

DOCUMENTO DE DESIGN DE UM JOGO DIGITAL

Grupo:

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Title: DATURA

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Part I - General Overview

Concept

DATURA (project title) is a stealth action videogame, heavily inspired by 6th generation stealth and action games, along with more modern takes on the genre.

Features

- Tightly designed stealth gameplay (interesting levels, difficult AI, varying threats and locations);
- Deep resource management (money, ammo, etc)
- Aesthetics, narrative and mechanical inspiration from survival horror games
- Gripping narrative;
- Fluid gunplay and movement (easy to understand movement; different types of guns for different situations; fast and fluid animations);

Aesthetics

Our game will focus heavily on aesthetics. We want to introduce something like an “art house” aesthetic; something that can feel very symbolic and esoteric at times. We want to lean heavily into a very cinematic focus as well, with proper storyboarding, color correction and general attention for “vibes” so that we can deliver a specific and unforgettable mood to the player. For use of a reference as an example, take a look at this

Project scope

This project will feature one map (Fort Saiph), that can be completed from start to finish. Avg. duration will be one hour. The map is divided into smaller areas (22). Six weapons.

Part II - Gameplay and Mechanics

Gameplay

Mission structure

The mission will involve a major objective that requires certain micro objectives to be found. So, for example, say the objective is to rescue a prisoner in a specific area, and their gate is locked with three different keys. The player has to travel around the map finding each key and solving their unique puzzles in order to complete a bigger puzzle.

Puzzles

Puzzles will be very similar to references (i.e Resident Evil 3) as they will involve either something that requires an item to progress or codes that can be deduced from context clues in the game.

Puzzles must never lean too heavily on mechanical skill to progress. We must opt to rely on the player's mind and problem solving, not their ability to perform rapid actions. Something like aiming a gun to hit a target that unlocks a door is fine, but not making them go through *Deathrun*-esque situations to unlock that same door.

Flow

Most of the game's flow will involve backtracking to and from the many rooms in the game and sneaking through the enemies you find as you go. This keeps players always engaged as they will constantly have to decide if they want to waste what little resources they have into reaching wherever they want to go

Base Mechanics

Camera

The camera will be locked to an isometric perspective whose angle changes based on where in the current room they are. The camera supports different "modes" that can dynamically alter their angle. When designing a level in Unity, it is important to remember that the player moves on the global axis. This means that the camera must be positioned in such a way that the controls are intuitive to the player.

Movement

General

Movement will use Unity's new input system and will allow the player to move based on the direction pressed on the keyboard.

The player will always move globally, meaning that movement inputs will always be relative to the global axis and not the player's own position. For example, holding forward will always move the character in an X-positive direction (or basically, always move north no matter what). It's important to accommodate the maps and camera to this movement method.

The player's movement is based on a state machine which features the following states:

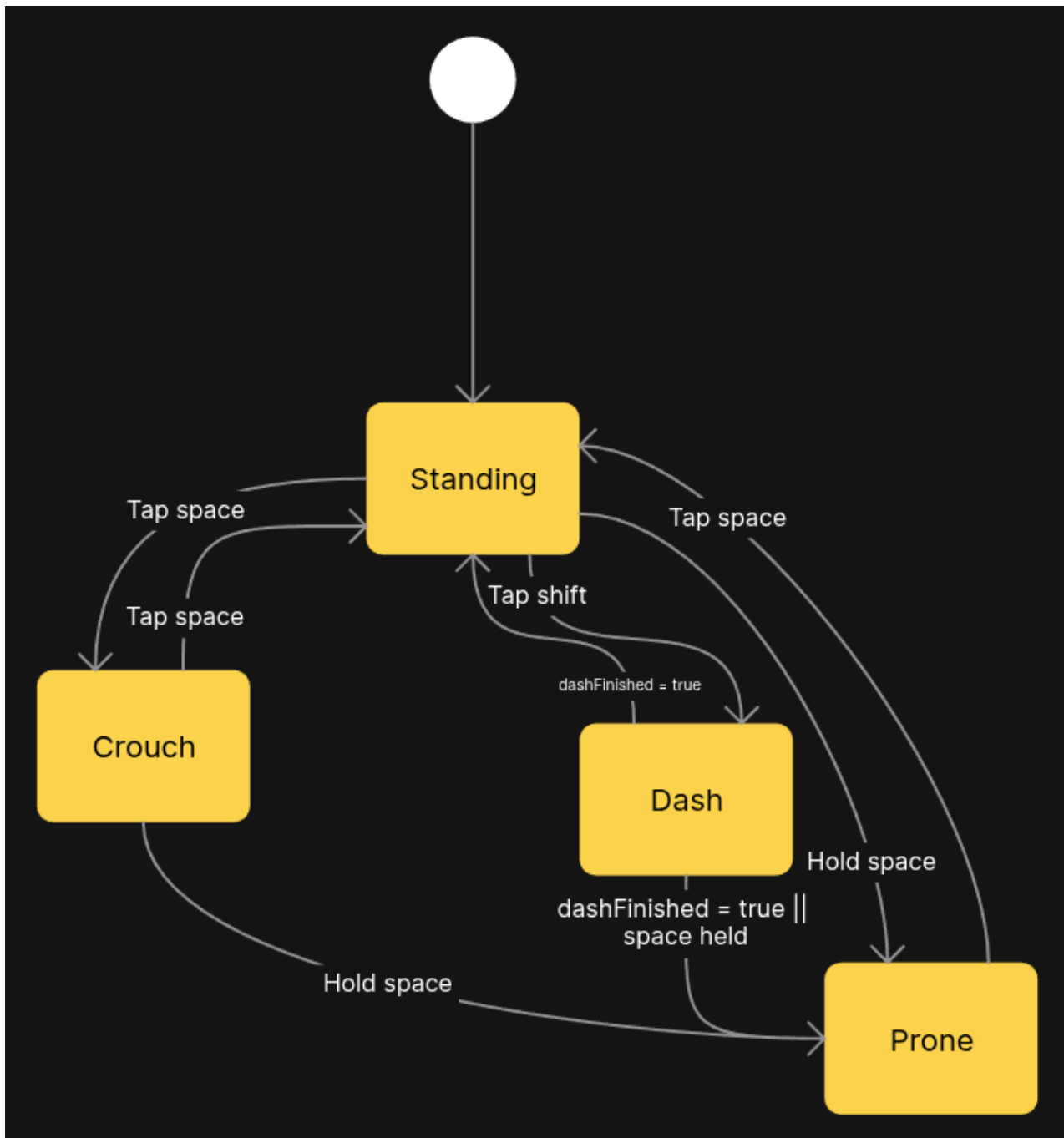
Standing: The player is standing. This state is the standard "neutral" state where the player character is standing and moving completely upright. It has the fastest traversal speed for movement.

Prone: The player is prone (lying down on the ground). Movement is slower but quieter, and it also allows the player to sneak through very short spaces such as air vents, to hide under tables or other objects with small spaces underneath. Standing prone also helps with aim sway for scoped weapons.

