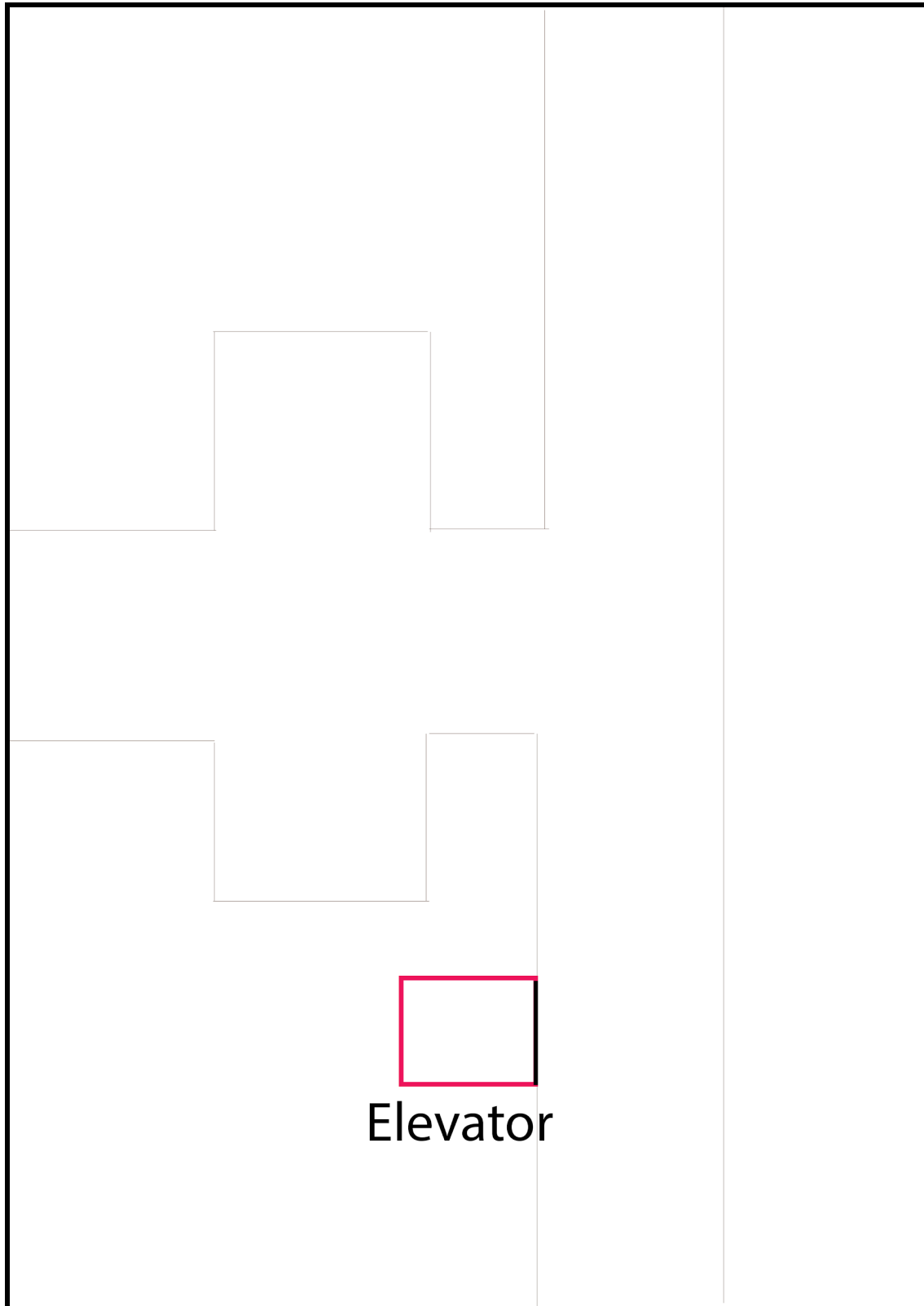
Level design

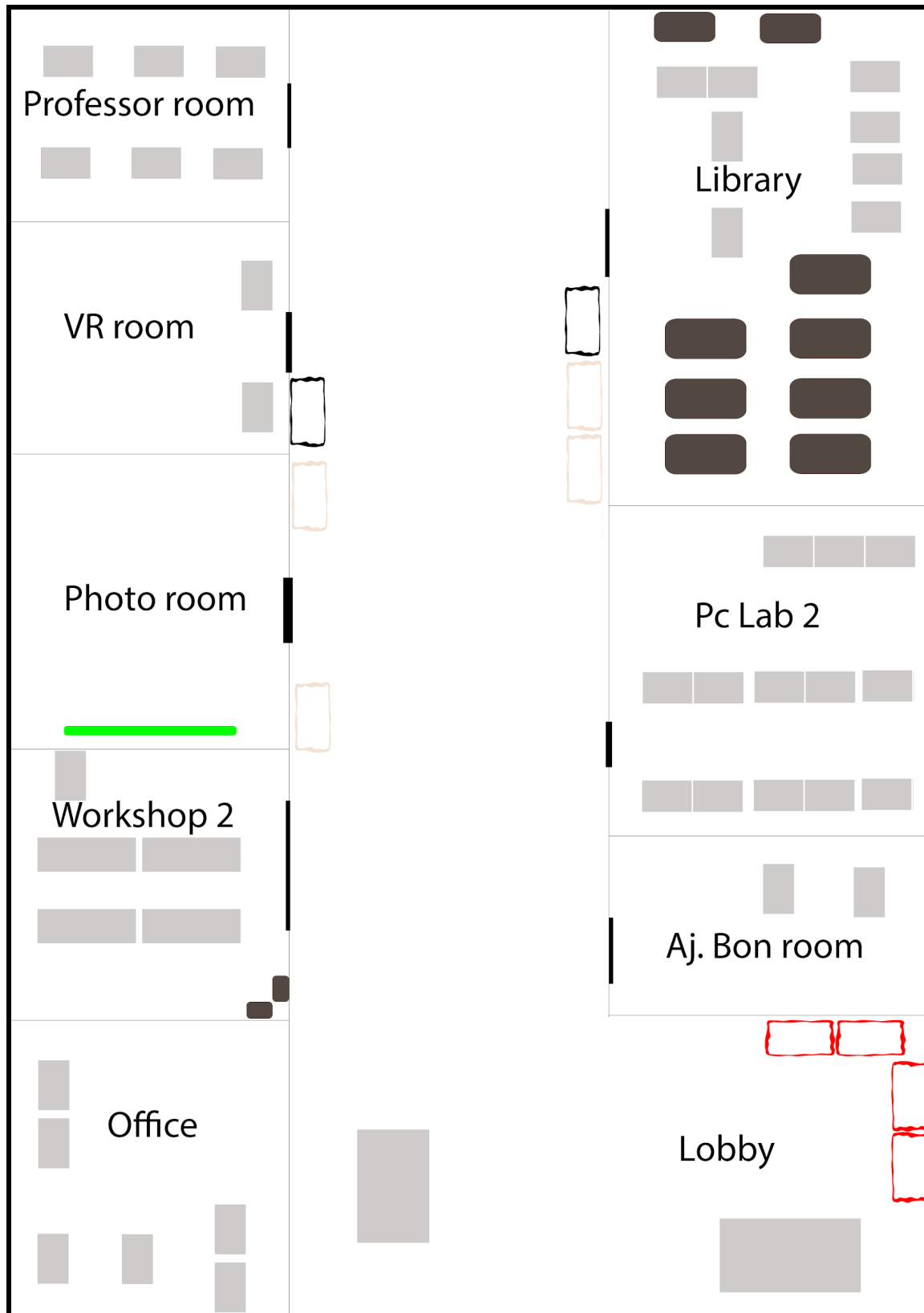
_____All the story will introduce in the first cutscene in order to tell players that who are they and where are they at after we teach players how to walk, look around and interact items.

