

# Restless —

## DESIGN DOCUMENT

By Bl4ckL1on for the 2024 Pirate Software Game Jam

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# Introduction

## Game Summary

“Restless” is a first-person sound detective puzzle game in which the aim is to use a flashlight to catch band members after listening for their distinct sounds.

## Inspiration

### Survival-Horror/Horror Games

Games in this genre often set a dark atmosphere and give the player the ability to light up the environment with some kind of light source. Amnesia: The Dark Descent, Alan Wake, Dead Space or Outlast are all games that play with the unknown and the exploration aspect.

### 60 Seconds!

The player's actions change the state of the NPCs and control the flow of the game. This could be described as a transmutation process.

### Shooter

A crucial part of shooter games like Battlefield, Counter-Strike or PUBG: Battleground is the ability to locate enemies. One part of that plays the 3D sound.

## Player Experience

In one round with a 5 minute timer, the player has to detect the bad behaviors of the musicians. The player has to locate the musicians based on their distinct sounds. Knowledge about the level structure and the positions of the musicians are necessary to remember for the player. For replayability, there are random spawn points for each musician.

## **Platform**

The game is developed to be released for WebGL on itch.io

## **Development Software**

- Unity3D
- Blender
- Audacity
- Photoshop

## **Genre**

Singleplayer, puzzle, horror/survival-horror

## **Target Audience**

With the setting of a dark atmosphere and the flashlight of the player, this game attracts people from the horror/survival-horror genre. Since there are no elements that should freak the player out and because the mechanics of the game are designed to be not very complicated, the game also attracts more casual gamers.

## **Concept**

### **Gameplay overview**

The player uses a first person perspective to navigate through the level. He uses a flashlight to light up dark areas. The flashlight is also used to enlighten the musicians that can be heard by their distinct sounds. The flashlight can change the state of the musicians when they are illuminated. Doors hinder the player in locating the targets and they will close automatically after some time to confuse the player even more.


## Theme Interpretation (Shadows and Alchemy)



In the context of shadows, the player, as a band manager, tries to control the night cycle of the band members. Another interpretation of the shadows can be described by the band members in using the shadows to hide from the player.

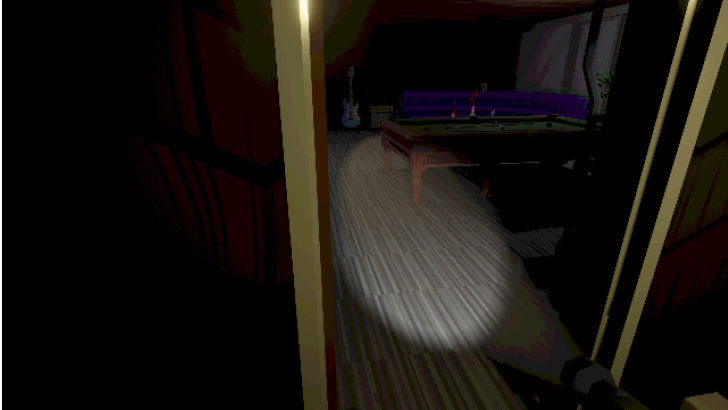
In the context of alchemy, the band members will face consequences if they are not stopped by the player. They will transmute on their own on the next day, displaying what they truly are.

The player must enlighten the band members to stop them from transmuting.

## Primary Mechanics

Mechanic	Ingame Screenshots
<p><b><u>Walls</u></b></p> <p>Restricts the player's movement and defines the boundaries of the level.</p>	

Mechanic	Ingame Screenshots
<p><b><u>Doors</u></b></p> <p>Stops the player's movement and line of sight. Makes additional sounds, which could confuse the player.</p>	
<p><b><u>Light</u></b></p> <p>Helps the player to orientate in the level. The flashlight lets the player progress.</p>	
<p><b><u>Sounds</u></b></p> <p>The player can detect bad sounds that describe his next target. Besides that, there are distraction sounds which try to confuse the player.</p>	

Mechanic	Ingame Screenshots
<p><b><u>Room setup</u></b></p> <p>There are more rooms than band members to keep the player searching for band members. Each room is built differently to make them distinct.</p>	

## Secondary Mechanics

### **Door Closing**

Doors will close automatically after a certain amount of time. With this they block the players line of sight and try to play with the player's orientation.

