



Figure 1: Diluted title image

# Game Design Document

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Version 1.1

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### Document Revision Table

Version	Description	Requestor	Date
1.0	Initial Document	Professor	10-1-25
1.1	Scoping down	Team	10-23-25



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## Concept

### High Concept



*Figure 2: Diluted title image*

*Diluted* is an **action-adventure** game set in a **three-dimensional** stylized fantasy world of child-like fear and wonder, where monsters are more than just the ones in the shadows. Using potions to fight their way home and reclaim their lost dreams along the way.

## Game Description

### Gameplay:



*Figure 3: Example gameplay from a similar title*

## Diluted

- 3/4 view
- Action adventure
- Inspirations:
  - [The Legend of Zelda: Link's Awakening](#)
  - [The Binding of Isaac](#)
  - [Super Mario 3D World](#).
- Player Progression by unlocking:
  - Abilities
  - Mechanics
  - Environments
- The player interactions:
  - Attacking
  - Dodging
  - Temporary Platforming Abilities
- Player obstacles:
  - Platforming
  - Puzzles
  - Enemies
- Platforming and puzzles:
  - getting rid of a blocking object
  - dashing over gaps
  - putting objects together
- The enemies will block the player's progress, forcing them to utilize the different abilities in their arsenal. Players can put enemies to sleep, platform around them, or attack them outright to get rid of them.

**Environments:**

*Figure 4: Concept art of the Villa, Forest, and Town Environments*

- A sprawling gothic villa nestled in the woods.
- Dark and spooky forest with thorns and conifer trees.
- Crumbling ruins of walls and statues scattered throughout the woods.
- The town is classic medieval style with wattle and daub buildings



*Figure 5: The forest is filled with deadly thorns*

**Plot:**

*Figure 6: Example of how the potion lab might look*

Archie, an orphan child, suffers from night terrors. They are under the care of Percilla, a renowned Alchemist, who fosters some of the local orphaned children. To help Archie, Percilla has taken to bottling these nightmares to use in her work. After Archie accidentally knocks over one such bottle, they transform into a monster.

Archie must now search for the ingredients to cure themselves. And soon realizes that Percilla is using the bottled nightmares for terrible experiments, she even bottled their dreams too. Now Archie must return to the villa and save the other orphans from Percilla's horrible actions.



*Figure 7: Concept silhouettes for the Nightmares*

## Gameplay Minute

The player steps into a wide expanse of the forest. In front of the player is a potion of combustion resting on a tree stump. The player moves the main character, Archie, forward, collecting the potion. Soon after, a shriek fills the air. The player moves the joystick in the opposite direction, making Archie spin around. Blocking the entrance is a monstrous ghoul. The ghoul swings in a wild arc. The player has Archie dodge away from the blade. The ghoul swings again, landing a blow to Archie and causing a portion of their health to decrease. The player then throws a punch against the ghoul's body, causing the ghoul to disintegrate and drop a health potion. The player consumes the potion and regains the health that was lost. Archie continues onward, combustion potion in hand. The player uses the combustion potion to break a series of boulders that are keeping him from progressing. The player clears the area and retrieves the ingredients their mentor requested they find in the forest. The scene then cuts to Archie walking back to their mentor with ingredients in hand.

## Style and Tone



*Figure 8: Dark, yet colorful night*



*Figure 9: Gothic architecture*



*Figure 10: A cute and spooky fantasy world*



*Figure 11: With authentic feelings of darkness*

## Story/Backstory

### World Backstory:

- Magic and potions and creatures of strangeness are common throughout the land of Porpin.
- Set in a villa on the outskirts of the nearby forest, aptly named the Shade Woods.
- Villa is nearby a town named Womzly

### Archie Backstory:

- Parents died tragically in a truly sad and mysterious way. Definitely too long ago for Archie to remember.
- Was adopted by Percilla after seeing them wandering alone in torn clothes and covered in dirt.

### Percilla Backstory:

- A scorned Alchemist who dreams of grandeur and fame. Her mentor stole her dream of fame after taking her work for his own.
- Obsessed with chasing dreams, Percilla has since turned to finding a new source of inspiration for her dreams.
  - By stealing everyone else's dreams. Because if she can't have her dream, then no one else can.