Crouch: The player is crouching. You cannot move. This serves as a transitional state between standing and prone and allows the player to take cover behind waist high objects. Also helps with accuracy (but not as much as being prone.)

Dash: The dash is a state meant for performing a dash, which allows the player to traverse a small distance very quickly, allowing them to jump behind cover or dodge enemies in a pinch. The player can either dash normally, which goes from the standing state to the Dash state and back to the Standing state, or they can hold the crouch button to finish the dash in the Prone state, letting the player finish the dash by lying down (mechanic similar to dashing in MGS2-4)

A visual representation of the state machine is available here:



Combat

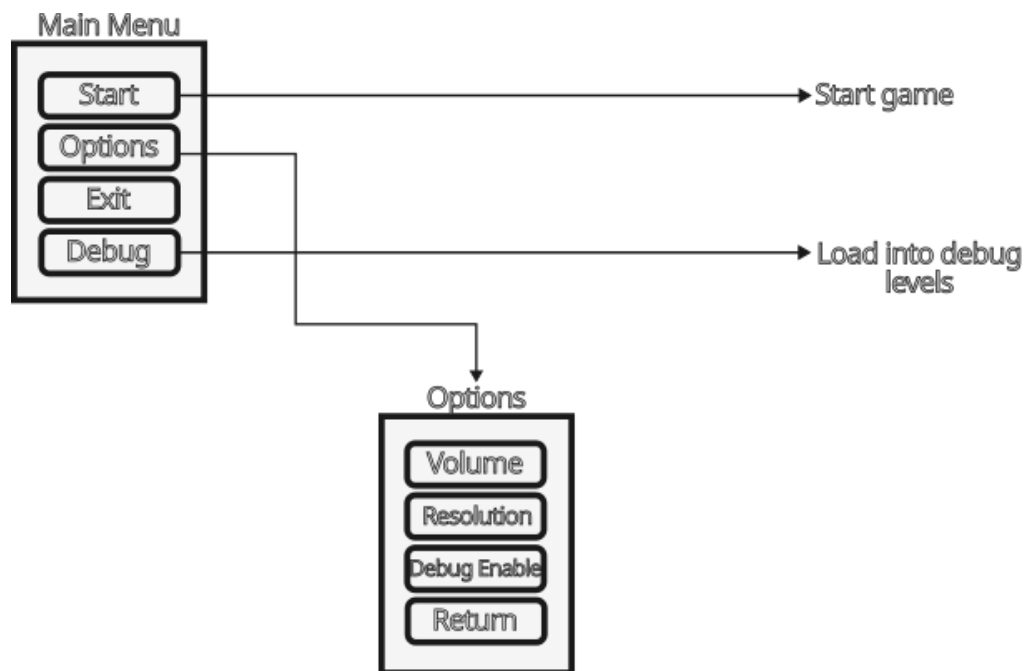
Gunplay

Gunplay involves a system where the character can lock onto enemies and choose where in the enemies body to shoot.

The player starts by aiming their weapon by pressing MOUSE2. The game will lock on to the nearest enemy. A small UI element will be displayed showing the enemies' health and where the player is aiming at, with a stick figure denoting which limb is chosen. A crosshair will be placed on the enemies' chosen limb, and it will "open" and "close" based on how accurate the shot is going to be, which will effectively be percentage based. The smaller the crosshair, the likelier it is for the player to hit. This percentage will change based on how far away the player is from the enemy and the type of weapon (for example, the M10 is very inaccurate at medium to long ranges, but the smaller VP99 pistol will be much more accurate albeit slower).

UI flow

Flowchart



Saving

Saving is done with the Portable Phone item, available from the start of the game. The game records the state of the game the moment the player enters a room, and the item allows that state to be saved. This means that if a player closes and reopens the game, their save will load them in from where they entered the room as if they had just gotten there.

Part III - Story, world and characters

Main Characters

Cécile

Description

The main character

Appearance

Female, 1.70m, white, short dark brown shoulder length hair with straight bangs, wearing a black tanktop, black cargopants, black boots, a necklace and a messenger bag.

Art



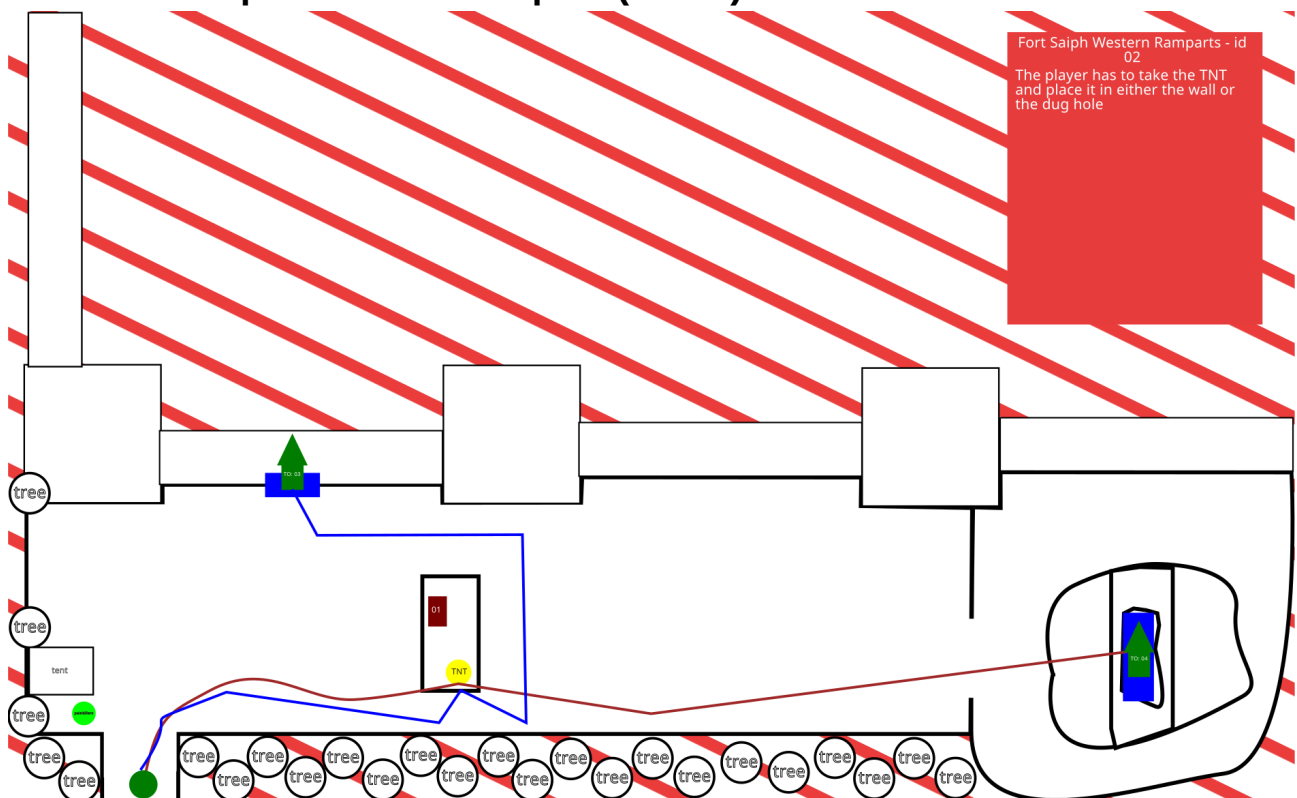
Part IV - Levels

Rooms

The following chapter will list the rooms that comprise Fort Saiph and show the respective topological map. Each part will list the room's in-game name and ID. They will follow the following index:

Lone Pine Forest (id: 01)

Fort Saiph Western Rampart (id: 02)



Description

The outside of the base, and the first time the player comes across any signs of life. A gray wall stands in front of the player in a small forest covered rampart. A table sits in the middle of the small grassy space next to the wall, and a hole dug by construction workers is located even deeper.

