

Disquietude Design Document

[The Scream Jam](#)

Game Summary:

It's a game in space where you're a repairman tasked with fixing issues throughout the ship. Once the player repairs whatever was assigned, they'll return to cryo sleep. This will repeat a certain amount of times, with the player being forced to do more and more tasks during a set amount of time. The game ends with the player going to cryo sleep and seeing a dark figure.

Day 0 (Pre Production):

Label: Make map, decide on tasks, sketch HUD, create GDD

Session Goal:

In the pre production phase I wanted to create a first draft of all the above tasks so that when we do a final pre production meeting we could finalize what the team wanted for each aspect of the game I would work on, and once development started I could finalize each part on the first day.

Main:

For the map, I created a quick sketch of what I wanted the layout to be, then made another more detailed sketch including some scripted tasks and tool locations to show a general idea of what I wanted.

For the HUD I created a sketch of what a moment in the gameplay would look like, trying to showcase as much information as possible.

I created a GDD to organize all my information including the sketches I drew. This is also where I created the task list, including all the scripted tasks and some random ones that I came up with. While I came up with examples for each task type, the most important part was how many tasks existed of each tool type and in each room.

Sub:

Link to the original GDD here: [Link](#)

During the meeting before development, we adjusted some mechanics to make the game more stressful, the major one being the addition of a time limit. We also adjusted where information would be displayed, and ultimately decided that the majority of information would be found in the cockpit instead of the HUD to make the player go back and forth to create a sense of unease.

Day 1 :

Label: Finalize Map, task list, and level flowchart. Gather SFX if there is time

Session Goal:

In the pre production phase most of these were already started to get general ideas but today I want to finalize it all and organize everything into a new GDD so that it is more extensive and easily digestible so that both artists and designers can easily reference it.

I am going to make drawings in photoshop for the map and possibly the level flowchart and organize it all into a single google document.

I also want to redesign my UI slightly with the changes the team discussed

Main:

Created a new game design document that was more extensive and organized it so that information could easily read

Created a nicer looking map design that was easier to read and had more relevant information on it

Created the level flowchart including every scripted event that would occur as well as the different endings

Created drawings populating each of the rooms with different objects and tasks

Sub:

Final GDD link: [Link](#)

Wasn't able to grab any SFX, moved that task forward to day 2.

Also didn't have time to refine the HUD, but I decided it was okay to move it back because the artist wasn't making UI assets until day 3

Day 2 :

Label:

Finalize the HUD, Create the base level, Start gathering SFX, work on the first level

Session Goal:

Today I want to start on getting the levels in place in-engine. Before I start I want to quickly finalize the HUD that we made changes on so that the artist can work off of it.

Afterwards, I will make the base level that all the other levels will be built off of and import some SFX that will be used throughout the whole game, not just specific levels.

Depending on how long it takes to finish those tasks, I want to at least start the 1st level itself, hopefully even more than that if time allows

Main:

Made cleaner mockups of the UI with different tool and different task completion levels. Also decided to make mockups for the information displayed on the monitors, including the ship integrity bar states and the task list monitor.

Tested out the interaction system and provided feedback to the main programmer which he started working on, starting setting up the level while testing out interaction stuff.

Helped level artist make assets for the game

Gathered and edited different sound effects and imported them into unity

Sub:

Did not make a map monitor mockup because it is going to look similar to the level design I made

Did not actually implement audio to play in game, just found the assets

Was not able to actually get level stuff done, mostly just helped bug test tasks with Peyton so I could actually start implementing them into the level

Day 3 :

Label: Make base level, make level 1, find rest of the SFX

Session Goal:

I wasn't able to make much progress with level design on day 2 because I was waiting on some programmer stuff to be finalized, but now that we are more caught up I should be able to start making the level flow, at least for the basic level and hopefully level 1.

I also want to find the rest of the SFX for the scripted horror events (lights flickering, running, etc.) just so I have them ready when I need to start implementing them in.

Main:

Started making a class that controls what happens in the level. Made an abstract level class that I can make instances of in each level for different scripted events to occur. Edited the task handler class so that it updates my level script with the number of tasks and whenever a task is completed.

Finished a crude version of the first level that functions, need to work on importing assets to make it nice but mostly need to wait for adam to finish the level itself before it can look more like what we want it to.

Sub:

Left Peyton to actually change his task methods so that they call my TaskComplete method whenever the event occurs

Day 4 :

Label: Find rest of SFX, finish as many levels as possible

Session Goal:

Now that I have pretty much all the pieces in place to make a complete level, I want to try and make as many levels as I can today. The first level is pretty much already done. I just have to transport everything into the scene with all the assets.