## Gameplay

### Overview



*Figure 12: Concept Art of a potential gameplay situation*

### Player's Objective

#### Primary objectives:

- First mission- Find cure
- Second mission- Save orphans

Secondary objectives:

- Defeat nightmares

## Core Gameplay Mechanics

Combat:

- Single physical attack
  - Simple fist attack from the monster within
  - Each strike from a fist attack causes the enemy's health to decrease by one point.
  - Possible stretch goal: Include a charge attack or a stronger physical attack that causes two-point damage to an enemy.
- Single evasion (dash)
  - Moves the player a short distance very quickly (no invincibility frames; the player can still take damage/get hit while executing the dash).
  - No significant cooldown period for this move (perhaps half a second or so, to avoid the player using chained-dashes).
- Alchemy potions:
  - Recovery potions: Dropped by monsters. Dropped based on probability (will drop by a monster 30% of the time)
    - ~~Level 1:~~ Restores player health. Each potion individually can recover lost hit points by 25% when consumed (found and used in all levels simply laying around, does not heal above MaxHP).
    - ~~Level 2:~~ Fills hearts by 50%
  - Ability potions
    - ~~Cure potion: Use it to heal the enemies and they can help you get through the level (you need the enemies to get through certain puzzles)~~
      - ~~These potions are introduced via a source (cauldron/plant) at the beginning of level 1 and can be used at will by the player. There is a cooldown, requiring the player to wait 10 seconds until they can use the potion again.~~
      - ~~This potion will be used in level 1 and level 2.~~
    - Combustion potion: Destroys combustible obstacles in puzzles and in the general environment
      - These potions are introduced via an introductory source at the beginning of the level and can be used at will by the player. There is a

cooldown, requiring the player to wait 10 seconds until they can use the potion again.

- Beast Mode potion: Gives stat buffs to the player for a short amount of time (15 seconds). These potions are given to the player after each time they defeat 5 collective enemies. These buffs are as follows:
  - Attack Up: Physical attack damage increased by 2 damage points.
  - Speed Up: Movement speed increases by 10%
  - Defense Up: Grants 50% hit resistance for one hit: decreases the amount of a heart the player loses, perhaps decreases the hit damage by half ie. if an enemy hits and causes  $\frac{1}{2}$  of a heart decrease, that is cut into  $\frac{1}{4}$ .

## Camera



*Figure 13: Camera angle example of an attack from a similar game*

3D 3/4 view, follows player, but doesn't rotate with player. The player is unable to see the whole level, just the immediate surroundings of the player character. When the player reaches the next area/neighboring room, the camera simply scrolls to view the next room entirely.

## Controls

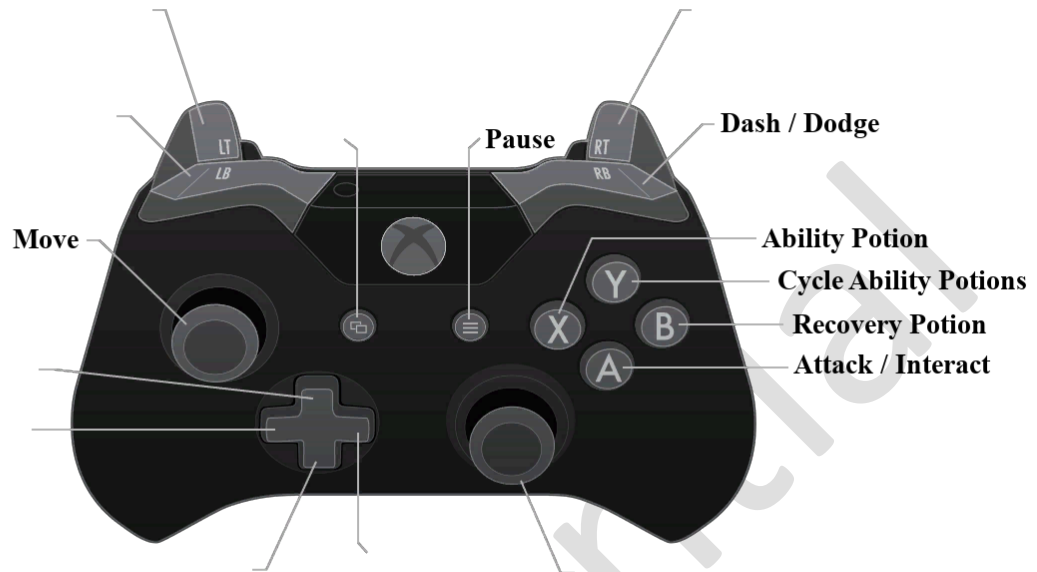


Figure 14: [Example for Xbox controls](#)

