

Game Design Document

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Dilemma

Game description:

Genre: adventurous psychological thriller

Platform: Windows

Number of players: single-player

Target audience: 16+

Size: closed-world game

Playtime: ~ 5 hours

-----general description of the story-----

In the luxurious space of a stately mansion, a young dinosaur, raised by a family of paleontologists, yearns for freedom from its gilded cage. Tired of being a mere plaything for the family's child, the dino embarks on a risky journey through the mansion's corridors, seeking an escape to the untamed world beyond.

-----similar projects/inspirations-----



Jurassic Park: the game will give player a feel of Jurassic Park “inverted”. Playing as dino, hiding from people.

Jurassic World: the growing up of a young organism in an uncommon environment.

The Witcher 3: the rich in details environment, visual and sound aesthetics, existentialism questions.

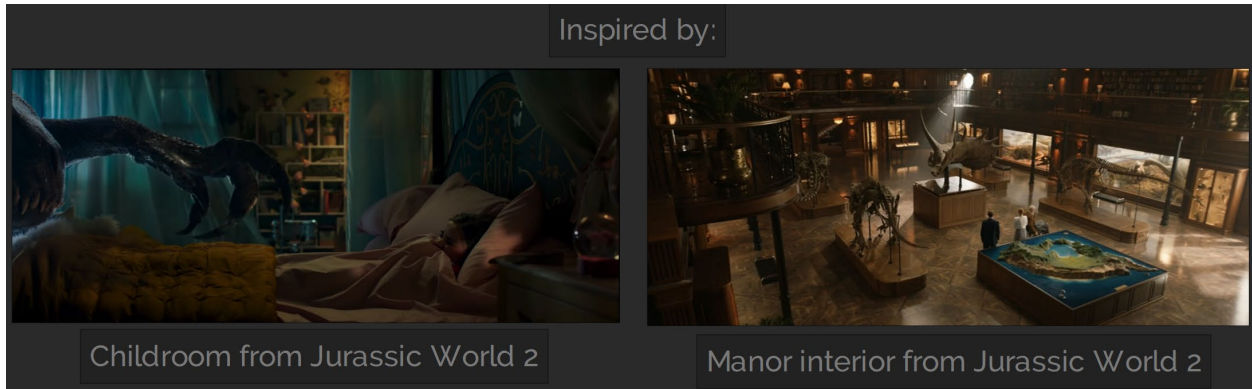
The Game of Thrones: dramaturgy.

-----unique game elements-----

Experiencing the life from the point of view of a dinosaur, who is trying to decide whether to stay as a pet or gain freedom.

-----general description of the environment-----

Setting



The game will be set in modern age, mostly inside a manor with the outdoor world reviling only at the end of the game.

Luxury classical interior with mix of retro and modern elements.

The childroom interior:





All the interiors in the manor will have the same style, with technical rooms having less artistic detail and more industrial looks.

-----full description of the story-----

Background:

Characters:

a dino, velociraptor sp., has been living in a family of archeologists since the day he was born. But the more mature he becomes, the more he realizes that is not the life he wants.

a little girl, the only child in the family, the owner of the dinosaur, she loves the pet, but does not always interact with it properly.

security guards, who are responsible for not letting the dangerous situations in the mansion to occur; when needed, to cage the dinosaur.

Structure

Exposition: a pet dino wakes up from sleep and starts exploring the room he is in.

Ascending action: after getting out of the room, dino begins wandering through the mansion in hope to find something edible.

Culmination: the girl finds the dinosaur, the pet runs away.

Descending action: wandering into the security room.

Ascending action: seeing and smelling the outside world.

Culmination: accidentally starting fire.

Descending action: hiding in a hall.

Ascending action: security guards entering.