After first cutscene, players will get in the scene to continue the story and it is another tutorial. Players will learn how to use flashlight and hiding before we give objective or quest to the players. There is cut scene to tell about first quest. Each quest separate in distance to make players explore the map, juke the ghost and do the quest in the same time. Lighting in each area will be different to make players feel fear and be careful the dark.

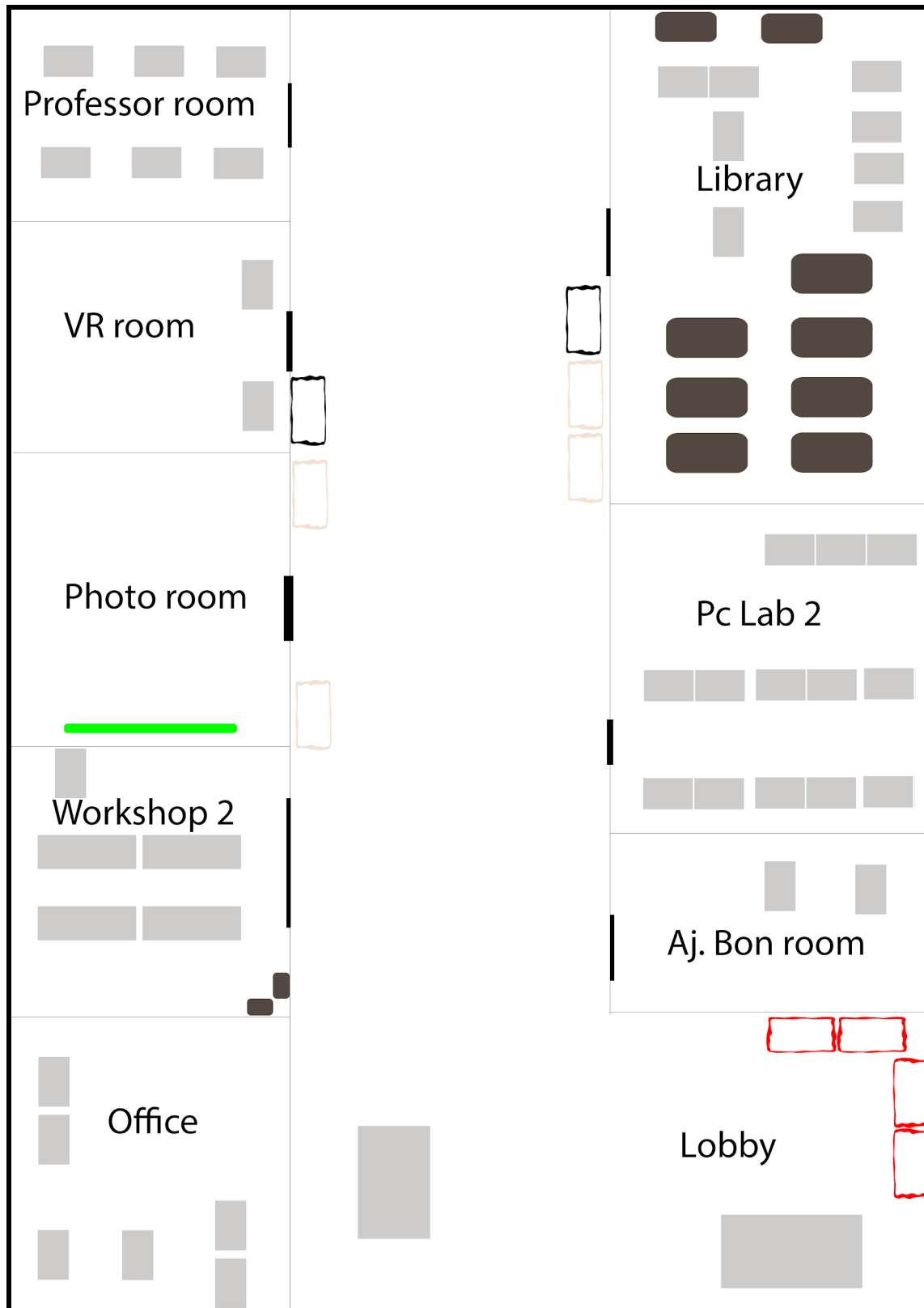
All levels

Until Deadline



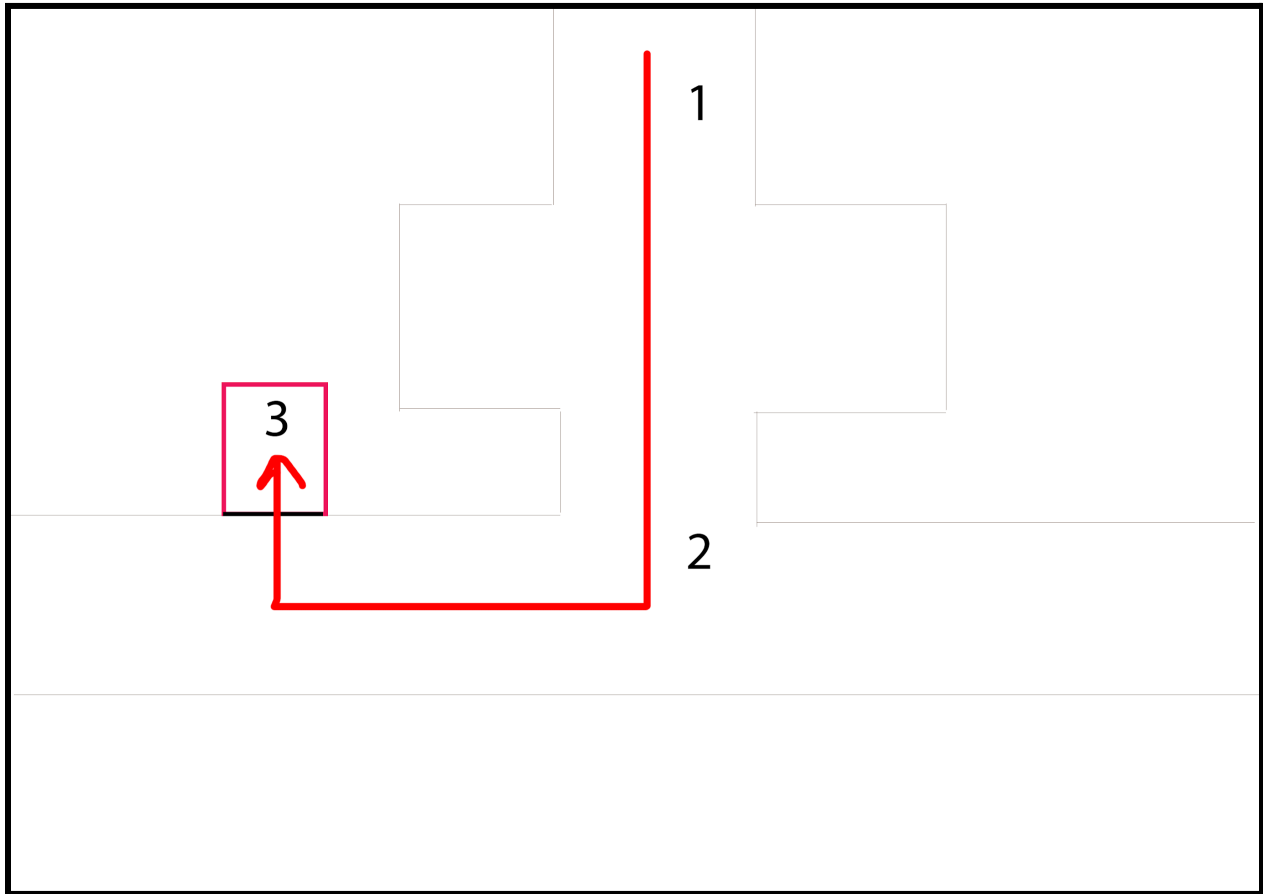
Until Deadline