Controller	Xbox	Playstation	Switch	Keyboard and Mouse
Move	Left Stick	Left Stick	Left Stick	WASD
Consume Ability Potion	X Button	Square Button	Y Button	F Key
Cycle Ability Potion	Y Button	Triangle Button	X Button	Num Keys ( 1, 2, 3, 4)
*Attack / Interact	A Button	X Button	B Button	Left Mouse Button / E Key
Consume Recovery Potion	B Button	O Button	A Button	Right Click
Dash / Dodge	RB Button	R1 Button	RB Button	Shift Key
Pause	Start Button	Start Button	Start Button	Escape Key

*\*Interact will take priority when the environment allows, otherwise it will cause the player to attack.*

## Player Movement/Interactions

<i>Movement</i>	8 cardinal and quadrantal directional movement
<i>Combat</i>	<p><i>Offensive Actions:</i></p> <ul style="list-style-type: none"> <li>• 1 Attack (possibly a stronger second attack)</li> </ul> <p><i>Defensive Actions:</i></p> <ul style="list-style-type: none"> <li>• Dash</li> </ul>
<i>Environment</i>	<ul style="list-style-type: none"> <li>• Player interaction: <ul style="list-style-type: none"> <li>○ Interacting with Ability Potion introduction source to permanently give that ability to the player Ability (Cure Potion, Combustion Potion).</li> <li>○ Destroy an enemy, have a 50% chance of receiving a recovery potion from that enemy.</li> <li>○ Kill 10 enemies, receive a Beast Mode potion.</li> </ul> </li> <li>• Spawning <ul style="list-style-type: none"> <li>○ Spawn enemies based on strength type <ul style="list-style-type: none"> <li>• Low-level enemies: Medium spawning</li> <li>• Higher-level enemy: Low spawning</li> </ul> </li> </ul> </li> </ul>
<i>Inventory</i>	<i>Incorporated into the pause menu, items and their respective amounts are visible there.</i>
<i>Skills/ Abilities</i>	<p><i>Consuming an ability potion for desired ability:</i></p> <ul style="list-style-type: none"> <li>• Cure Potion</li> <li>• Combustion Potion</li> </ul>

## Health System/Checkpoint System



Figure 15: A similar example for the HUD



Figure 16: Functions like a Zelda heart container



Figure 17: Representation of the save checkpoints




- HP: Heart Containers (Not a health bar)
  - Starts with a set amount (perhaps 5 hearts)


- Checkpoints: Fountains/Cauldrons that act as checkpoints in case of death/game over. Found midway through ~~each~~ the level.
  - The game autosaves at checkpoints, at the end, and beginning of ~~each~~ the level.
    - Players lose any progress that has not been saved upon game over/quitting.

### Weapons/Skills System



<i>Weapon Name</i>	<i>Stats</i>	<i>Image</i>
<p><i>Hand-to-Hand</i></p>	<p><i>Jab/Punch an enemy (has a chance to stun)</i></p>	 <p><i>Figure 18: Example of some hands</i></p>
<p><i>Monster Claws</i></p>	<p><i>Swipes at/slashes through enemies (has a chance to inflict critical damage)</i></p>	 <p><i>Figure 19: Inspiration for the claw design</i></p>  <p><i>Figure 20: How Archie is affected by the nightmare claws</i></p>