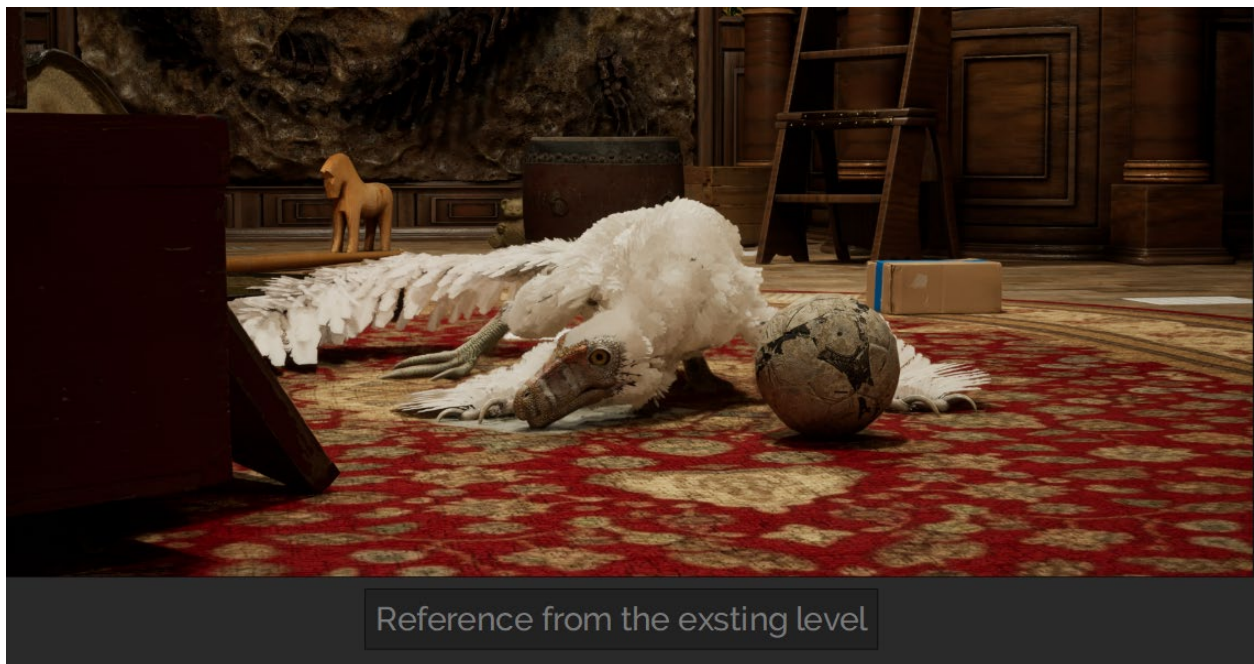
The main culmination: massacre and arrival of the fire.

Descending action: the guards are dead and the dino finds a way to the rooftop.

Open ending: trying to escape being burned by jumping off the rooftop.

-----full story-----

Childroom 1



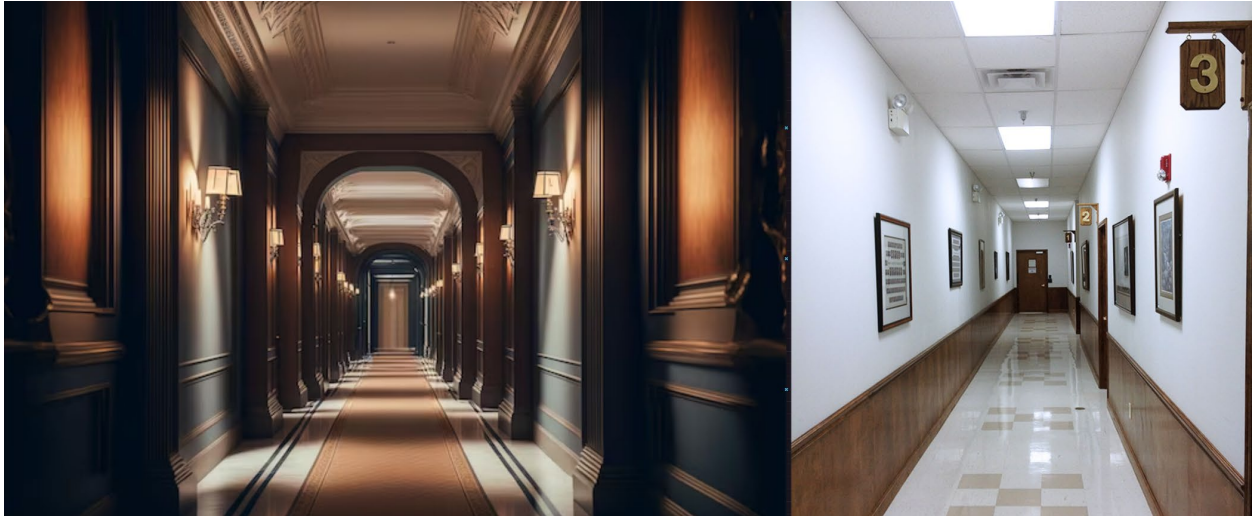
Raptor raised his head from sleep. He went to the toy, took it in his mouth and tried to tear it.