Model name

lv02.fbx

Walkthrough

The player has to take the TNT located on the table. This is not a weapon, but a

key item, and will be registered accordingly. The computer next to the TNT will provide clues that let the player know that the TNT can be used on the hole. A more obscure clue in the text log will also inform clever players that TNT can be used on a part of the wall, allowing them to blow open a hole in the wall and move through.

Items

- Painkillers x1
- TNT **(KEY ITEM)** x1

Logs

01

Western Sewage (id: 04)

Description

Once the player uses the C4 on the hole, a path to the base's sewage will open.
This level is just a straight shot from one side to another.

Model name

lv04.fbx

Walkthrough

The player has to walk forward.

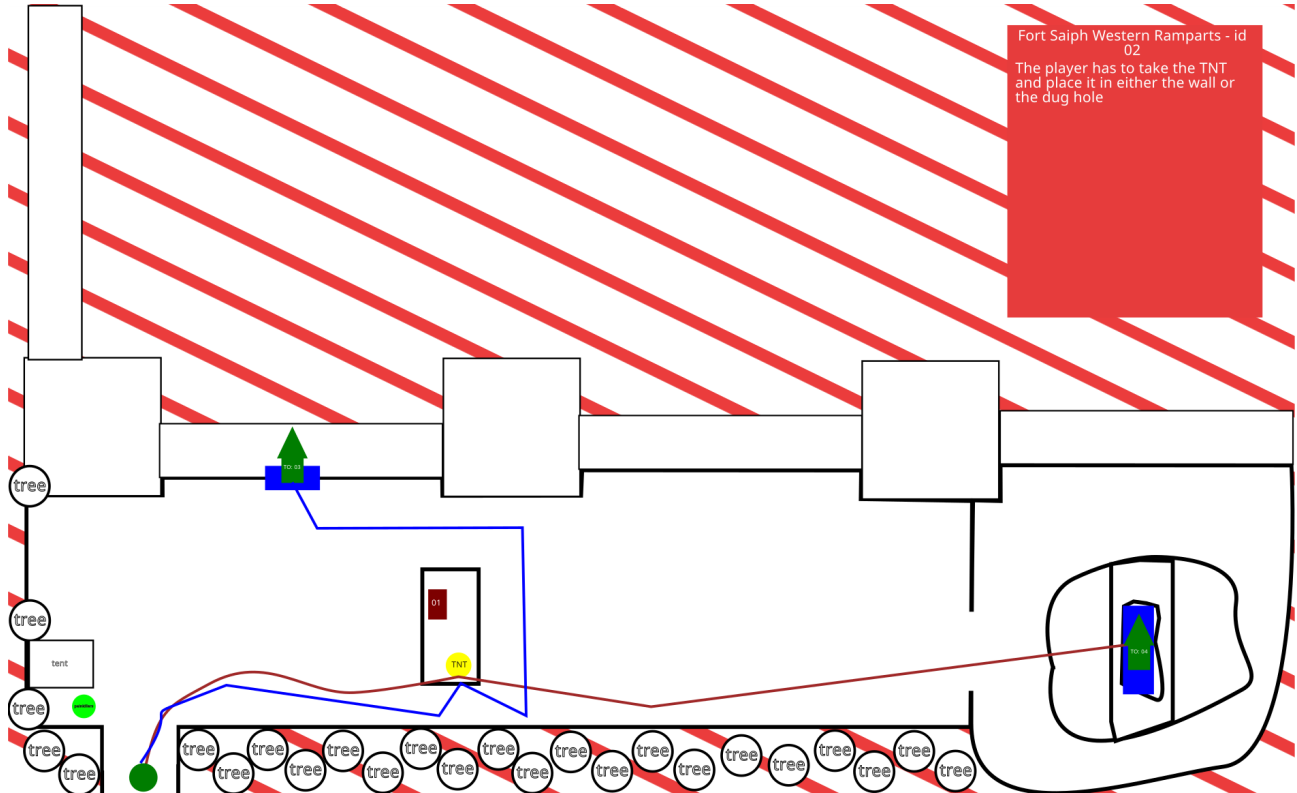
Items

None.

Logs

None.

Fort Saiph Entrance (id: 03)



Description

If the player uses the C4 on the wall, they can pass through it and enter this level. A small patch of land surrounds a large building. On the side is a truck that is crashed into a now broken window. A guard is patrolling the window. A note is on the wall of the building.

Model name

lv05.fbx

Walkthrough

The player has to sneak by the guard and enter through the window by proning. They can do this by either timing their run or using the BB gun.

Items

Logs

02

Admin Building Basement (id: 06)

Description

The basement of the previously mentioned building. Can be entered from either the sewage or the entrance. If one enters through the sewage, they spawn on the northeast side of the room; if one enters through the entrance, they spawn inside a tool room. The door to the tool room is locked and has a wrench on the table. A vent next to the door is opened and the player can prone through. Outside is another locked door and a table, two AC units, a table with a note and stairs with a locked door. If the player has the LV.1 Keycard, they can open the locked door and take the radar on the table.

Model name

lv06.fbx

Walkthrough

The player needs to take the wrench from the table in the tool room. By reading the note on the table, they know that they can use it on the AC unit to open the door.

Items

- Radar x1
- Wrench **(KEY ITEM)** x1

Logs

Admin Building GF (id: 05)

Description

The ground floor of the administrative building. Cubicle walls cover the corners of a desk. An elevator is located in the back of the room.

Model name

lv05.fbx

Walkthrough

The player has to sneak through the enemies patrolling the desk. They can use the cubicle walls to not get detected. By interacting with the desk, they can unlock the elevator and move up.

Items

None

Logs

None

Admin Building 1F (id: 07)

Description

The top floor of the admin building. Cubicles with desks all over form a path to the door into the next room

Model name

lv07.fbx

Walkthrough

The player has to sneak by the enemies patrolling the office cubicles. The enemies will follow a strict patrol path and, with patience, the player can find an opening to travel undetected. If they are extra patient and cautious, they can wait for the enemies to move away from the first aid kit and take it. After sneaking through the player just enters the door.

Items

First aid Kit x1

Logs

None

Command Center 1F (id: 08)

Description

This room is a conference room. A projector points at a whiteboard surrounded by empty chairs. Two enemies are looking at the whiteboard, and another is patrolling the exit into the ground floor.