## Pickups System

<b>Pickup Name</b>	<b>Stats</b>	<b>Image</b>
<p><i>HP Potion (Lv1)</i></p>	<ul style="list-style-type: none"> <li>- 25% of max HP is recovered when consumed. Does not heal above max HP.</li> <li>- Has a 33% chance of dropping when defeating enemies.</li> </ul>	 <p><i>Figure 21: Example of a health potion</i></p>  <p><i>Figure 22: Potential design inspiration</i></p>
<p><i>HP Potion (Lv2)</i></p>	<ul style="list-style-type: none"> <li>-50% of max HP is recovered when consumed. Does not heal above max HP.</li> <li>- Has a 33% chance of dropping when defeating enemies.</li> </ul>	 <p><i>Figure 23: Heart container from Legend of Zelda: Skyward Sword</i></p>

<p><i>Beast Mode Potion</i></p>	<p><i>Gives various stat bonuses to the player for 15 seconds.</i></p> <ul style="list-style-type: none"> <li>• <i>Boost Physical Attack damage by 2 points.</i></li> <li>• <i>Boost Movement Speed by 10%.</i></li> <li>• <i>Grants 50% damage Resistance for one hit.</i></li> </ul>	 <p><i>Figure 24: Beast Mode Potion early draft</i></p>
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## Objects System

<b>Pickup Name</b>	<b>Stats</b>	<b>Image</b>
<p><i>Max HP Up chest</i></p>	<p>Open to receive the Max HP Up Potion, a permanent upgrade to the player's health.</p>	 <p><i>Figure 25: A depiction of chests in a game</i></p>
<p><i>Combustion Ability Potion cauldron</i></p>	<p><i>Interact to permanently unlock Combustion Ability Potion</i></p>	

		<p><i>Figure 26: Example of a video game cauldron</i></p>  <p><i>Figure 27: Black and noxious substance</i></p>
<p><i>Cure Potion Ability Cauldron</i></p>	<p><i>Interact to permanently unlock Cure Ability Potion</i></p>	 <p><i>Figure 28: Theoretical Potion/Stew Asset</i></p>

### HUD



*Figure 29: Example from the binding of Isaac*

An example of what the hud looks like where the player is able to see a health bar as well as the map at the top. They are able to also see the progress to the potion they need to progress to the next level alongside another consumable potion.

## Characters

### Main Character

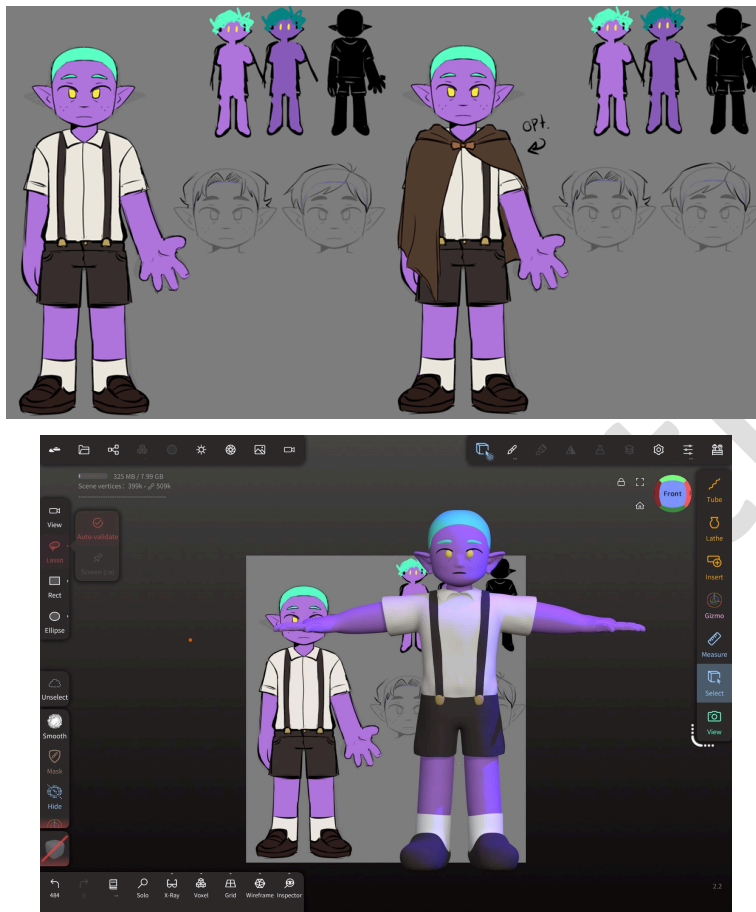


Figure 30: Concept art of Archie

- Archie
- 11 years old
- Boy
- Height - 4'9"
- Eyes - Yellow
- Hairs - Teal
- Dark elf- purple
- Lives in Percilla's Villa
- Orphan
- Potions and nightmare manifestation
- Wants to stop the nightmares
- They have horrible night terrors
- Their parent's deaths
- Potion making

