Hedge Witch: Potion Panoramic

Game Design Document

v 1.0

Change Log

Date	Version	Changes
6/6/23	1.0	Initial version created
13/6/23	1.1	UI Diagram, Target audience, Document editing

Table of Contents

OVERVIEW

Genre	Puzzle, Simulation, Casual
Platform	Quest 2
Point of View	First Person
Theme / Mood	Cartoony, Moody, Relaxing
Target Audience	Teenagers, young adults, Women, LGBTQ+, Witches

Elevator Pitch

"Escape reality and live your life as a solitary Hedgewitch, mixing potions and making magic"

Game Overview

Hedge Witch: Potion Panoramic is a VR simulated puzzle/cooking game which allows players to embrace a virtual world where they can experience life as a hedge witch, preparing absurd and mystical ingredients and creating magical potions found in their grimoire.

Setting Overview

The game is set in a witches cabin/Shop, as the witch prepares for the shop to be opened. While the player remains in one location, only able to rotate on a single spot within the world, they are able to interact with a variety of different items. Items the player can interact with includes; a work table for preparing ingredients, a large cauldron for mixing potions, a spellbook/Grimoire with spell recipes and a shelf/cabinet storing ingredients.

Selling Points

Hedge Witch: Potion Panoramic provides a unique, calming, VR experience revolving around the simple life of a Witch readying their store to be opened. The game's immersive environment is complemented by a great soundtrack and a variety of engaging activities for

players to enjoy. Additionally, despite the calming nature of the game the experience of potion mixing also holds grounds for 'stress relief' as players can choose to be more extreme with their potion making techniques.

GAMEPLAY

Core Mechanics

Mechanic 1 Name - Cauldron

The cauldron is one of the core mechanics of the game. Players use the cauldron to make magic potions using ingredients compiled throughout the game to make one of the three recipes within their grimoire. Potions are made by adding 3 correct ingredients to the cauldron. If players mix ingredients that match a recipe in the grimoire, the potion will be successful. However, if the ingredients do not match any recipe in the book, then the player will 'fail' to make a potion, and must try again.

Details about the image

Mechanic 2 Name - Recipe book

The recipe book will be the main interactable UI for the game, showing players recipes for the potions they are trying to make. Once a player has completed the creation of a potion the book will show that that particular potion has been completed. Players will additionally be able to flip through the pages of the Grimoire to find different recipes they can make. The player will not be able to pick up the book, but they will be able to flip through the pages.

Details about the image

Mechanic 3 Name - Potion Ingredients

Ingredients used in potion making are available to players throughout the level. By combining three of these various ingredients in the cauldron, players are able to make magic potions. Players will have to complete simple 'mini games' in order to collect and prepare the ingredients for use in their potions. Additionally, if players mix the incorrect ingredients into a potion, the cauldrons contents will combust and the player will have to restart the potion recipe.

*Details about the image*

Controls

Details about how the game is controlled.

The player will be able to use the right quest 2 controller as their 'wand hand', and will be able to pick up / interact with items using this hand, their left hand will be their 'knife hand', and will be used to prepare ingredients for potions.

User Interface

The User Interface will be spatial, using items such as floating scrolls and books to show the player any information they may need, this is in order to avoid using a conventional UI and maintaining some immersion in the world of the game.

Provide a mockup image of the main game mode, and where the UI elements are, and describe or show how they function.
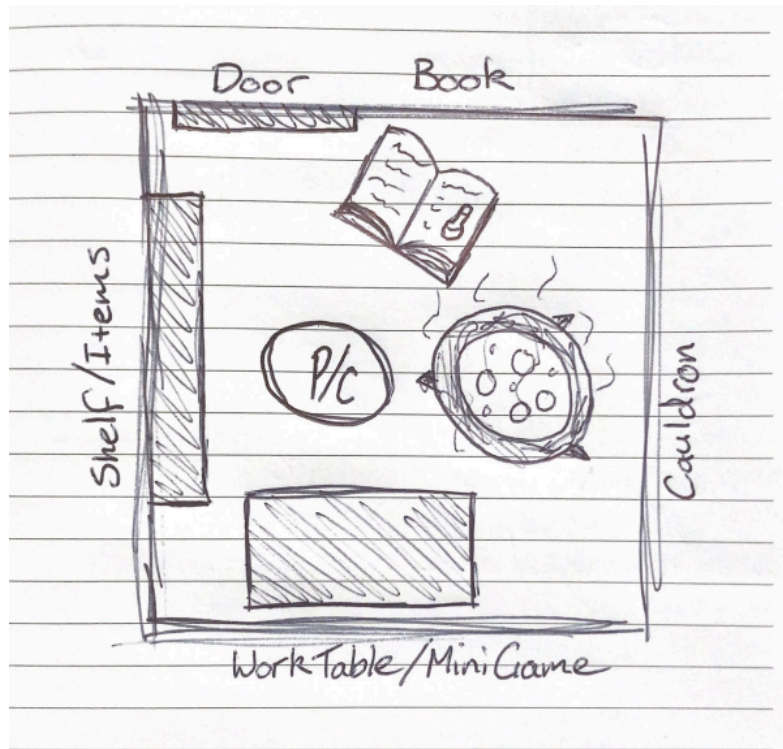
Game Loops & Economy Charts