A little bit disappointed, he let the toy fall to the ground.

Then he went to the table and sniffed the tree branch fossil that was being extracted from the stone. Nothing special.

Approached the window and saw himself in the darkness of the night. He turned his head from side to side. Pleased, he exited the room.

Corridor 1



Reference from the web, less detailed

Moving in the long corridor, we see the paintings of the family.

The one thing that interested our dinosaur was the painting of the forest. He put his paw on the glass and laid his head on it.

Kitchen 1



Reference from Jurassic Park, similar to it

Raptor stops near boring doors, and with a light touch he opens them.

That was the kitchen. Walking through endless cooking tables, he was looking for something to eat. Then the door opened, and he saw a silhouette, very familiar. There was she - standing motionless.

Dino? (uncomfortable voice, way to desperate,)

Her voice pierced the silence and sounded uncertain.

At first, he wanted to run to her to greet her and go to play as many times before, but this time something didn't let him to.

Instead, he hid behind the kitchen counter. The girl was near.

Dino, are you here?

Raptor changed his position right before the girl could see him.

He heard her approaching steps, and understood, he couldn't hide forever. He had to act. He must run into the door...

Running through dark endless corridor, he could still see her silhouette in the doors...

Hall 1



Reference from existing level

He ran into the hall... he stood there for a while, frozen in fear, and finally made a bold move - jumped to the other side of the building... his wings were wide open, gliding through the darkness... finally, his claws scratched into the wooden railing on the other side, a little bit of effort - and he climbed there.

Security room 1



References from web



Refereces from web

The doors were making an awful squeak, with each blow of fresh air that entered the hall...
Uncertain what to expect, raptor slowly approached them. There was a strange room - a lot of
little windows showing different rooms of the manor...

The rotating blades of a fan were shining in moonlight. That was the first time raptor saw the
big world outside the manor, not behind the glass. The wind brought the sweet smell of the
summer forest. Enchanted by the scenery, raptor slowly raised his paw to the rotating blades...
The blade struck his claw with a great force, terrified, he jumped away, turning over a table. A
gas can fell to the ground and rolled right into the rotating blades of the fan. A thunder loud
burst - and the fan was in fire, slowly blowing the flames into the other parts of the room.

Raptor was scared of the orange flowers, dancing everywhere, and did not want to stay in the
room for any longer... he ran away, further from the flames and smoke...

Hall 2



Hided in a hall, a space for old unusable things. Soon the footsteps could be heard. People in black were looking for somebody who could have started such a mess. Raptor remembered their black sticks, that made him freeze and gave him so much pain. No, he could not allow this to happen again...the doors opened, several one-eyed silhouettes began searching the room. Soon the first one appeared right in front of the yellow eyes, glowing in the darkness... he tried to reach his gun with tranquil darts...

Raptor felt his big claw entering the soft flesh, the warm blood running all over his feet... the human in black fell to the ground, as raptor flapped his wings and hided on top of the wardrobe.

Hey!

Somebody shouted. The raptor heard the dart falling right where his head was a second before.

The other black silhouette was standing near the pillar. Raptor flapped his wings, and landed right on the side of the pillar. Several darts hit the pillar, but the raptor was already hanging behind it. Soon the person appeared below, just to feel two claws sliding on back, allowing warm blood to stream down his skin...