Model name

lv08.fbx

Walkthrough

The player can sneak down through the south side of the room and crouch behind the tables hiding them from the patrolling enemy as they wait for an opening. If they are crafty, they can use the BB gun to distract the two enemies and get the first aid kit in the corner of the room.

Items

First Aid Kit x1

Logs

None

Command Center GF (id: 09)

Description

The ground floor of the command center. Chairs are spread through the grounds and are flanked by small walls. A door on the west side of the room is locked. To north side is a study with a desk containing a button and a library holding items. One enemy patrols the grounds with the chairs and one patrols the study and the library.

Model name

lv09.fbx

Walkthrough

The player has to sneak into the study and press the button on the desk to unlock the door. They have to be patient or use the BB gun to find an opening to enter the room.

Items

None

Logs

None

Barracks Yard (id: 11)

Description

The small patch of land outside the barracks.

Model name

lv11.fbx

Walkthrough

The player can simply enter the barracks from the side.

Items

None

Logs

None

Barracks (id: 12)

Description

The soldier's home. Bunk beds surround the room and a locked door hides the locker rooms. A keypad is outside the door. A note is on the bed.

Model name

lv12.fbx

Walkthrough

The note will tell the player how to deduce the keypad code. The locker room contains a pistol (VP99) and the lvl.1 key card.

Items

VP99 x1

Lvl.1 Key Card (KEY ITEM) x1

Logs

None

Garage (id: 13)

Description

The garage features small offroad vehicles and a truck. Underneath are grease pits the player can use to sneak through sentries. A table on the west side features a table with a note, a workshop with a broken crank, and a 3D scanner machine.

Model name

lv12.fbx

Walkthrough

The player can use the grease pits to sneak through and reach the note. The note will explain how the 3D scanner can scan broken items and that the 3D printer on the Warehouse can even generate new versions of broken items. In the workshop is the Broken Crank Part A. The player can then sneak into the next room.

Items

Broken Crank Part A (KEY ITEM) x1

Logs

None

Garage (id: 13)

Description

The garage features small offroad vehicles and a truck. Underneath are grease pits the player can use to sneak through sentries. A table on the west side features a table with a note, a workshop with a broken crank, and a 3D scanner machine.

Model name

lv12.fbx

Walkthrough

The player can use the grease pits to sneak through and reach the note. The note will explain how the 3D scanner can scan broken items and that the 3D printer on the Warehouse can even generate new versions of broken items. On the workshop is the Broken Crank Part A. The player can then sneak into the next room.

Items

Broken Crank Part A (KEY ITEM) x1

Logs

None

Garage Yard (id: 13)

Description

A small patch of outside land surrounded by walls and filled with barrels and trash. A guard is outside the door into the next room

Model name

lv13.fbx

Walkthrough

The player can use the BB gun to distract the guard. A note on the barrels next to where the guard is tells of where the Broken Crank Part B is located.

Items

None

Logs

East Warehouse (id: 15)

Description

Shelves stock crates and items the player can take. Each shelf has a guard patrolling it. On the corner is a 3D printer and a door up north.

Model name

lv15.fbx

Walkthrough

The player can sneak through the shelves to reach the door on the other side. The 3D printer will house the Printed Crank once both parts are scanned.

Items

Logs

Weapon Storage (id: 16)

Description

Has locked rooms that house weaponry for the player.

Model name

lv16.fbx

Walkthrough

Room A contains a suppressor and needs no key. Room B needs the LVL.1 keycard and holds the XP-T. Room C needs the LVL.2 keycard and holds the M10. The door leading to the hallways is locked and requires the LVL.1 keycard

Items

Logs

Underground Hallways (id: 17)

Description

These hallways connect weapon storage to the intelligence offices and the command center basement.

Model name

lv17.fbx

Walkthrough

Enter the command center, get the LVL.2 keycard using the Printed Crank, and open the intelligence offices.

Items

Logs

Command Center Basement (id: 18)

Description

The command center basement holds a large table surrounded by chairs. It is clearly a meeting room and is patrolled by one enemy soldier. A door with a slot for a crank is on the south side of the room

Model name

lv18.fbx

Walkthrough

Sneak by the enemy and use the Printed Crank on the door.

Items

Logs

Holding Cells (id: 20)

Description

Jail cells that held political prisoners. A machine with a puzzle that opens the door is on the north side of the room.

Model name

lv20.fbx

Walkthrough

Complete the puzzle and open the room with the LVL.2 keycard.

Items

Logs

Intelligence Offices (id: 21)

Description

A room with three soldiers and many desks with computers. A door is located on the north side.

Model name

lv21.fbx

Walkthrough

Sneak by and enter the room.

Items

Logs

Commanders Office (id: 22)

Description

The final room holding a secret tunnel that leads to the end

Model name

lv22.fbx

Walkthrough

Interact with the terminal and answer the questions

What do our marines eat? Answer: Crayons

What's the name of our Sergeant? Answer: 5932

How many vehicles do we have inside the garage and on Saiph's grounds?

Answer: 5

The door will open and the player can end the game.

Items

Logs

Part V - Weapons, Items, Text Logs

On item/weapon types

Items that can be used by the player will be separated into three types:

Weapons, **Items** and **Key Items**.

Weapons are self explanatory. They only apply to weapons the player can use.

There are two kinds of weapons: *lethal weapons* and *non lethal weapons*.

- A *lethal weapon* is a regular firearm that uses standard ammunition to completely kill a target. These are easy to come by, will have lots of ammo available to them, but will often be loud or will require special items to be made silent. They will be red in the UI.
- *Non lethal weapons* use ammunition that is non lethal. This is primarily reserved for the XP-T, the tranquilizer gun, which puts enemies to sleep. This allows the player to do a run of the game without killing enemies and to not alert guards (if a guard sees a sleeping guard they will simply wake them up; if a guard sees a dead body they will sound off an alert). They will be silent, and ammo will be a bit harder to come across. They will also

not be automatic, meaning they fire much slower. The BB Gun will fit into the criteria of non lethal because it has no effect on enemies. Their UI icons will be primarily blue.

Items refers to any item the player can use, either on themselves or as a gadget. Items can be consumed (like a first aid kit), equipped (like a gadget) and/or combined (with other items).

- *Consumable* items can be stacked, and there will be multiples of them available throughout the map
- *Equipable* items can be equipped and provide the player with a special ability. Only one can be equipped at a time, and each one of these will only be found once, so they cannot be stacked.
- Certain items can be *combined* with others to create another item. This is mostly for consumable herbs that can be combined to create different mixes with varying potency, or weapon upgrades that need to be combined with the base weapon.

Key Items refers to items that are required for progression or to interact with an objective such as a puzzle. It is easier to think of them as literal keys to progress (and yes, keys count as key items). They do not take space in the inventory and are instead placed on a different inventory screen specifically made for key items.