### **Member Spawn**

Each round, the band members choose a random spawn point, which makes the game unpredictable.

### **Member Radius**

The band members have a radius in which they check if the player is near. They won't start their bad behavior when the player is in the area.

## Art

### **Design**

The used asset packs from syntystudios fit well together and contain a wide variety of objects used in the game. The 3D low poly art style reminds of old graphics from early consoles. This goes well with the pixelated shader to simulate a retro game.

## **Shader**

The shader that lies on top tries to emulate old retro game graphics. The pixelation and the dither effect try to compensate for the lack of reduced colors. The game uses a shader, which reduces the color count to 96. The pixelation tries to display about 640 pixels in width.

## **Audio**

### **Music**

To help the player focus on the targets the game actually does not contain game music. This is on purpose to guide the player around.

### **Sound Effects**

The main focus points of the game are the sound effects. These should guide the player or distract the player. He has to differentiate between humming machines and “bad behavior” sounds at night like drinking, smoking and playing drums. The sound effects all resemble real life sounds.

### **Ambiance**

Additionally added next to the sound effects are ambiance sounds which help the player to set the stage. These are city sounds, cars and birds.

## **Game Experience**

### **UI**

The minimalistic UI of the level is picked to allow the player to fully concentrate on their progress. Outside the main game, the UI art with its white and black colors is picked to stand out. The game title is completely different so it works as an eye-catcher.

## Controls

### Keyboard

Arrow keys / WASD	Movement
Mouse	Free look
E	Interact

## Development Timeline

### MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	Finished ▾	Jul 18,...	
2	Create player and wall assets interactable	Coding ▾	Finished ▾	Jul 19,...	
3	Picked assets for hotel and lobby	Art ▾	Finished ▾	Jul 19,...	
4	Create MusicianNPC	Coding ▾	Finished ▾	Jul 20,...	
5	Flashlight assets and shader	Art ▾	Finished ▾	Jul 20,...	
6	Animations for musicians	Art ▾	Finished ▾	Jul 20,...	
7	Create MusicianNPC problem spawn cycle	Coding ▾	Finished ▾	Jul 21,...	
8	GameHandler with time base gameloop	Coding ▾	Finished ▾	Jul 21,...	
9	Create MusicianNPC energy value calculation	Coding ▾	Finished ▾	Jul 21,...	
10	Main Menu Scene	Coding ▾	Finished ▾	Jul 22,...	



#	Assignment	Type	Status	Finish By	Notes
11	Add post-processing shaders	Coding ▾	Finished ▾	Jul 22,...	
12	Create Lobby scene with assets	Art ▾	Finished ▾	Jul 23,...	
13	Create hotel floor scene with assets	Art ▾	Finished ▾	Jul 25,...	
14	Setup lighting for dark and illuminated rooms	Art ▾	Finished ▾	Jul 26,...	
15	Add sounds to musicianNPCs	Audio ▾	Finished ▾	Jul 27,...	
16	Add ambiance sounds	Audio ▾	Finished ▾	Jul 27,...	
17	Add door sounds and door closing	Audio ▾	Finished ▾	Jul 27,...	
18	Add skyline assets	Art ▾	Finished ▾	Jul 28,...	
19	Player sounds	Audio ▾	Finished ▾	Jul 28,...	
20	Add MusicianNPCs lobby display as human and zombie	Coding ▾	Finished ▾	Jul 29,...	
21	Add introduction and end screen UI	Coding ▾	Finished ▾	Jul 29,...	
22	Add progressbar	Coding ▾	Finished ▾	Jul 29,...	
23	Any extra polish	Other ▾	Finished ▾	Jul 31,...	
24	SUBMIT	Other ▾	Finished ▾	Jul 31,...	

### **BEYOND (if ahead of schedule / extra time)**

Music stage at the end of the game	Art ▾	Not sta... ▾	
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Zombie sounds	Audio ▾	Not sta... ▾	
Settings Menu	Coding ▾	Not sta... ▾	