

Morgan Finn

2023, July 17

GAM310

Level 2 GDD

Gametype

I'm going to be using Minecraft Java Edition, version 1.20. It will be single-player. The game itself is a sandbox/survival, but the map itself will be more of a puzzle/platformer. The target demographic will be towards teenagers, as the story may have some themes that may not resonate well with children.

Story

The basic story I have in mind is that the main character is locked in a facility, not remembering anything. There will be a character named Larry, who is chilling in a cell nearby. Through talking with Larry and exploring the room, the player will eventually open the door to escape. Upon walking outside, however, the player will be teleported back into the room, but things will be slightly altered. It will initially be played off as déjà vu, but the whole synopsis of the plot is that the player is stuck in a loop, where the reality of the room changes with every loop. The story is centered around a corporation inventing time travel, where you're a scientist, and things have gone horribly wrong. Hence, you're stuck in a paradoxical time loop that you can't escape from, and as you do, reality gets worse and worse. The player is trying to get out of this loop, but is also trying to get their memories back. This map will be the whole story, and will consist of probably around 5-7 iterations of the room, which will be easy to do since world edit has easy copy paste functions. The environment is going to be a testing room, split up into a few sections

to accommodate for multiple puzzles and platforming sections. Every time the loop is completed, the player is put into a minor cutscene that describes the events of what happened before the loop started. This gives the player motivation to continue completing the loop, as well as the character incentive to gain more memories. I want the ending to be something ridiculous, like either the player overthrowing the company, ascending to become god, or going back to the loop afterwards with memories wiped all over again. I'll figure out what ending I want to do when I learn what I'm capable of doing in minecraft.

Gameplay

The winning conditions of each room is to walk through the door once it opens. I was thinking about making an escape vent in one of the rooms, where the same thing happens. The player would play through the map by exploring the testing area, and potentially using clues from Larry by hitting a button next to his cell. The door typically opens whenever the player hits the button or flips the switch that opens it. Depending on the loop, getting to this button or lever will change. In one room, it may be parkour to the button, and in the next, it may be a hide and seek to find it. In the map, I outlined multiple sections. One for parkour, one for finding the button, and one for a combination lock. Those areas will unlock depending on the loop iteration. The map isn't big, since it's technically just one room that's going to be around 20x20 blocks wide, but there are multiple rooms, even if their appearance is the same. The player may take anywhere from 30 seconds to 5 minutes per room, depending on how straightforward (parkour) it is, or how complex (puzzles) it is. There aren't any alternate paths, but there are some secrets that will be available. First is the hints that you can get from Larry. You can also get some log entries by exploring the room more to add to the lore. The difficulty will be very easy, so anyone can play

it, but the puzzles may require a bit of thinking. One of the puzzles will be a combination lock, used through finding name tags in chests around the room. Another puzzle will require the player to find a button hidden in the room. Upon entering the level, the player should know how to run, jump, and press a button. I want the player to walk away from the map with a better understanding in logical thinking, as well as a fun experience with a cool story. The map will be memorable because of its story that will unravel as the map is played. The only programming I'll need to do is in the form of command blocks.

Visuals/Effects/Audio

I'm drawing inspiration from older Minecraft story maps, as well as time loop games like 12 Minutes and Outer Wilds. The level is going to look like a test chamber that's brightly lit, which will provide a "deceptively safe" feel, similar to what Portal has. It's going to be somewhat modern of a style, but it may change based on the disruption of the room. The colors will be white, yellow, black, and orange. It's going to be underground. It'll be based on a weird reality, almost dreamy, but mostly realistic. The player will be directed through dialogue with Larry, but visually through lighting. Players will remember the map through the abstract designs that it will incorporate later on. I'll be using the game's base resource pack and songs, so no custom art will need to be implemented.

Asset List

- Entity for Larry.
- Custom dialogue for character and Larry.
- Cutscenes (if I can figure out command blocks)
- 5+ iterations of the room.

Features List

- Teleports for player
- Dialogue for character and Larry through cutscenes
- Redstone for puzzles (hardest part will be combination lock)

Rough Paper Map