## Secondary Character(s)

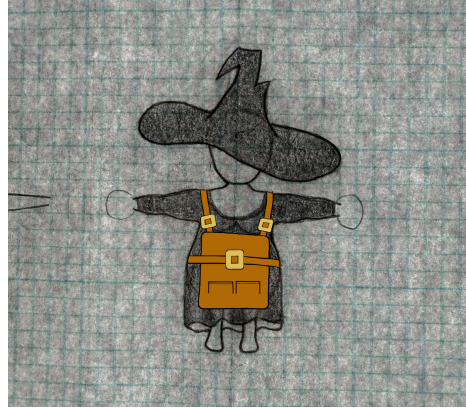


Figure 31: Concept art of Percilla's Outfit

- *Percilla*
- *36 years old*
- *Female*
- *Height - 5'11*
- *Eye Color - blue*
- *Hair Color - black*
- *Race/Nationality - Human*
- *Lives in her villa*
- *Job Title - Alchemist*
- *Artisan, alchemist*
- *Collecting dreams to become a famous/renowned alchemist*
- *Had her dreams/work stolen*

## World Layout

### Game World Overview



Figure 32: Concept art of the Villa, Forest, and Town (Overall game world)

-A sprawling and dark forest housing the villa of a notorious potion master

- The player progresses from the town through the forest to eventually reach the villa
- The forest is full of puzzles that the player uses their potions and wits to overcome
- Shifting nightmares that lurk deep within the darkened trails that lie ahead, sitting in wait.
- Victorian architecture towers in the background, casting haunting shadows with beautiful scenery.

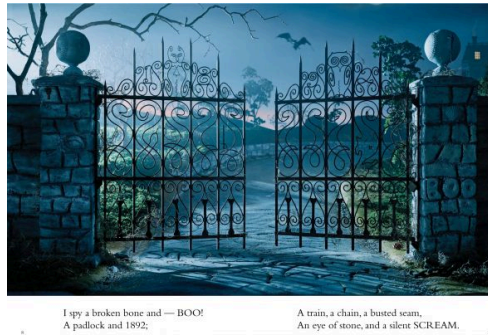


Figure 33: Gothic gates that connect each area

## Level Descriptions

### Level Progression Chart

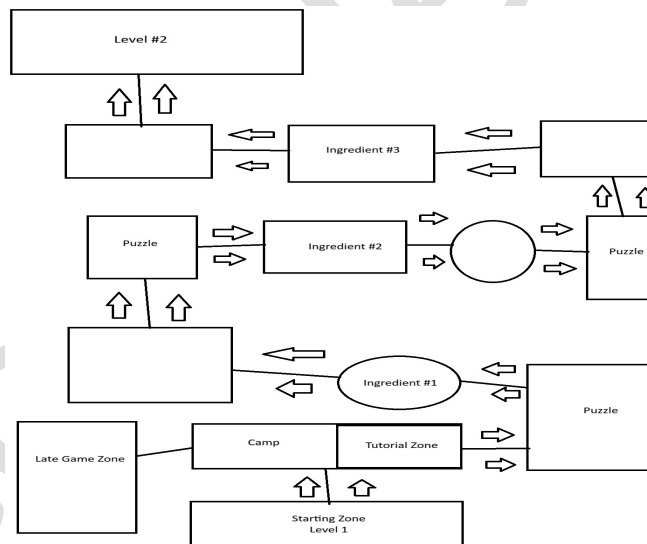


Figure 34: Potion Quest Paper Map

## Level 1: Potion Quest

### Quick Summary

The player starts by the town villa gates and proceeds to Percilla’s camp. There the player is on a quest to retrieve ingredients for the potions and has to go to the forest in order to retrieve them. The main character needs ingredients for the cure.