Until Deadline



Scene 1: Start scene

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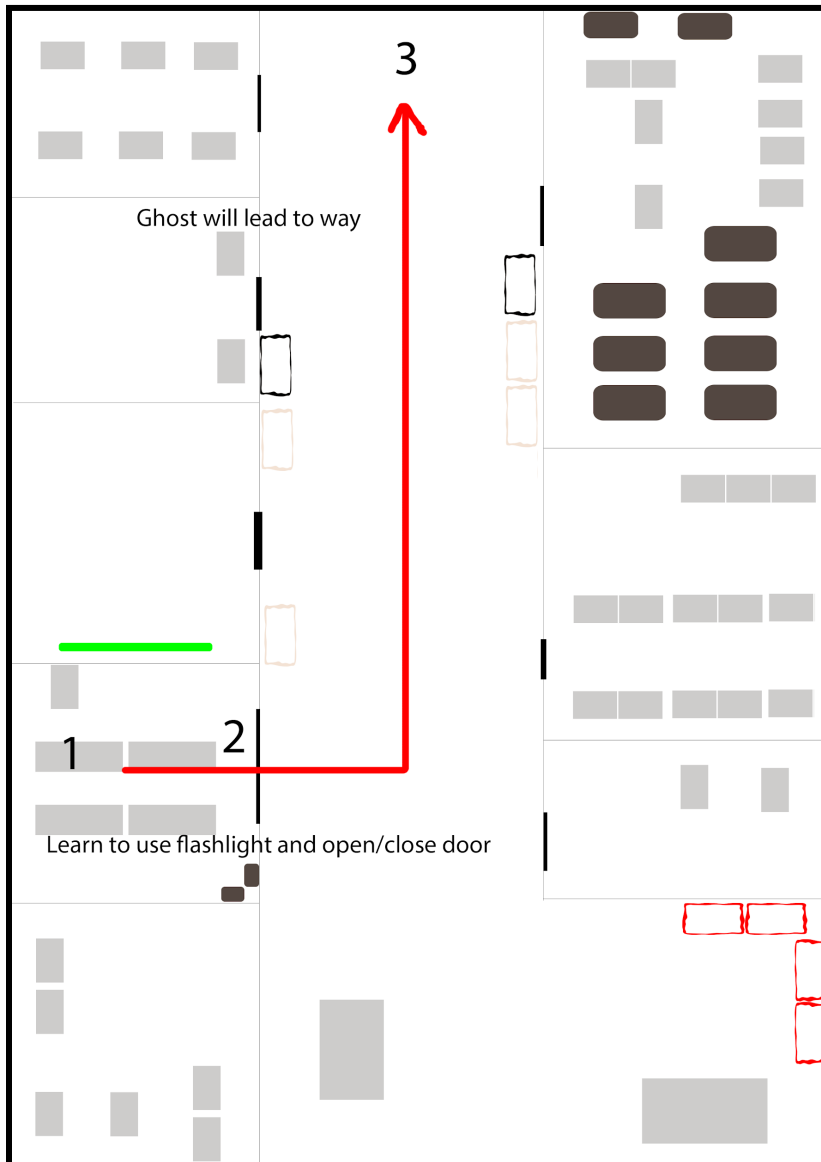


(Red line will show the path the players will go)

This scene character will be in front of faculty. We will teach how to walk, move camera **(Number 1)** and interact items **(Number 2)**. Player will press lift button to go to the faculty. And insert cutscene **(Number 3)**; this cutscene will tell story that character fall asleep and dreaming.
If the time is running out, we can start in the elevator.

Scene 2: Tutorial (This level is very dark)