Weapons

VP99



Description

Simple pistol, meant as an accurate early game backup for skirmishes with relatively easy to find ammo. Can be attached with a suppressor which changes it to be silent (see relevant entry for more information)

In-game description

9mm standard issue pistol. Simple, accurate, and compatible with a suppressor. Uses handgun ammo.

Model name

p99_std.fbx

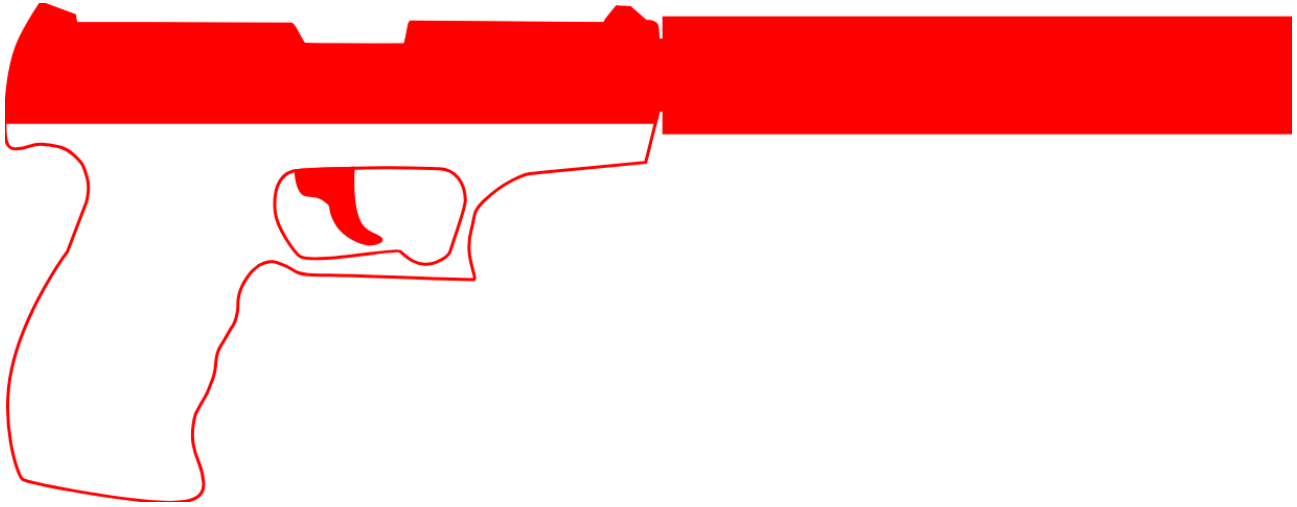
Ammo type

Handgun Ammo

Acquisition

Command Center 2F

VP99 (Suppressed)



Description

Suppressed version of the standard pistol. Allows the player to take out enemies at a distance. The suppressor item must be well hidden so as to not allow the player to obtain the suppressor early, therefore allowing them to skip stealth sections entirely.

In-game description

Suppressed 9mm pistol. Accurate and quiet, so enemies won't hear your shots. Uses handgun ammo.

Model name

p99_stealth.fbx

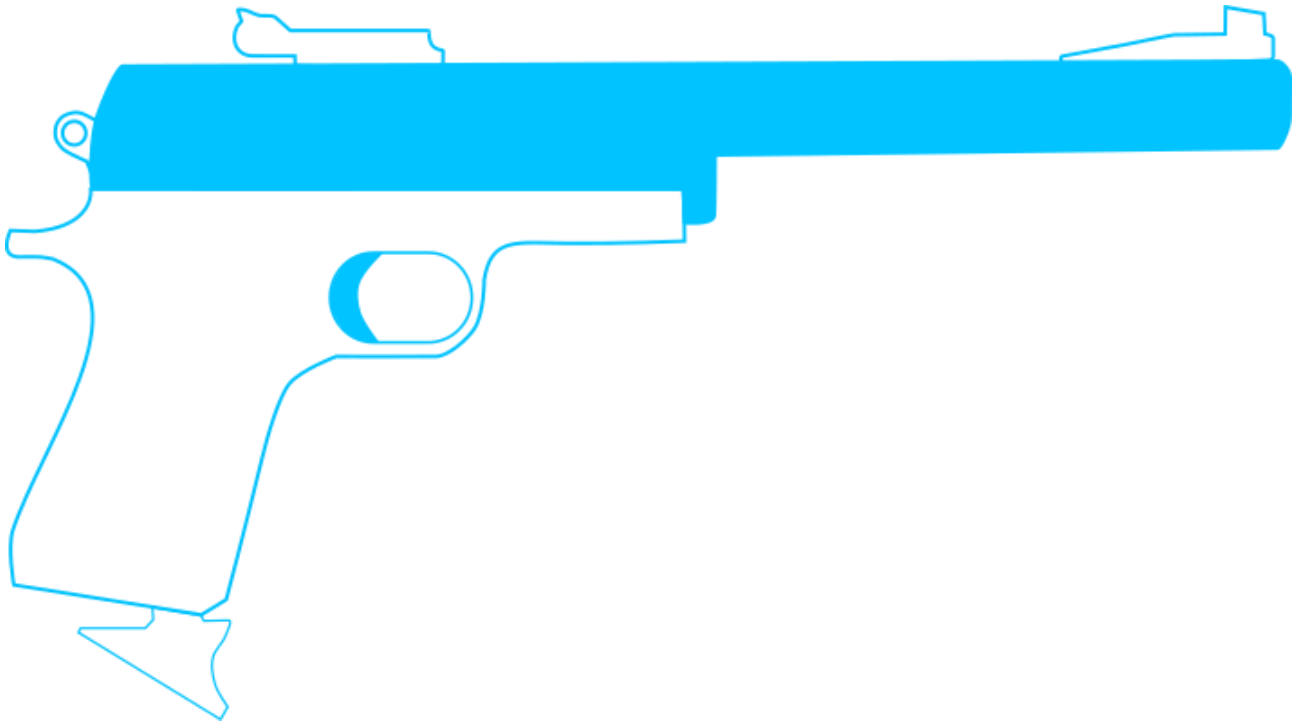
Ammo type

Handgun Ammo

Acquisition

Use the pistol suppressor on the standard P-99. See Items for the suppressor location.

XP-T



Description

Tranquilizer pistol for taking out targets quietly and nonlethally. Ammo is rare and obtaining should be rare as it is integrally suppressed.

In-game description

Experimental break action tranquilizer pistol for covert operations. Integrally suppressed, so enemies can't hear you. Tranquilizer effectiveness varies based on where you hit. Uses tranq. ammo.