### Gameplay Overview

The player is met with puzzles that test the player's wits and intelligence as they battle their way with shadowy figures that are the enemies. The player utilizes the combustion potion to help navigate through the puzzle, busting and exploding anything in their way to grab the ingredients that they need. These enemies are forms of manifestations of the nightmares and orphans.

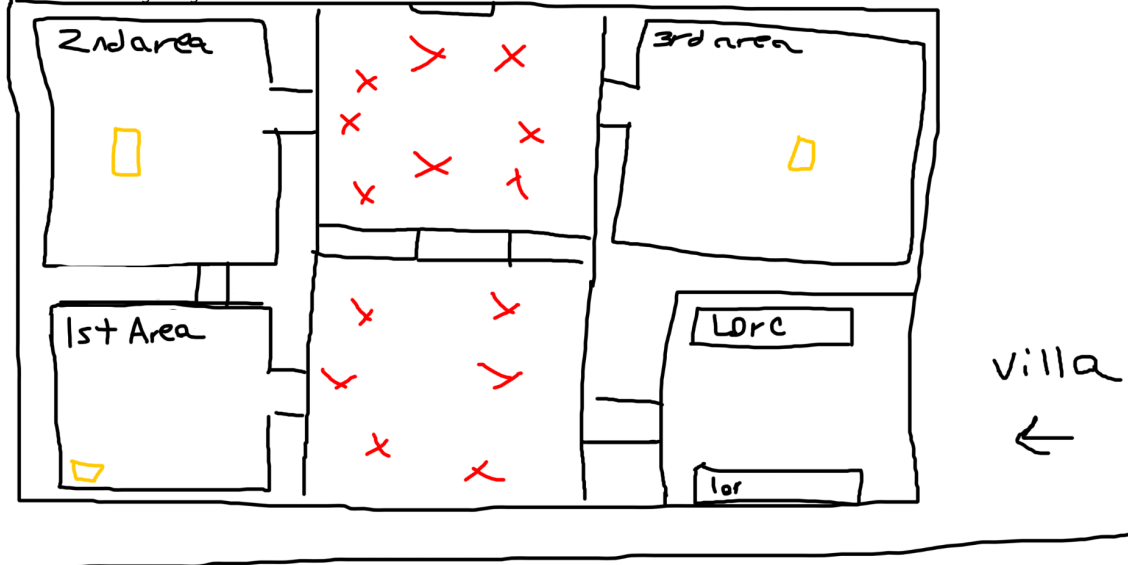
### Environment Concept(s)

Forest

Player uses combustion potion to destroy research used for evil experiment, they go in each room destroying research and leaves before the building is engulfed in flames.