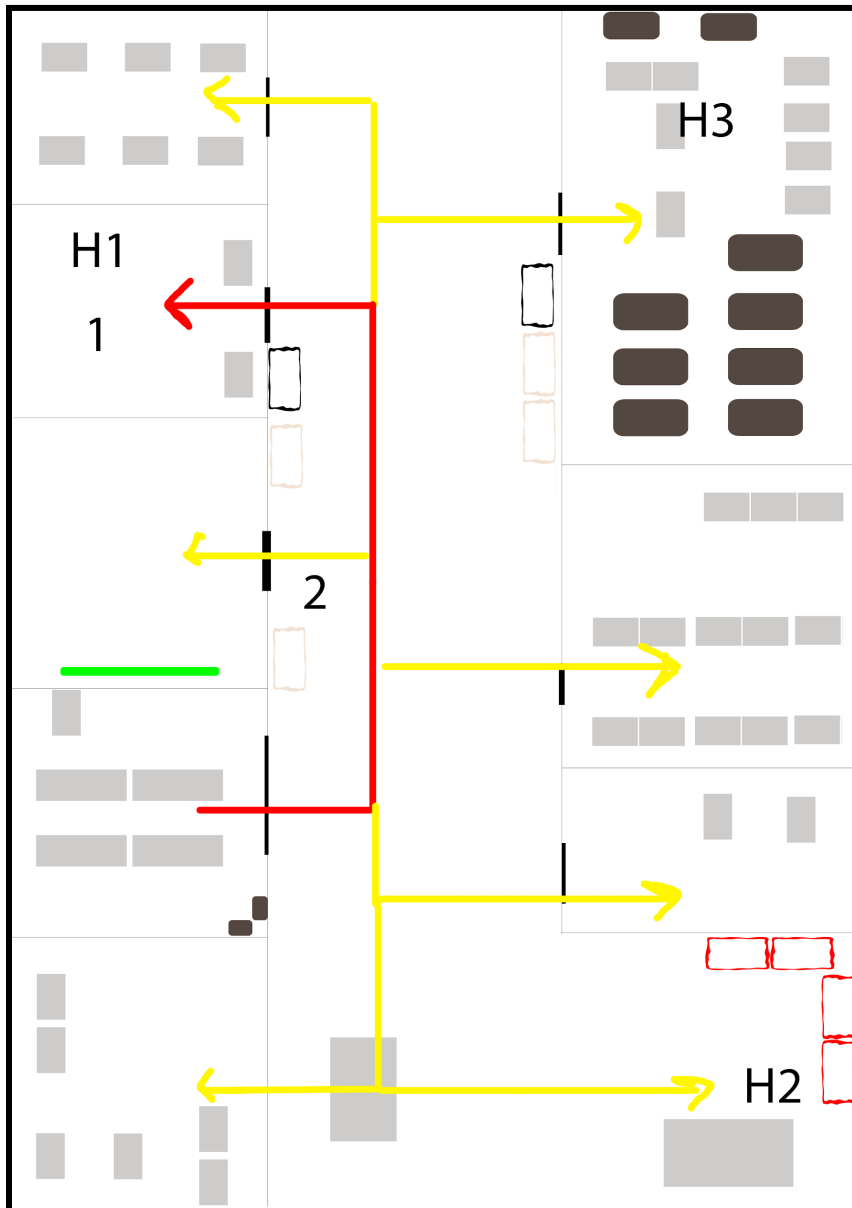
Until Deadline



After dream cutscene, player will be in tutorial section (**Player will start at number 1**) and learn how to use flashlight and open/close door (**Number 2**) by players have to pick up flashlight before exiting the room if players don't have flashlight, players cannot get out which it will have text pop up "It is too dark, cannot go outside". Players will talk to themselves, "It is too dark here - find some light". But the switch not work which notice players that there is something unusual happened. And then they will find flashlight. Text objective will lead player know what to do. Player will follow a woman in the dream till she jump off from 3rd floor. Suddenly, Message cutscene will insert (**Number 3**).

Scene 3: Collecting 3 Homeworks

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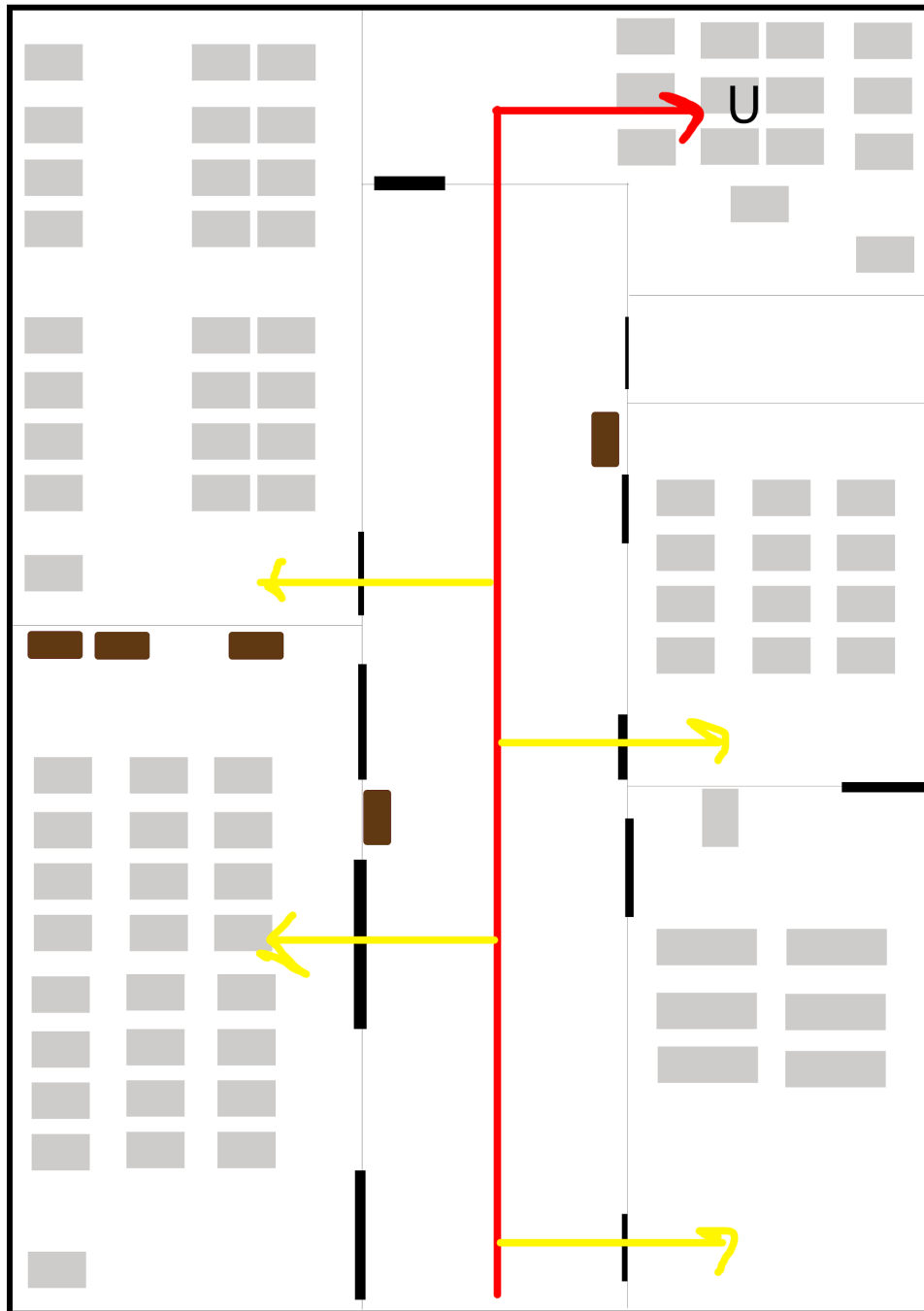


In Message cutscene, players will wake up from that dream and know that they have to find 3 homeworks (**H1,H2,H3**) from his/her friends to send it before the deadline. Players will know how important of these works. So players will know the clue to leading to first work in VR room (**Number 1**) and players will first meet the ghost (**Number 2**). Players will realize that they are not alone (**Yellow line show that ghost will go around the faculty to the each room**). They will be careful of this thing. They have to avoid the ghost and do the quest.