Model name

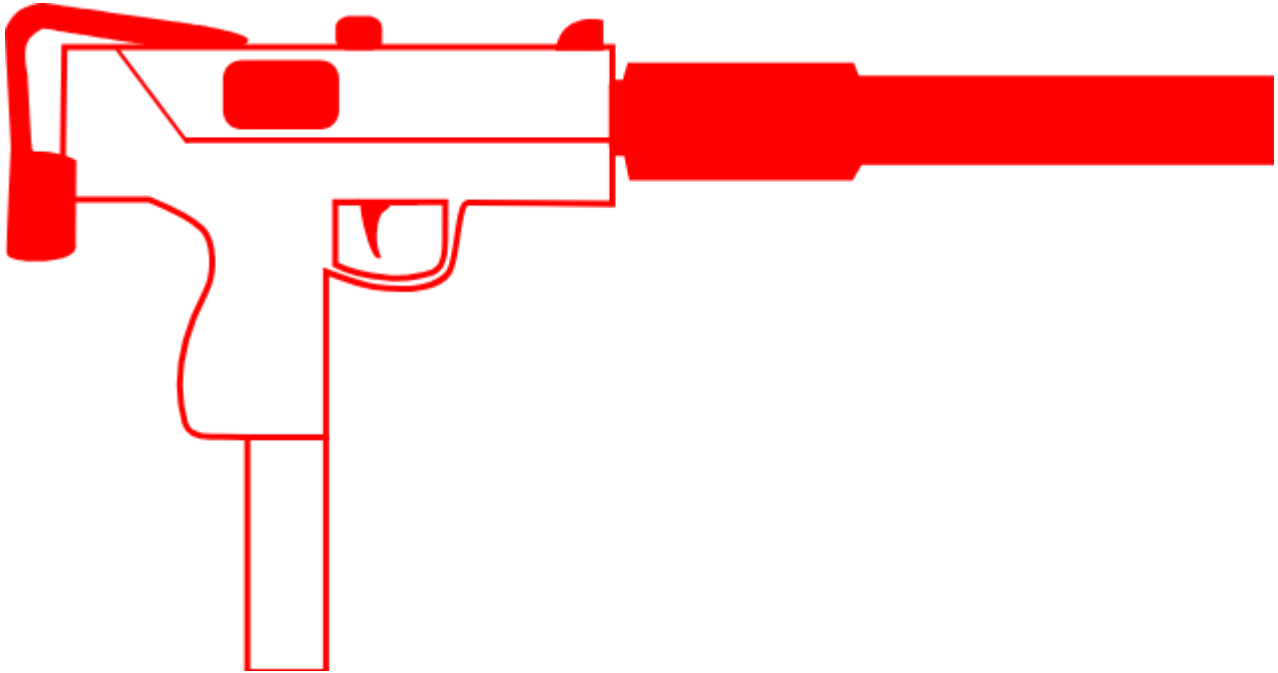
xpt.fbx

Ammo type

Tranq. Ammo

Acquisition

M10



Description

Suppressed SMG with a high rate of fire and a large mag. Useful in a pinch, but its automatic fire is inaccurate with relatively rare ammo

In-game description

Open bolt .45 SMG. Extremely rapid firing speed, but inaccurate. Suppressed, so enemies can't hear your shots. Uses SMG Ammo.

Model name

m10_stealth.fbx

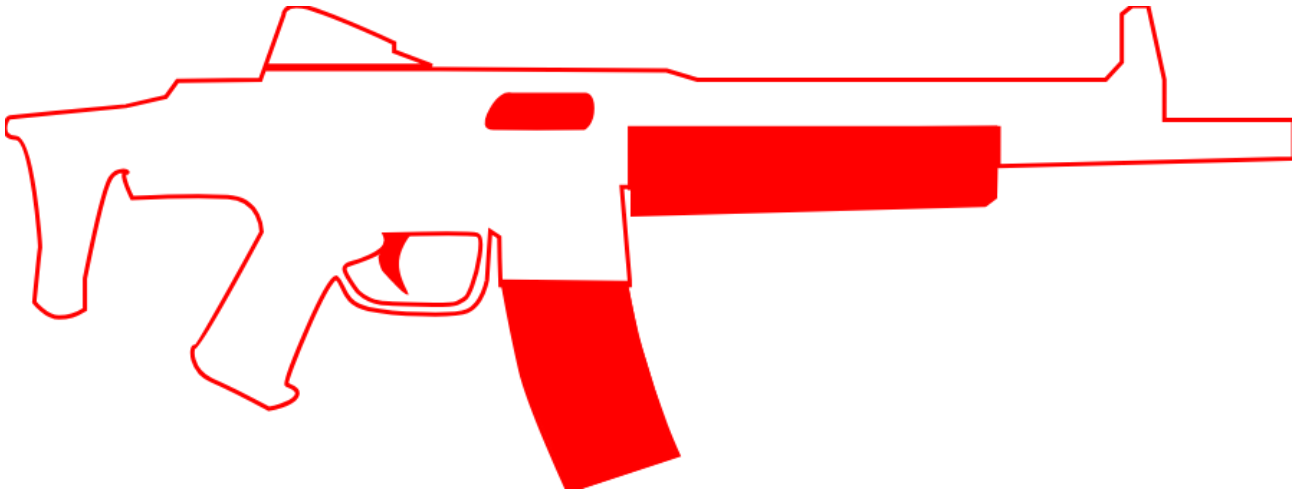
Ammo type

SMG Ammo

Acquisition

Locker Room (id: 22)

M-LC



Description

The game's standard rifle. Accurate and powerful automatic fire, but with uncommon ammo and no suppressor.

In-game description

Standard issue 5.56mm rifle. Fully automatic, powerful, accurate and with a large magazine. Uses Rifle Ammo.

Model name

cetme.fbx

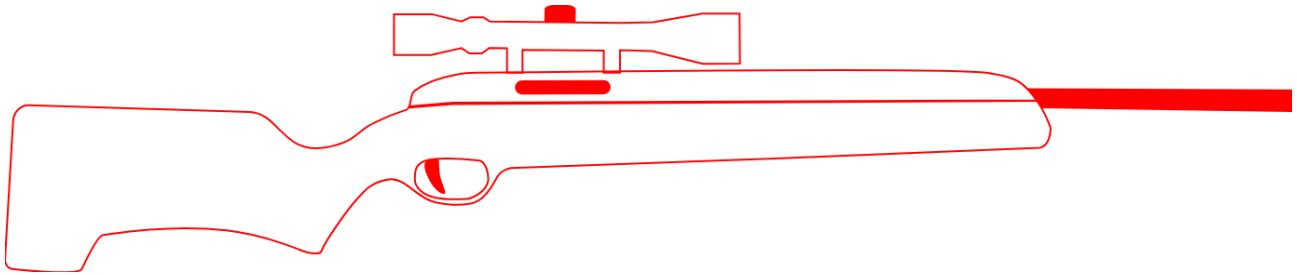
Ammo type

Rifle Ammo

Acquisition

Weapon Storage with the "Weapon Locker A Key" item.

S-SC (CUT FROM THE GAME)



Description

The game's sniper rifle. Shares ammo with the M-LC. Bolt action so it's slow firing, with a 4x scope. Extremely accurate

In-game description

5.56 Sniper rifle. While it fires slowly due to its bolt action, it's deadly accurate with a 4x zoom scope. Uses Rifle Ammo.