Exit

Unlocks after last area is completed



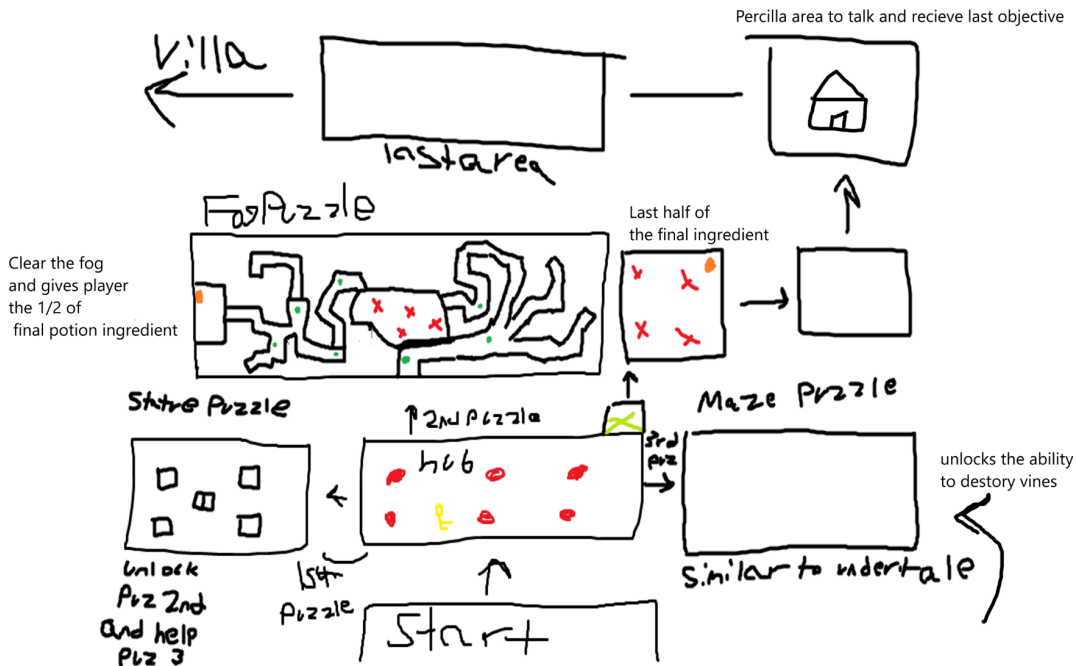


Figure 35: Final Deed Paper Map

## Level 2: The Final Deed

### Quick Summary

The player starts in the second half of the forest and grabs things for the upcoming final mission. The player is set to encounter more difficult puzzles and fight more enemies. Archie has to burn down the villa:

### Gameplay Overview

The player is tasked with getting the final ingredients for the cure and has to make their way to the villa. Utilizing the two potions they learned to complete the final puzzle:

### Environment Concept(s)

Area split between the forest and the villa where the orphanage is located

### Potential Integrated Puzzles:



*Figure 36: Balance of gameplay concept (Game Maker's Toolkit)*

**(Micro challenge)** = Combat + Puzzles

**(Macro Challenge)** = Navigation of Level

- **Overgrown Paths:** Vines, thorns, or fallen trees block the way. The player must find something to cut/burn them. The solution to this problem will largely be solved via the use of combustible potions; introduced in level two.
- **Fog / Hidden Path Puzzle:** Fog covers the pathway forward, only certain lanterns or glowing fungi reveal the safe route. The fog is enchanted; only specific items (Potions or Lantern pickupable) can be used to travel and illuminate the path. Wooden signs indicate what is required to travel forward. Walking the wrong way will cause the player to get looped back (teleported) to the start.
- **Statue Puzzle:** The player needs to retrieve a piece of the incomplete statue in order to progress to the next stage of the level. Etched onto the Statue will be a clue of where that piece can be found.