H2 change position to Workshop 2

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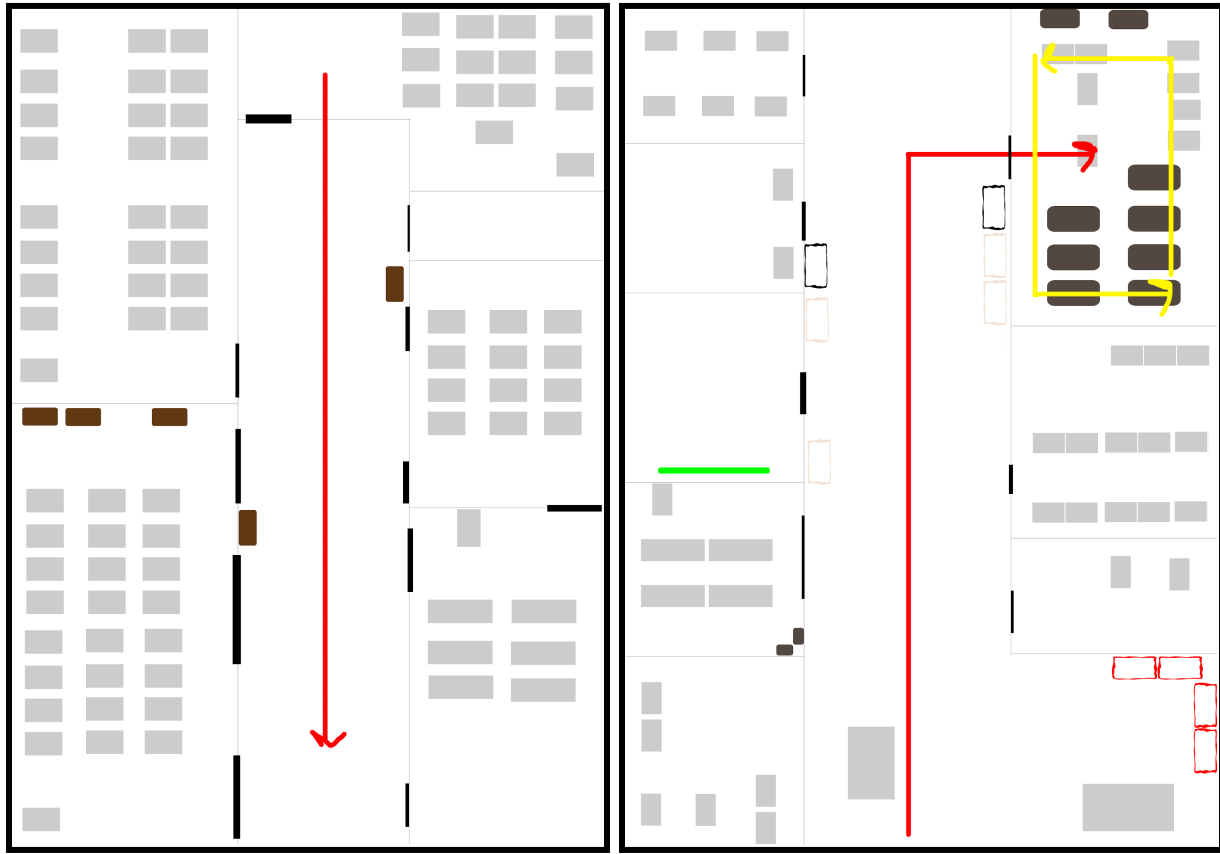
Scene 4: USB Quest



After found all 3 homeworks, They have to use USB to scan work (**U show the USB has located**). So find the USB in another side of the faculty. During this time, ghost will be around. (Yellow line show that ghost will go around the faculty to the each room)

Scene 5: Scan Quest

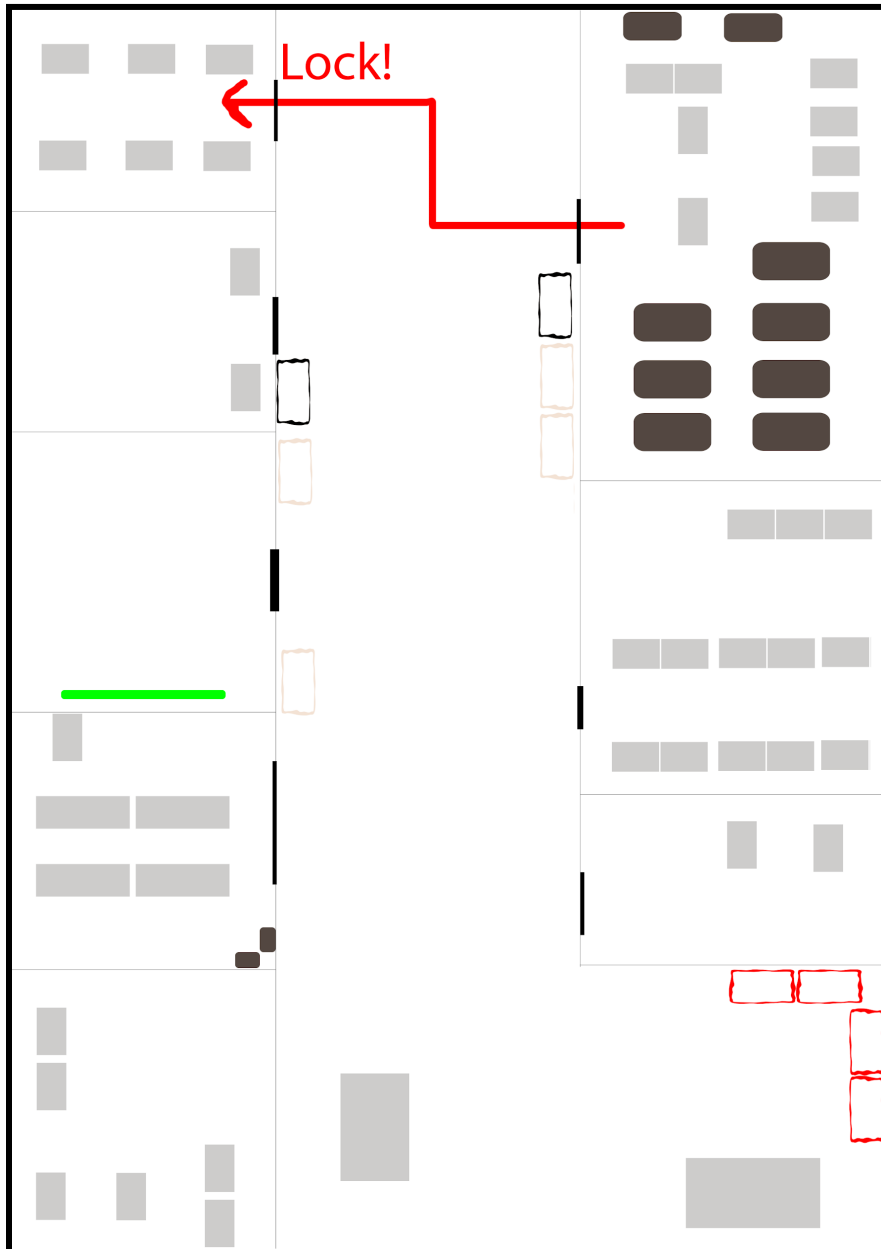
Until Deadline



After found USB, they have to come back to Library to scan works into USB. In scene, players have to juke the ghost in library and scan all 3 works. After that another Line cutscene will insert. **(Yellow line show that ghost will be in the library)**

Scene 6: Send Work Quest (1)