Rooftop balcony 1



Reference: Wednesday (2022)



Reference: Wednesday (2022)

Soon, the fire was here, eating everything on its way... The dino ran the steps up, to a large rooftop balcony. The forest was never that near. The fire has already blocked the way back.



Reference: Citipati (2015)

Raptor turned around to look at the place he called home from the time he was born; fire could be seen mirroring in his eyes. He tuned to the forest, opened his wings, light by the growling madness of flames, never as wide as now, and took the leap into the unknown...

Narrative elements

The main character is in conflict:

internal – to leave or to stay, the girl is obsessed with me, her hyper care makes me stressed, but is the outside world and freedom worth never playing with the girl again?

external – to gain freedom I need to avoid people I care about and cause pain, where inevitable.

Theme:

The maturing of a young individual with overprotective caretakers which results in a painful separation, to be happy and free.

Point of View:

The game is 3rd person game, were the player controls the dino more or less, depending on the time of the story. We are experiencing the story together with the dino, empathize with him.

Tone:

The cozy environment looks less and less appealing as dino is more and more sure that he made the right choice to leave.

Symbolism:

Feathered dino in the mansion like “bird in golden cage”, child traumatized by his overprotective parents who are sure they are doing the right thing and the right environment for the child to grow.

The way of progression and movement within the story

Exploration moments help the player calm down after dangerous scenes. The player has unlimited amount of time to explore the environment until he finds the object which will trigger further events.

The nearer the character is to the nature outside, the more and more certain he is in his desire to be free.

Description of the cutscenes

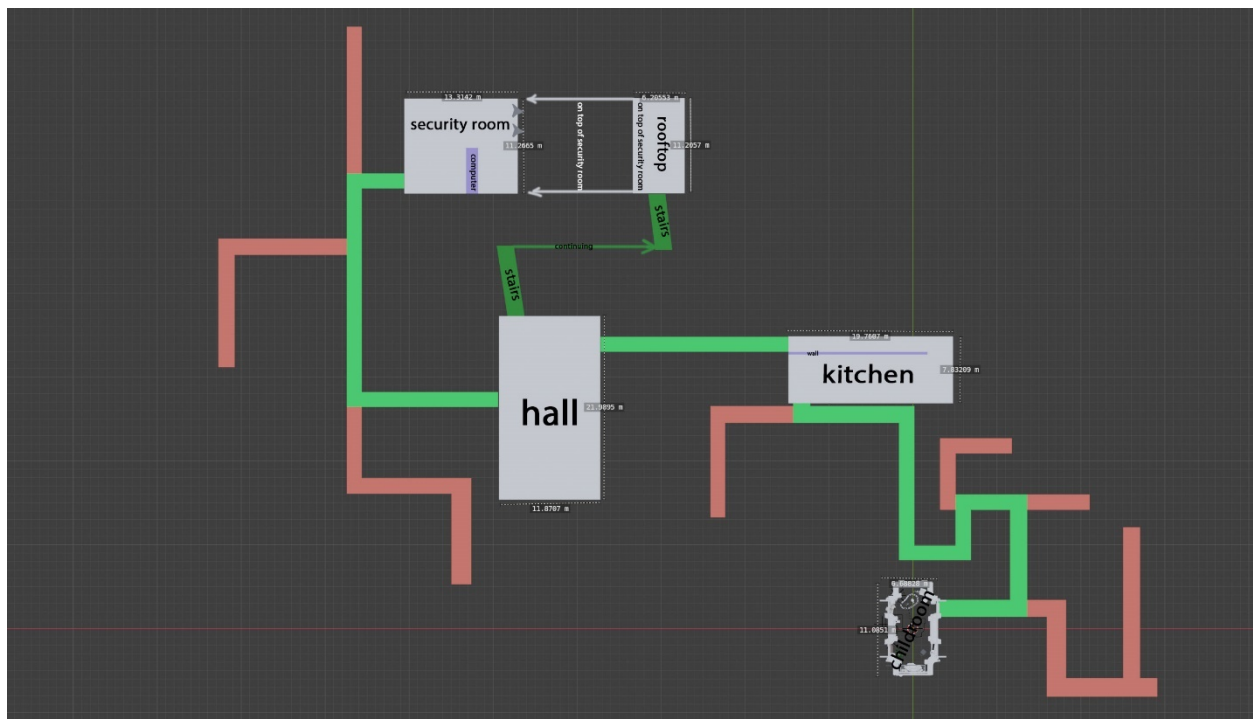
The whole story transformed into gameplay, cutscenes are used only when needed.

