

Tab 1

# PIPEMARE

**\*Disclaimer\*** We definitely did not get as far as we thought we could in the time given. Though we lack most necessary parts of a game, you can still walk around and see what we've made. Some of our group wishes to continue development after this jam's end, so take it as a demo or proof of concept if you wish. Thanks for hosting this jam, we had a good time working on this project together, even if we really don't have a game right now.

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## Overview

### ➤ Theme / Setting / Genre

- Aquatic Horror

### ➤ Core Gameplay Mechanics Brief

- Flashlight
- Grabbing Objects (Pipes)

### ➤ Targeted platforms

- Browser
- PC
- Mac

### ➤ Project Scope

- 1 month to complete the game
- 5 team members
  - Alley Barry
    - Project Leader, Programmer, Game Designer, 3D Modeler
  - Micah Hotchkiss
    - Programmer, Game Designer
  - Nicholas Murphy
    - Level Designer, Loremaster, Script Writer
  - Dylan Fincannon
    - Sound Designer, Composer, 3D Modeler, Animator
  - Alexander Gorczyca
    - GDD Organizer
- Total Cost to Create: \$0
  - Engine: Godot
  - Licensing Costs: \$0
  - Hardware Costs: \$0
  - Labor Costs: \$0

### ➤ Influences (Brief)

- Lethal Company
  - Video Game
  - Lethal Company influenced both the art style and the gameplay of Pipemare.  
The old-school graphics are akin to Lethal Company's similarly low-poly art style.

In terms of gameplay, our game's primary mechanic is collecting pipes, drawing inspiration from Lethal Company's collectathon gameplay. The horror elements of both games are also quite similar, both using ominous sound design and terrifying monsters to deliver feelings of terror to the player.

- Rodland of Pipes
  - Video Game
  - Rodland of Pipes is a lesser-known horror game that inspired us through its limitation of movement and location knowledge. Though we do plan to add some way for the player to orient themselves, we have decided to use tank-drive-like controls to emulate its movement restriction.
- Iron Lung
  - Video Game
  - Iron Lung's setting was one of the main sources of inspiration for our game. While our game does not take place on a blood ocean on Europa, our game aims to capture similar feelings of isolation and the unknown that come from being trapped far under the ocean. The monster in Iron Lung also inspired the design of some enemies, particularly the Anglerfish.



- - Image
  - This image inspired us throughout our story development. Human disturbance of the environment and the consequences of that were planned to be one of the main themes of our game.

## ➤ The Elevator Pitch

Pilot a robot at the bottom of the ocean to repair underwater gas pipes while deadly creatures hunt you in the dark. There are multiple areas to explore, and as the game goes on you uncover more of what lies below the waves.

## What sets this project apart?

- This project is different from others in that we hope to showcase the enormity of the ocean in a task-oriented playthrough. We wish to include various entities that the player has to adapt to to complete their goals.

### ➤ Core Gameplay Mechanics (Detailed)

- Flashlight
  - The mech you play as comes equipped with a flashlight that aids in seeing in the dark depths of the ocean. The flashlight can unleash a brighter burst of light to increase sight range or scare away enemies, though this function has a short cooldown before it can be used again.
- Grabbing Objects
  - The mech you play as is built to grab and move large metal pipes, which is the main task of the player. Only one pipe can be grabbed at a time, and they can be brought back to spots with blue pipe outlines where they can be placed. These pipes slow the player when held and obscure vision, giving the player the difficult choice of dropping the pipe to escape danger.

## Story and Gameplay

### ➤ Story

- The game begins with the ship, the Leucothea, arriving near an unnamed oil rig. The crew is told that their job is to repair an underwater pipe. They are also told that a previous ship, the Odysseus, was sent before them and has mysteriously gone missing. Another member of the crew, a corporate representative, is strangely concerned about getting this pipe fixed quickly, as there would be “dire consequences” otherwise; he is seemingly unconcerned about the fate of the Odysseus and its crew. As the game progresses, it becomes clear that the valley in which the game takes place is full of supernatural fauna and other unnatural things. Towards the end, the player figures out that the rig is not for oil, but low-level employees have no hope of finding out its true purpose.

### ➤ Gameplay

- We plan to have gameplay consist of the player retrieving three pipes in three distinct areas. These pipes need to be brought back to the starting area to construct a broken pipe and complete their mission. Throughout the game, the player will also have to contend against different enemies and challenges that will force them to utilize the environment and the tools they have been provided to survive.

## Schedule

### ➤ Mechanics

- 4 days, Micah and Alley
  - Flashlight
  - Pipes
  - Dialogue System
  - Main Menu

### ➤ Modeling and Assets

- 1 ½ weeks, Dylan and Alley
  - Environment
  - Enemies

### ➤ Level

- 1 week, Nick and Alley
  - Mockup of world
  - Create level using assets modeled previously

### ➤ Story, Voice Acting, and Dialogue

- 1 week, Nick and everyone
  - Outline of story
  - Creation of a script
  - Recording lines
  - Opening cutscene

### ➤ Enemies

- 3 days, Micah, Dylan
  - Angler Fish
  - Giant Squid
  - The Eel
  - Enemy AI

### ➤ Special Thanks

- Alec Markarian, Benjamin Stanley, and Brandon Fedie for designing this GDD
- FRC Team 6888 for hosting this Game Jam