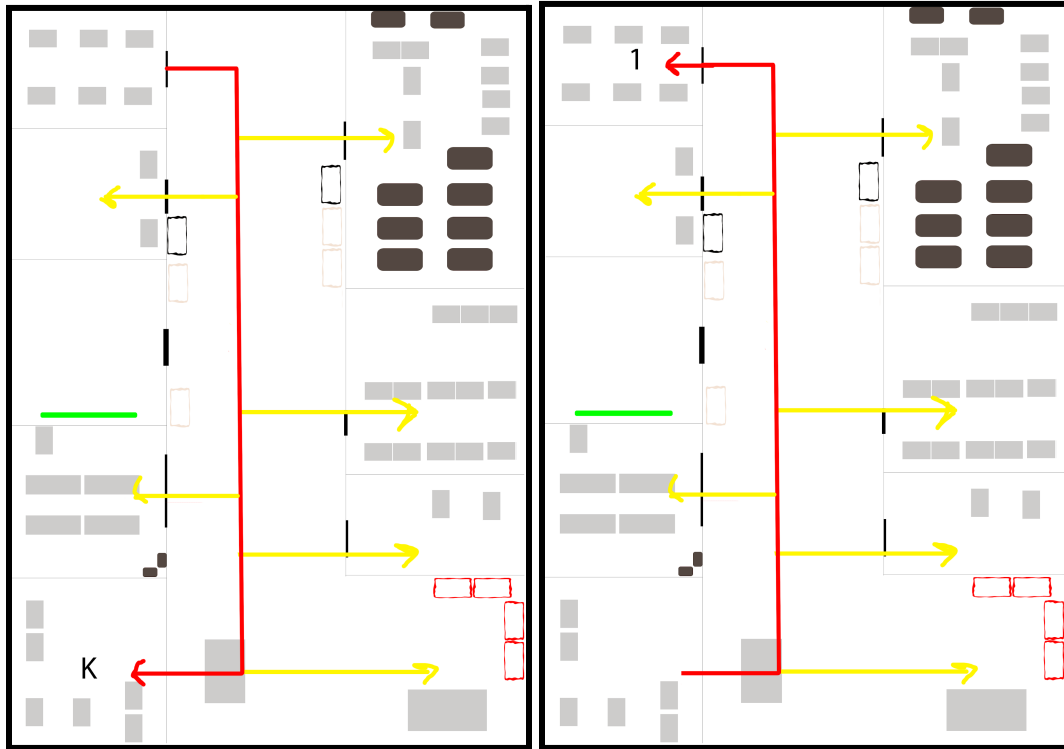
Until Deadline



Players will use the computer in professor room to send the works. Players have to have USB that have all 3 homeworks that already scan. Players will found that the room is lock.

Scene 7: Key Quest

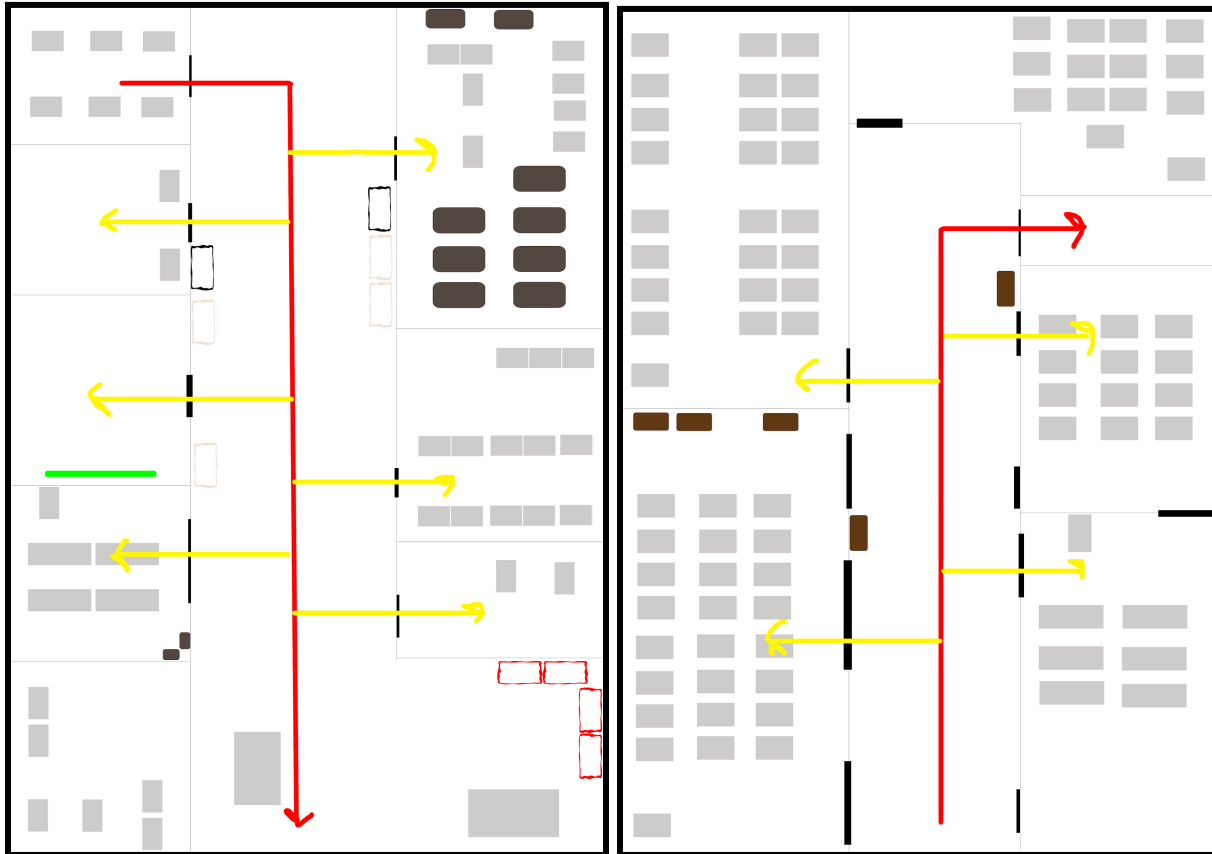
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Players have to find key in office room to unlock the professor room (**Located at K**). Also ghost will be around. (**Yellow line**). When players get into professor room and use the computer, Suddenly, cutscene insert (**Number 1**) and show that internet has lost.