Moment to Moment Loops

The moment to moment loop of the game is the 'potion loop', which consists of the player reading the recipe for the potion they are trying to make, collecting and preparing the ingredients, and combining them in the cauldron to make the potion.

Level Loops

The level loop of the game is mainly made up of the collection and preparation of ingredients for the potions that the player will make to prepare for the next day. The day starts with the player identifying which potions they need to make, then finding the recipe they will need and making the potion. The exit point is once the player has completed all the potions they need for the next day.
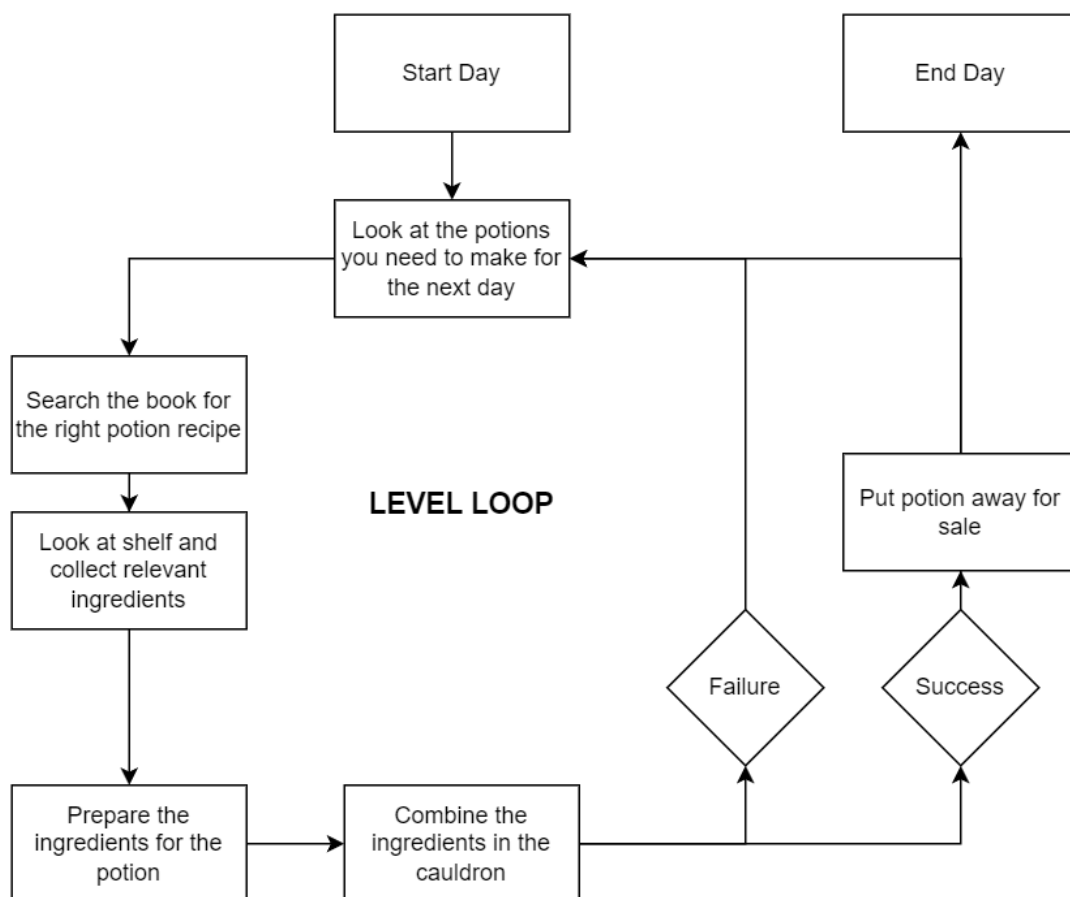
Game Loop
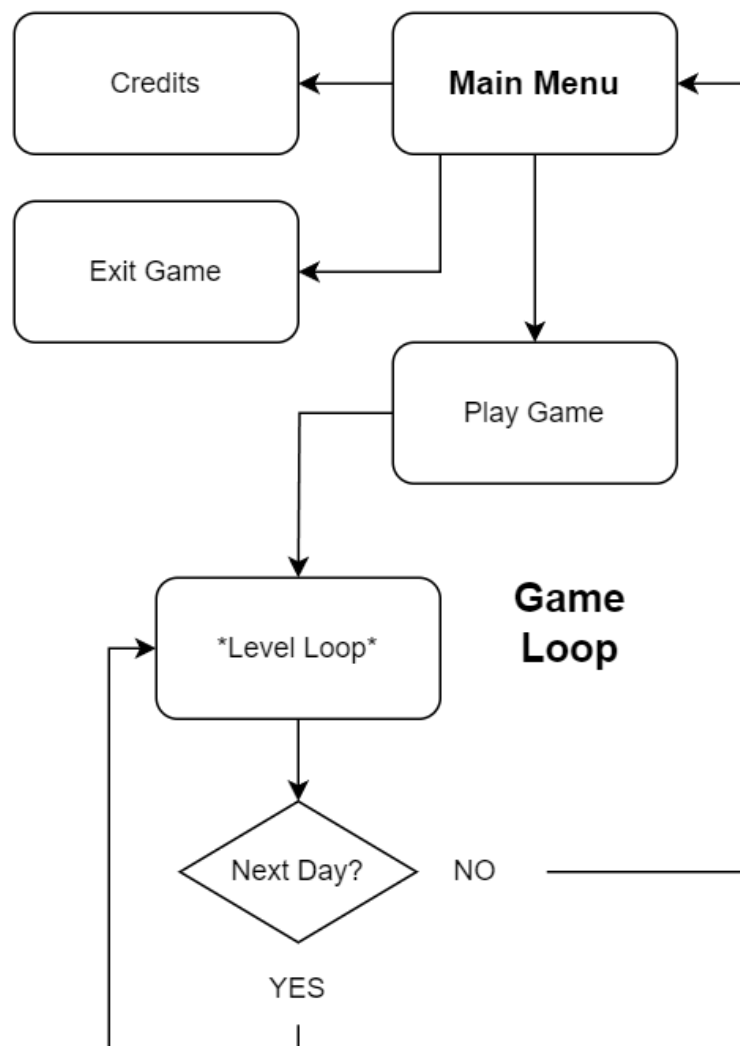
Session Loop