Description of the game world:

Mansion

At the beginning, rich and cozy.

Each new room looks more neglected and scary, as dino wants to leave more and more.



The map of the mansion

The map consists of 6 environments:

Childroom

Corridor

Kitchen

Hall

Security room

Rooftop Balcony

Description of the environments:

The childroom is the room where we get up in at the beginning of the game. The room of the girl, owner of the dinosaur. Rich bedroom-living room interior. Has some fossils in it, as the girl is interested in paleontology.

The corridors join different rooms, but are so sophisticated, that you can easily get lost. Show the family portraits and their richness.

The kitchen is minimalistic, industrial style. A lot of counters to hide behind.

Hall is the biggest room in the mansion. Has two internal balconies on the opposite walls. Getting renovated.

Security room has view on all of the rooms through cameras showing their outputs on a large amount of monitors. Has some technical stuff in it, ventilation system.

The rooftop balcony is situated over the security room. Large open balcony, perfect for experiencing the forest views.

The forest

The main character is eager to get to the forest outside the mansion. However, the open ending does not provide us with an opportunity to experience running among the trees. The forest will be only seen from far away, which allows the development of it to be cheaper in resources.

Player's objectives within the level:

Explore the mansion; find any clues how to exit the mansion.

The more specific tips will appear on the screen.

Ways to pass the level:

Linear storytelling and limited time for development do not provide many ways to pass the level or get a different ending.

Economics of the game:

The game does not have any type of currency.

Elements important to the narrative:

Interaction with some items triggers events of the narrative.

Summary of the narrative:

In the game's opening scene, players find themselves in a child's room, awakening alongside a curious dinosaur protagonist. As players explore the room, they uncover clues and items, including a hidden key that unlocks the door to the rest of the mansion.

Venturing into the sprawling corridors of the mansion, players encounter various obstacles and puzzles, interacting with objects to progress and uncover the mysteries of their surroundings. Along the way, they stumble upon the kitchen, where a sudden encounter with the owner, a little girl, sends them fleeing for freedom.

Escaping the girl's pursuit, players stumble upon the security room, where an accidental interaction triggers a chaotic chain of events, including a fire that threatens to engulf the mansion. Amidst the chaos, the dinosaur protagonist finds refuge in a hidden alcove, only to be confronted by security guards bent on capturing them.

In a dramatic showdown, players must defend themselves against the guards, using their wits and agility to outmaneuver their foes. With the mansion ablaze and danger closing in, the dinosaur protagonist makes a daring escape, racing across the rooftop in a desperate bid for freedom.

As the flames consume the mansion behind them, players face a heart-pounding climax as they make a leap of faith, hurtling from the roof into the unknown depths below. With the fate of the dinosaur protagonist hanging in the balance, players are left on the edge of their seats, eager to discover what lies ahead in this thrilling tale of survival and escape.

----- **gameplay description** -----

win/lose:

Exploration: Along the way, the player is encouraged to explore their surroundings to uncover clues, items, and hidden passages that may aid in their escape. This includes interacting with objects, solving puzzles, and discovering secrets scattered throughout the mansion.

Evasion and Stealth: As the player progresses, they must use stealth and cunning to avoid detection by enemies such as security guards and the pursuing girl. This involves sneaking past obstacles, hiding in shadows, and timing movements to evade capture.