Scene 8: Re-Internet Quest

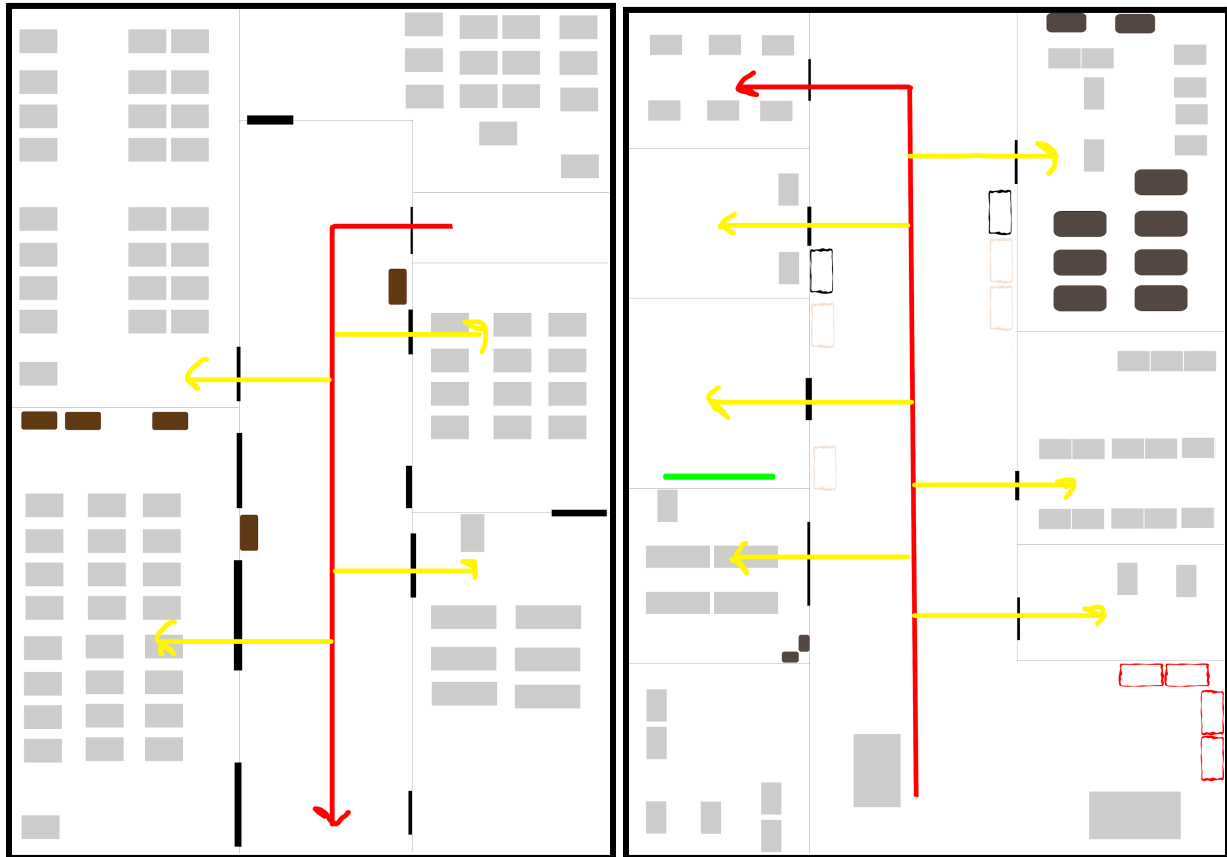
Until Deadline



Players have to go back to the other side of faculty to the server room to reconnect the internet.

Scene 9: Send Work Quest (2)

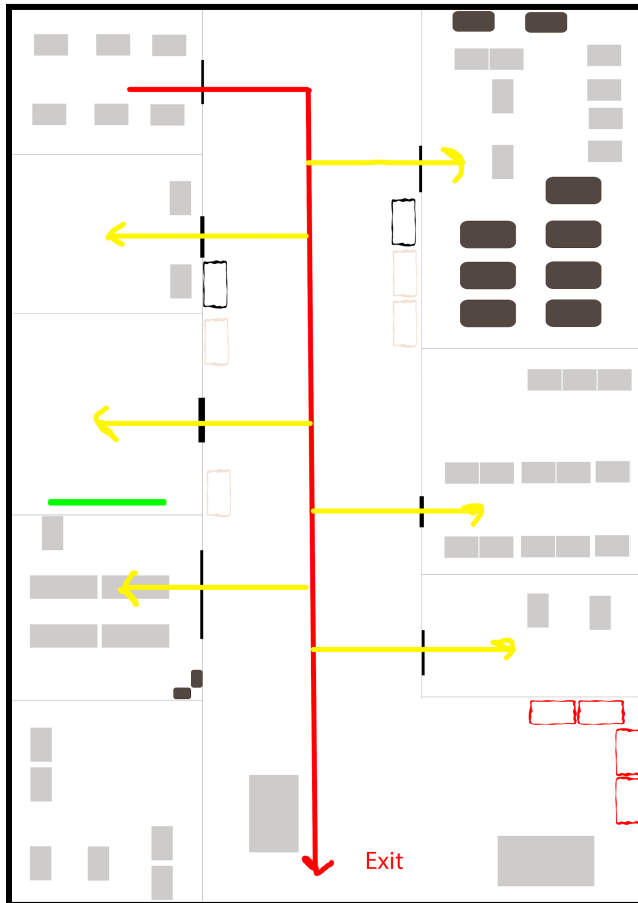
Until Deadline



Players will come back to the computer and now players can upload the work.

Scene 10: Escape Quest

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_____ Players will find a way to escape from this faculty.

In-game Aj. Bon room changed to Big boss room

Pc Lab 2 changed to White room

Pc Lab 1 changed to Pc Lab

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Platform: Release on Pc

Proposed development technology: Unreal engine

Goal of the game: Send her and her friends' final project and escape from faculty.

Characters

Main Character "Prim"

A fourth year university student that has to work late at night and want to send her final project.

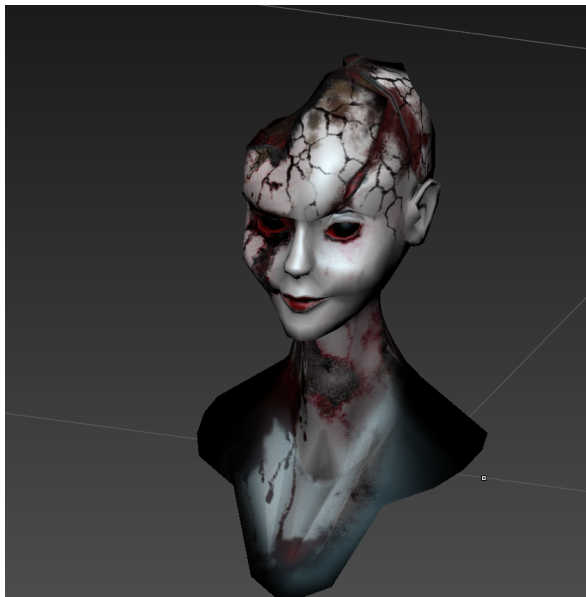
Haunted Ghost "Sa"

Ex-Prim close friend who has wrath and sad before she decide to suicide by jumped off a building, her final project was stolen by Prim. She haunted and want Prim to pay what she did.

"Yok" and "Nuch"

Both are friends with Prim and Sa in the same group. Group named "PYNS" stand for first letter from everyone named. Yok and Nuch tell Prim in the chat group to send their final project.

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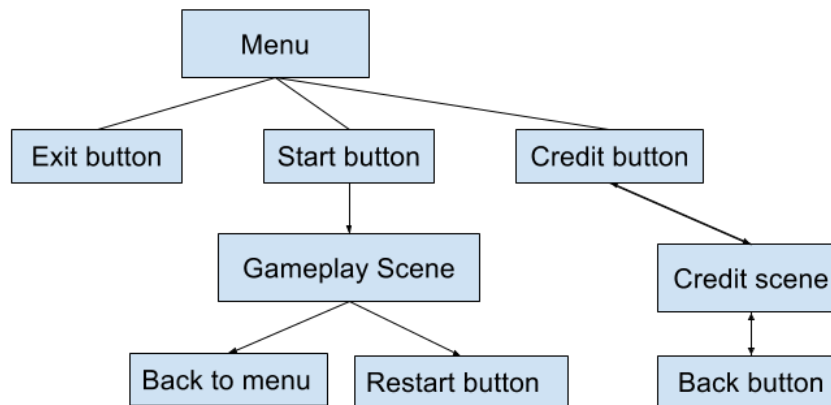
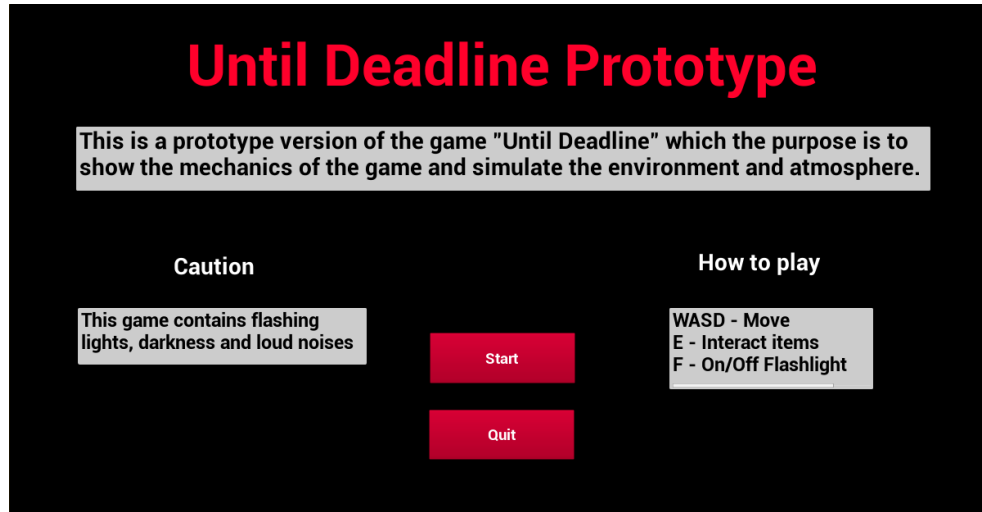