I also need to find the rest of the sfx so Adam can work with them, but that shouldn't take long.

Main:

In the morning I quickly finished up the task monitor so it functions properly.

Me and Adam worked together to polish up and connect all the things we made separately into a single scene and incorporated audio so we have a base for every level in the game. All the tasks are in place and work and all the taskbars and monitors update to the tasks you are completing.

Made new taskbar sprites for the integrity bar and sprite bar and implemented them Worked with Adam to list tasks that need to be done and bugs that need to be fixed.

Sub:

Because it took more time than I thought to polish up the game I wasn't able to "finish" any of the other levels, but I could quickly copy over the base that I could easily alter over later.

Day 5 :

Label: Work with programmers to implement HUD sprites/task stuff, Make sure first level works properly, Find rest of SFX, Make the base for the other levels, Start making level 2 (maybe 3)

Session Goal:

I want to make sure all the mechanics connect together and work (mostly) properly, and that we have a basic level that we can use as the first level.

Afterwards, I want to finish collecting the SFX specifically for the special events that will occur in the other levels.

Once that is all finished I'll copy over all our work to reuse for the other levels and create their barebones, then start working on the actual level stuff, specifically in the second level (hopefully the third if there is time)

Main:

First thing I did to work on this was get Peyton started on fixing all the errors we had with tasks and task SFX, then had him implement the HUD elements that our artist had created.

While that was happening, I gathered the rest of the SFX for the ambience and scripted events that would occur. I implemented the ambience because I thought that would be the least intrusive when merging needed to happen.

We had to spend a bit of time fixing merge errors because we were accidentally working in the same scene but it worked out.

I also had Adam work on the ship integrity bar because that was needed for the main game, which worked with very little issues.

After a break I went in and polished up some visual stuff to bring things all together.

After the rest of the mechanics were fully implemented I quickly made the base
Sub:

Later in the day I built the scene and made a list of things that need to get done soon-ish:

- Finalized map
 - Scanner visual functionality
 - Fix lighting
 - Power room monitor screen texture
 - Bunch of dashboard buttons
 - Scanner Room
 - Power Room
 - Cockpit
 - Make cockpit dashboard a bit smaller
 - Make doors faster
 - Task required interaction HUD
 - Pause Menu needs Resume button
 - Implement new HUD assets
 - Implement textures
 - Implement new Tool assets
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Day 6 :

Label: Polish up first level, add new assets, make the rest of the levels

Session Goal:

Today I want to get at least the basics for every other level in the game using the base that we have already made. I also want to import the assets our artist gave to us and make sure it looks a lot nicer. Overall, my goal is to have the game technically done by the end of the day.

Main:

Imported all the new assets and worked with Peyton to make sure that they change throughout the gameplay.

Made a new Map to make the map monitor more consistent with the other monitors

Once Peyton finished some of the HUD stuff, I did a pass through to make sure the level flowed properly and edited some stuff accordingly, noting things that needed to be changed/added at some point in the future

Once these things were fixed and everything was working properly I made the base for the rest of the levels before calling it a day

Sub:

We were having some issues with the asset implementation that took us a little while to fix.

Day 7 :

Label: Do the rest of the levels

Session Goal:

The game needs to be finished today, so at the very least I need to have all the main events programmed into the game before the end of the day. If there is time I would also like to polish stuff.

Main:

I was able to finish the level 2 event pretty quickly with very little issues.

I also finished the level 3 event although it was a bit more complicated to set up and required some fine tuning to get the effect that I wanted.

Level 4 and the normal ending went smoothly, pretty small changes or I could reuse some of my older stuff and repurpose it. Overall I'm able to get the effects I want with each level.

Finished up the secret ending and added the music to both endings

Helped Adam with putting in some final touches and made sure that it all worked.

Sub:

We weren't able to get in everything that we wanted because we were running low on time and energy, but we got in most of the features that we wanted which I am proud of.

If I were to add more stuff, I would add an animation after the normal ending final level so the jump to the log wouldn't feel so sudden. I would also add some polishing to both lighting and the audio. For audio specifically I would make the rumble sound loop a lot better and have the music in the normal ending fade out as the screen does. Our artist also made some textures so the whole game could fit into a black and white aesthetic, but we weren't able to incorporate that which I was a little disappointed about. With the time and constraints we had, though, I feel very proud about the final product and I'm happy with the time and effort I put into it.