Model name

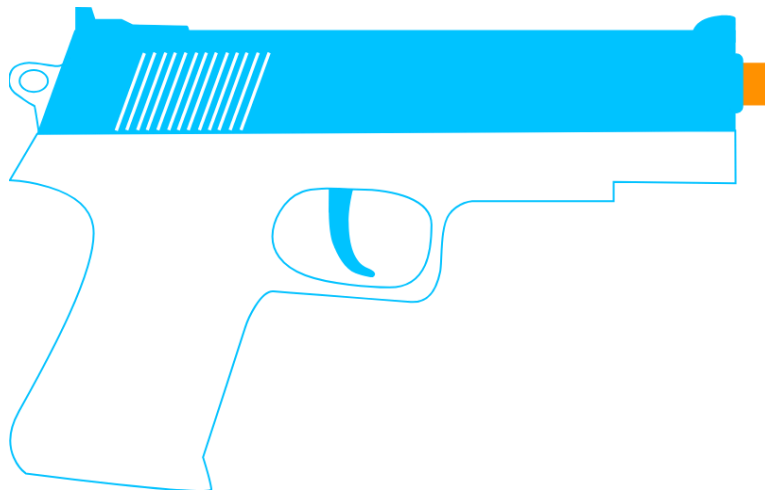
scout.fbx

Ammo type

Rifle Ammo

Acquisition

BB Gun



Description

Toy gun serving as the player's best method of distracting an enemy. The gun is silent and a guard will be attracted to wherever the pellet lands. It will also be the only handgun the player starts with, meaning they will use it during the initial tutorial for shooting. Other than that it is functionally useless.

In-game description

Plastic blowback BB gun. Silent, but fires harmless plastic pellets, meaning it's effectively useless in a fight. Perhaps the pellets make enough sound to distract an enemy?

Model name

bbg.fbx

Ammo type

BB Pellets (infinite)

Acquisition

The player starts with this gun in their inventory.

Items

Handgun Ammo



Description

Ammo for the VP99

In-game description

9mm Parabellum rounds. Compatible with the VP99.

Model name

ammo_pistol.fbx

Acquisition

See Levels.

SMG Ammo



Description

Ammo for the M10

In-game description

.45 ACP rounds. Compatible with the M10.

Model name

ammo_smg.fbx

Acquisition

See Levels.

Rifle Ammo



Description

Ammo for the M-LC and S-SC

In-game description

5.56mm NATO rounds. Compatible with the M-LC and S-SC.

Model name

ammo_rifle.fbx

Acquisition

See Levels.

Tranquilizer Ammo



Description

Ammo for the X-PT

In-game description

Experimental tranquilizer darts encased in a .308 shell casing. Made especially for the XP-T.

Model name

ammo_tranq.fbx

Acquisition

See Levels.

Batteries



Description

Consumable item that gradually gets used as the player uses gadgets like the Radar.

In-game description

A box of alkaline batteries. Perfect for powering portable gadgets. Will gradually get consumed as you use a battery-powered item.

Model name

batteries.fbx

Acquisition

See Levels.

Painkillers



Description

Temporary heals that lose their effectiveness over time (like the painkillers in Left 4 Dead)

In-game description

1000mg tablets of non opioid painkillers. Will give you a temporary health buff, letting you escape and survive a firefight.

Model name

painkillers.fbx

Acquisition

See Levels.

First Aid Kit



Description

Rare full heals.

In-game description

Small portable kit with everything you need to heal yourself completely.

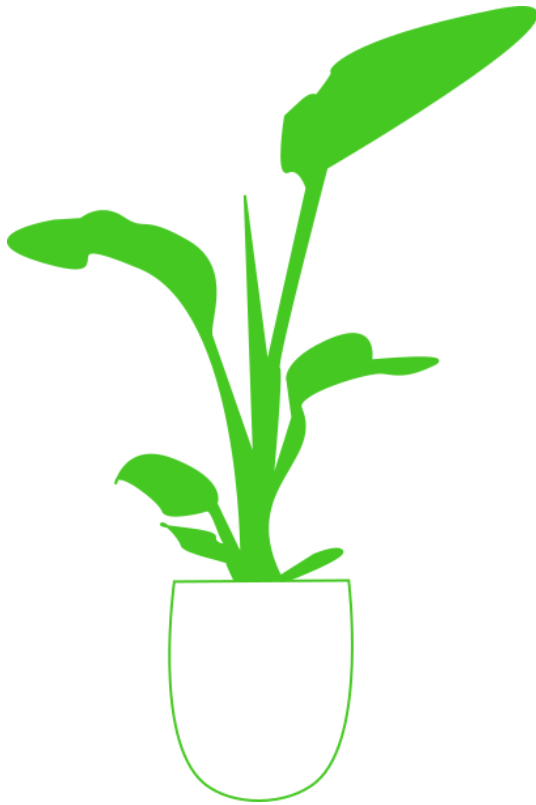
Model name

faid.fbx

Acquisition

See Levels.

Green Herb



Description

Small, easily accessible heals.

In-game description

A peculiar plant native to the Fort Saiph area. Heals you by a small amount.

Model name

greenherb.fbx

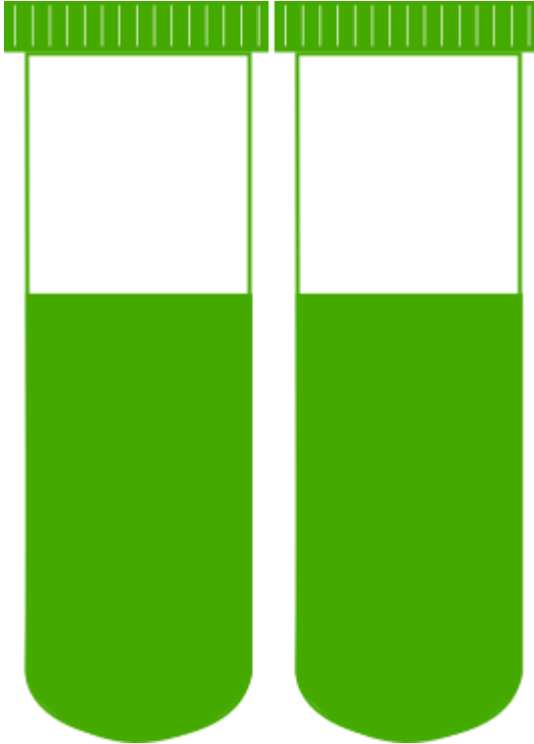
Acquisition

See Levels.

Notes

Heals 30hp

Herb Mix (G+G)



Description

Mixing two red herbs will give you a slightly stronger mix of herbs.

In-game description

Mix of two red herbs, allowing you to heal more effectively.