Flow Chart

Menu flow chart

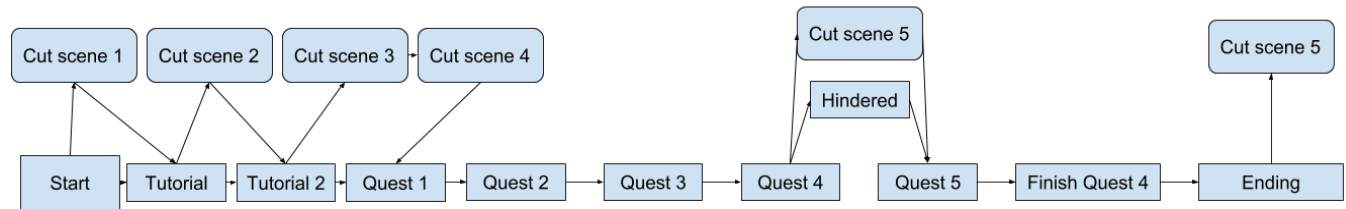
Until Deadline

Menu mockup

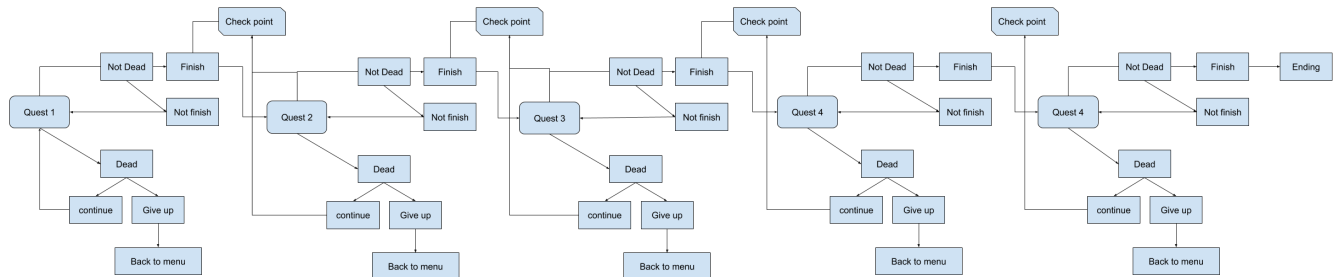


Level Flow Chart

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Game play flow chart



Level Design

At first level player will get message to show the first quest (friend will tell player to send their work to) so player has to collect all work but after player goes to collect first work that in room player will see the ghost. For second quest, after player gets all works player has to scan it in computer but player doesn't have a flash drive so player has to go find it. This part will make player explore room in the game. The third quest after player gets flash drive then player has to scan work but the scanner has very loud noise that makes ghost come this phase makes player scan all work in the same time player has to escape from ghost in narrow room. If player can do this player will go to quest 4 that is send the work so player has to find key that opens teacher room (the key will be on the table in admin room). While player uploads their work. The internet is gone player has to make it come back in server room and go back to send work. To open server room player has to use key card that is in the book on library. After that player will be able to escape from

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this place and got ending(some quest player have to use their flashlight so they have to calculate and remember thing much if they want good ending).

Key Actions

Player will press W,A,S,D to move character.

Player will press E to interact with item.

Player will press I to open/close inventory.

Player will press M to open/close map.

Player will press F to on/off flashlight.

Main Items

- **Flashlight**

This flashlight is very useful for player because overall lightning in the level is dark. Flashlight in the game is actually flashlight from mobile phone. (Condition: Players have to pick up the phone before exiting Workshop 2 in the dream level because we set the tutorial for flashlight)

- **3 Homeworks**

3 Items from first quest that players have to collect. These items are important because it is the works that have to submit tonight before deadline. Players have to use it for another quests. 3 homeworks will place in VR room, Library and Workshop 2. (Condition: Players have to collect homework in the VR room first in order to unlock remain 2 homeworks because in the cutscene (...) will hint that first homework is in the VR room and we design players to first encounter with the shadow of the ghost)

- **Flash drive**

Players have to have flash drive because final project that has to be submitted require digital version. Before using scanner to convert homeworks to digital version, players have to have flash drive. Flash drive will place at PC lab.

- **Scanner**

Scanner use for scan work and change it in term of digital. Player can interact with it but can't pick up. Players have to hold [E] until the bar is full 3 times (Each time for each work). Scanner will place at library room.

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- **Professor room's key**

This item use for unlock professor room where the usable notebook placed. This item can found at Office.

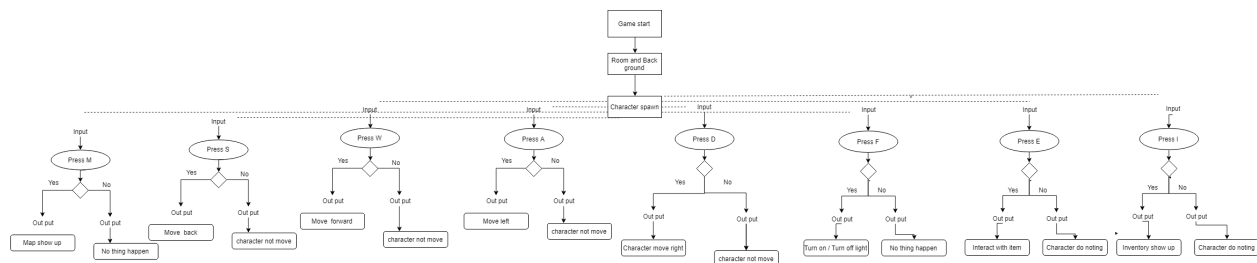
- **Notebook in Professor's room**

Players can interact with it but can't pick up. There is the only way to submit the work. Every computer in the faculty can't use now, it was interrupted by something unusual.

- **Server**

Players can interact with it but can't pick up. Players will interact to connecting the internet that has lost after the first submitting.

Mechanics Flow chart



Interactive Component Matrix

<https://docs.google.com/spreadsheets/d/1zqrB72RkRy6OuLLMuj1tlj6vKEsN8HAeaTr8MJrHRxs/edit#gid=0>

Sound & Audio

Background Music (BGM): We will use environment, natural sound to make the game more realistic such as air condition, bird, wind.

Sound Effect: The sounds that come from main character and ghost will be different such as walking sound; main character will use normal sound sound but the ghost, she has broken leg, the sound will be like broken bone when she walks.

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She will have scared breathing sound. And also the sound when players pick item will be the same so players can memorise and not annoying because if the pick up sound is different from each other, players can easily get confused.

Voice acting

The main character has her own voice so we create script that relate with game play so when main character talk, she will tell us the story or hint. The main character's voice has to be match with her style (Girly) so her voice will high-pitched and brave but in the same time it have to be pride.