## Menu Systems

### Main Menu Flow Chart:

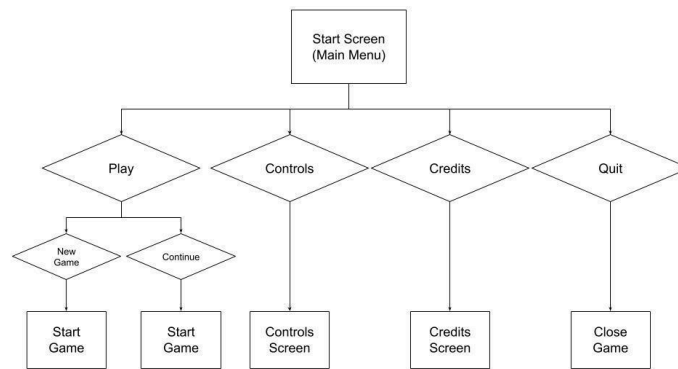


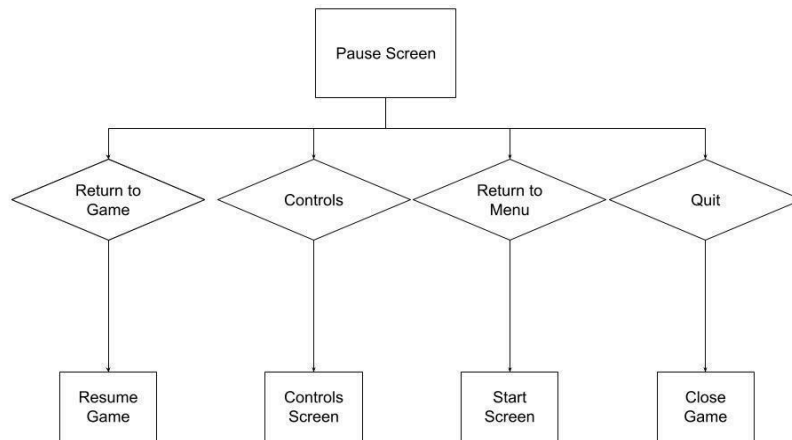
Figure 37: Main Menu Flow Chart

### Controls Screen Pause:



Figure 38: Controls Screen Concept

### Pause Menu Flow Chart:



*Figure 39: Pause Menu Flow Chart*

### Installation

- *Auto install and uninstaller from Steam system*
- *Example of shortcut icon*



*Figure 40: shortcut icon*

### Title Splash Screens

- *USV Splash*
- *UE5 Required Splash*
- *Team Splash*

## Main Menu

- *Start/Play*
- *Options*
- *Help/Controls*
- *Credits*
- *Quit*

## Intro/Outro Cut-Scenes

Introducing a character then using the rest of the scene time to pan through the level area to show objectives of the level.

## Options Screen

- Brightness
- Control Config.
- Screen size
- Sensitivity

## In-Game Cinematics

For each level:

- When it comes to the primary objective we start the camera looking at the level exit then pan away back towards the player slowing down to showcase the enemies and ending with the camera arriving at the player.

## Pause/Exit Screen

(Empty Space For Level View)

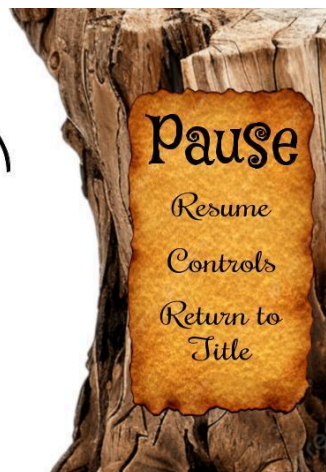


Figure 41: Concept of Pause Menu

## Game Over Screen



Figure 42: Example from Devil May Cry 3 for win screen

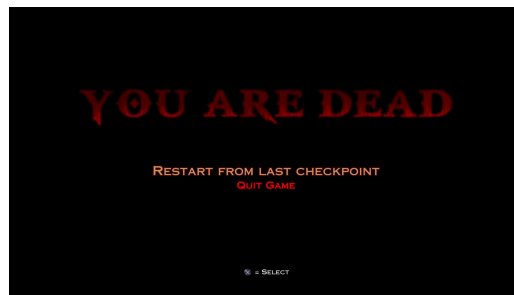


Figure 43: Example from God of War III for lose screen

## Credits Screen

Jose Mejia-Magallon	Level Design
Ian Matthies	Combat/Player Abilities Programmer
Kobe Sherfield	Combat System Concepts
Tyler Dutton	Character Writer
Jair Orrosquieta	Ai Programmer
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Dominic Jenkins	Audio Director
Tyease Mock	Character Concept Artist

## References/Links

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[Figure 6: Example of how the potion lab might look](#)

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[Figure 8: Twilight Trail | Mario Wiki | Fandom](#)

[Figure 9: Gothic architecture](#)

[Figure 10: Alchemy Workshop Set - Animal Crossing Wiki - Nookipedia](#)

[Figure 11: With authentic feelings of darkness](#)

Figure 12: Concept Art of a potential gameplay situation

[Figure 13: Camera angle example from Link's Awakening](#)

[Figure 14: Example for Xbox controls](#)

[Figure 15: Donkey Kong Country Returns HUD](#)

[Figure 16: Heart Hud from Legend of Zelda: Ocarina of Time](#)

[Figure 17: Prince of Persia: The Two Thrones](#)

[Figure 18: Melee weapon from Resident Evil 6](#)

[Figure 19: Beast Claw Weapon from Elden Ring](#)

[Figure 20: Claws from Prototype](#)

[Figure 21: Example of potions from Legend of Zelda: Skyward Sword](#)

[Figure 22: Potential design inspiration](#)

[Figure 23: Heart container from Legend of Zelda: Skyward Sword](#)

Figure 24: Beast Mode Potion

[Figure 25: Chest example from Kirby and the Forgotten Land](#)

[Figure 26: Example of a 3D cauldron video game asset](#)

[Figure 27: Sink Sludge](#)

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Figure 40: shortcut icon

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Confidential