Model name

N/A

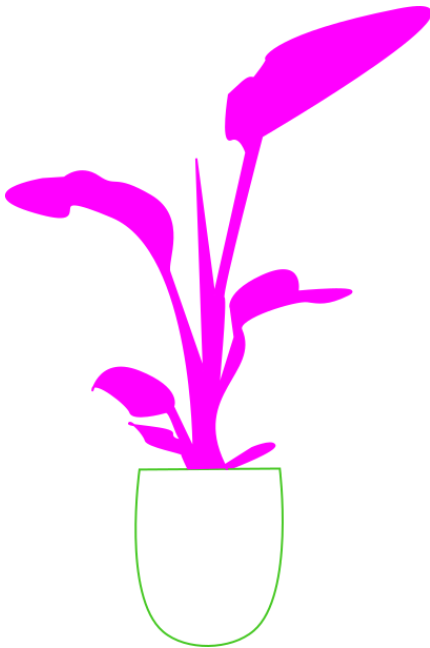
Acquisition

Mix a Red Herb with a Red Herb

Notes

Heals 30hp

Purple Herb



Description

A herb that is unusable in its base form. It can be mixed with a Green Herb to create a G+P mix that fully heals the player

In-game description

Rare plant from the Lone Pine area. Unusable in its basic form, but may be used with a Green Herb to boost its effectiveness.

Model name

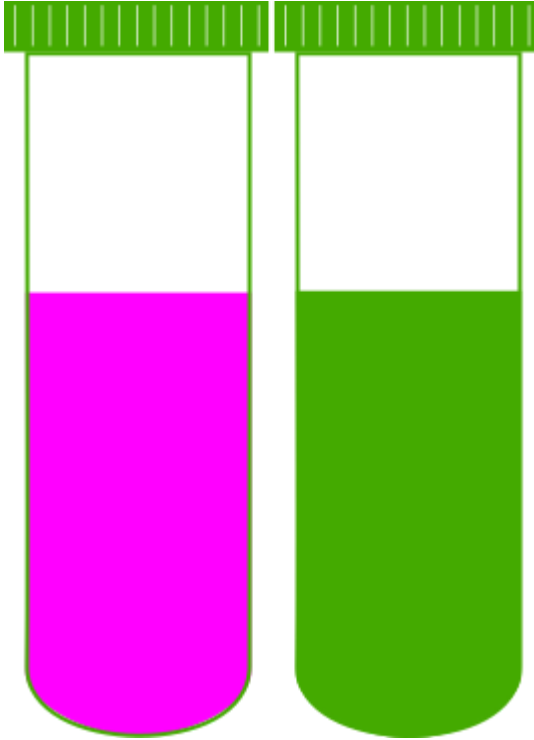
purpleherb.fbx

Acquisition

See Levels

Notes

Herb Mix (P+G)



Description

A full heal crafted from herbs.

In-game description

A mix of herbs that fully heals the user.

Model name

N/A

Acquisition

Mix Green Herb with Purple Herb

Notes

VP99 Suppressor



Description

The suppressor for the VP99.

In-game description

9mm suppressor compatible with the VP99.

Model name

p99_suppressor.fbx

Acquisition

Notes

Portable Radar



Description

Detects enemies and displays them and their FOV on a small radar screen (similar to MGS2)

In-game description

Handheld radar that displays enemy positions and their fields of view. Consumes batteries very quickly, so make sure you use it for short bursts.

Model name

radar.fbx

Acquisition

Notes

LVL.1 Keycard

Description

Unlocks many doors on base

In-game description

Key for many of the on base doors.

Model name

key_a.fbx

Acquisition

Notes

Data Storage Cellphone



Description

An item that allows the player to save at any point.

In-game description

Battery powered cellphone. Connected to a network that lets the user save their game data. [Button Prompt]

Model name

N/A

Acquisition

The player starts with the phone.

Notes

MAKE SURE THE PLAYER NEVER LOSES THE PHONE. Implement sanity checks to make sure there's always a phone in their inventory

Crank Part A

Description

In-game description

Model name

Acquisition

Notes

Crank Part B

Description

In-game description

Model name

Acquisition

Notes

Printed Crank

Description

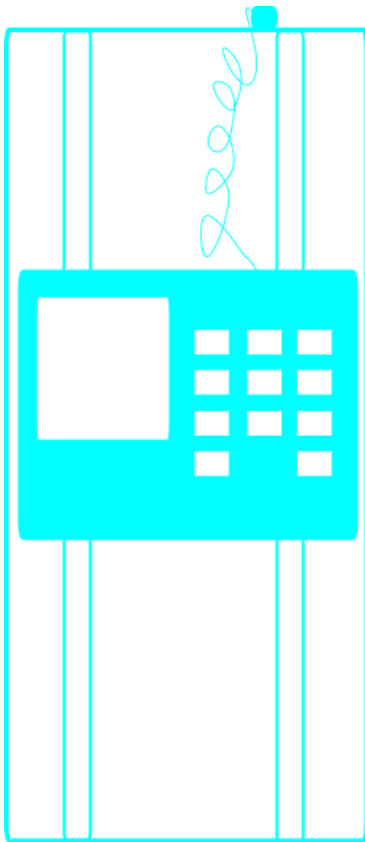
In-game description

Model name

Acquisition

Notes

TNT



Description

Allows the player to detonate two areas in the Fort Saiph ramparts to open up an entrance into the fort.

In-game description

Demolition grade trinitrotoluene based explosive. Meant for construction and excavations. Could maybe be used to carve a path?

Model name

c4.fbx

Acquisition

Fort Saiph Ramparts, located on the desk.

Notes

Wrench



Description

Allows the player to interact with the AC unit on the command center basement to unlock the stair door

In-game description

Chrome vanadium steel wrench. Absolutely perfect for tinkering with any machine you'll come across.

Model name

wrench.fbx

Acquisition

Fort Saiph Ramparts, located on the desk.

Notes

Logs

The following chapter will list the text logs available in the game. They will be named after their in-game name and their ID.

Note for Jean-Louis (id : 01)

Jean Louis,

This is bad. I have finally gotten permission from the company offices to bring over some explosives from inside the base. We brought out a digger here, but it turns out those idiots at the command center forgot to tell us that a sewage pipe runs through the area we designated. We barely dug at it, but the digger's bucket hit the damn pipe. It's got some cracks forming, and if we keep poking at it while we try to get deeper, we're gonna break open that thing, and then they'll eat us alive for "creating a vulnerability in the base's security". It's not like Colonel Piché has repeatedly ignored my warnings that this wall we are working next to is cracking. I swore to him I could tear it open with the digger, but he won't budge.

Regardless, I am taking some of the equipment to the northern wall. I know you need the TNT so I've kept it here next to the computer. Just keep it safe.

8754

Bataille Excavations

Truck Crash Note (id : 02)

To all privates on transport duty:

WHICH ONE OF YOU ABSOLUTE IMBECILES LET A 5-TON OUT OF PARK? I COME OVER TO THE ADMIN BUILDING, AND I FIND ONE OF YOU FOOLS HAS LET IT CRASH INTO THE BASEMENT WINDOWS! THE BARS BROKE AND EVERYTHING! A STRAY DOG OR A MONKEY COULD CLIMB RIGHT IN!

WHOEVER IS RESPONSIBLE, I SUGGEST YOU REPORT TO ME IMMEDIATELY AND CONFESS. I WILL FIND WHO DID IT, AND YOU WILL WISH YOU HAD NEVER JOINED THIS MAN'S ARMY.

Base Sergeant 5932