The session loop of the game would ideally be made by completing the level loop multiple times, with the player being able to choose to exit the game at the end of every day.

Exit Points

The player is able to exit the game at the end of every day, as well as at any point during the day, giving the player the ability to choose for how long they play for without feeling the need to keep playing in order to avoid losing progress.

LOOK & FEEL

Mood Board

Moody, low poly, cute, stylized
https://docs.google.com/presentation/d/1SOZuZPrQMCGHUsVjsNKmLHSoa-WXYMdWQ-xXS9d91p0/edit?usp=drive_link
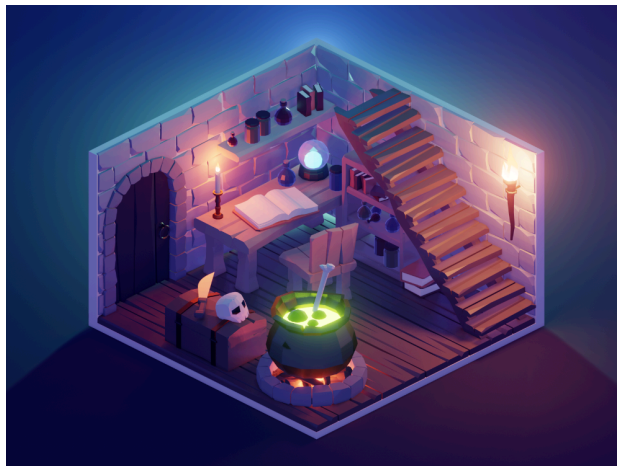
Audio Overview

The audio design for _**Hedge Witch: Potion Panoramic**_ will use a mix of diegetic and nondiegetic sounds.

The Nondiegetic sounds will primarily consist of a small selection of, upbeat mystical/fantasy based, music with additional celebratory audio to enhance player feedback.

The Diegetic sounds will have a comical audio focus, gaining influence from children's cartoons, and will simply enhance player experience through responsive sounds as the player interacts with their environment.

TARGET AUDIENCE

**Hedge Witch: Potion Panoramic** is a game targeted at audiences between the ages of 10 and 25. Due to its cute witchy theme the game is primarily aimed towards women and people in the LGBTQ+ community, in addition to individuals invested in witchcraft or wiccan culture. The game is single player and encourages gamers to take a more calm approach to playing in a virtual world, allowing for a more casual player base. Additionally, players can use the game as an outlet for controlled stress relief as there are subtle elements of destruction if played on.