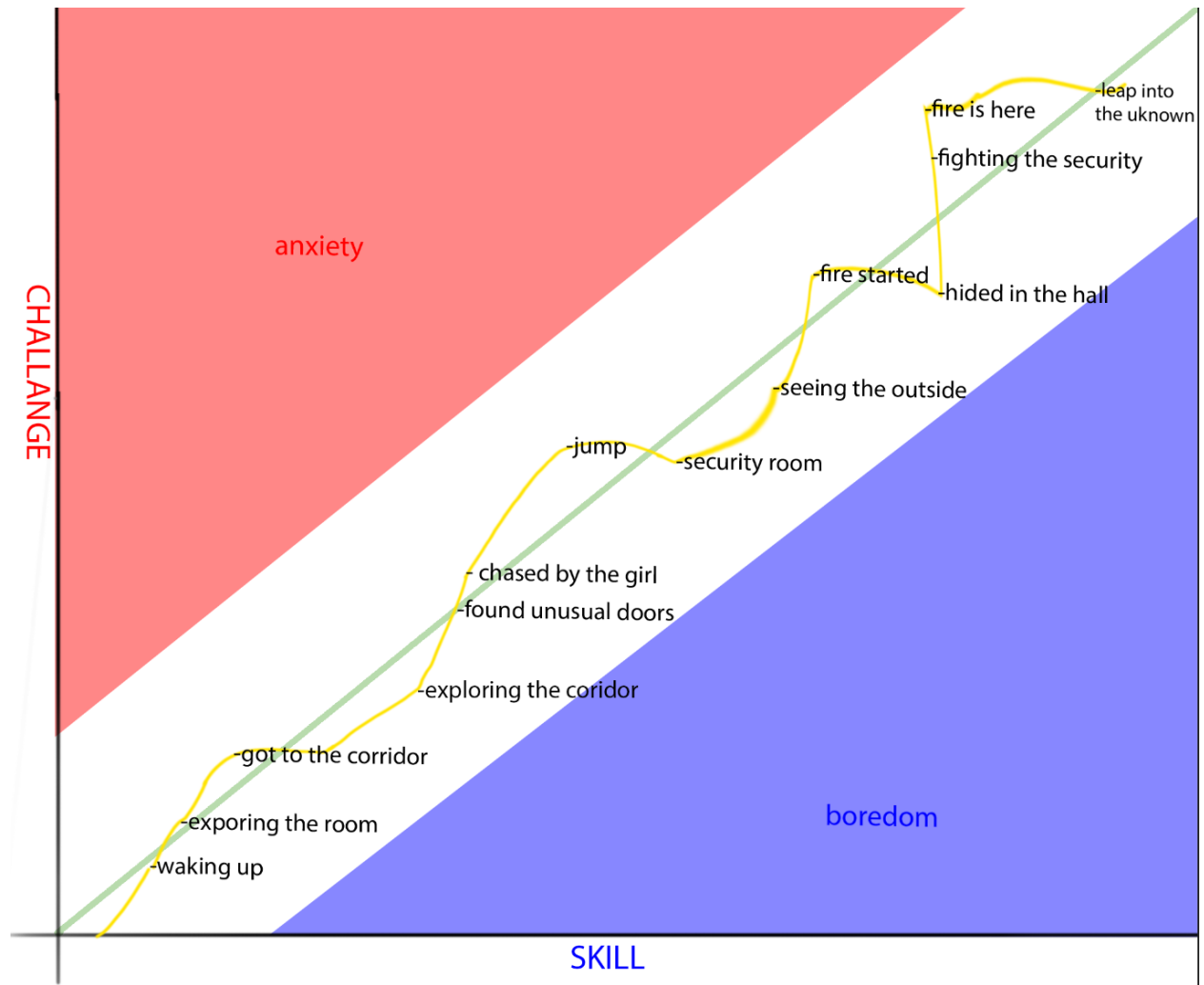
Problem-Solving: The player must use critical thinking and problem-solving skills to overcome obstacles and progress through the game. This may include figuring out how to unlock doors, deactivate security systems, or manipulate the environment to their advantage.

Surviving Encounters: In certain situations, the player may need to confront enemies or overcome challenges in order to proceed. This may involve combat, quick-time events, or other skill-based interactions where the player must react swiftly to survive.

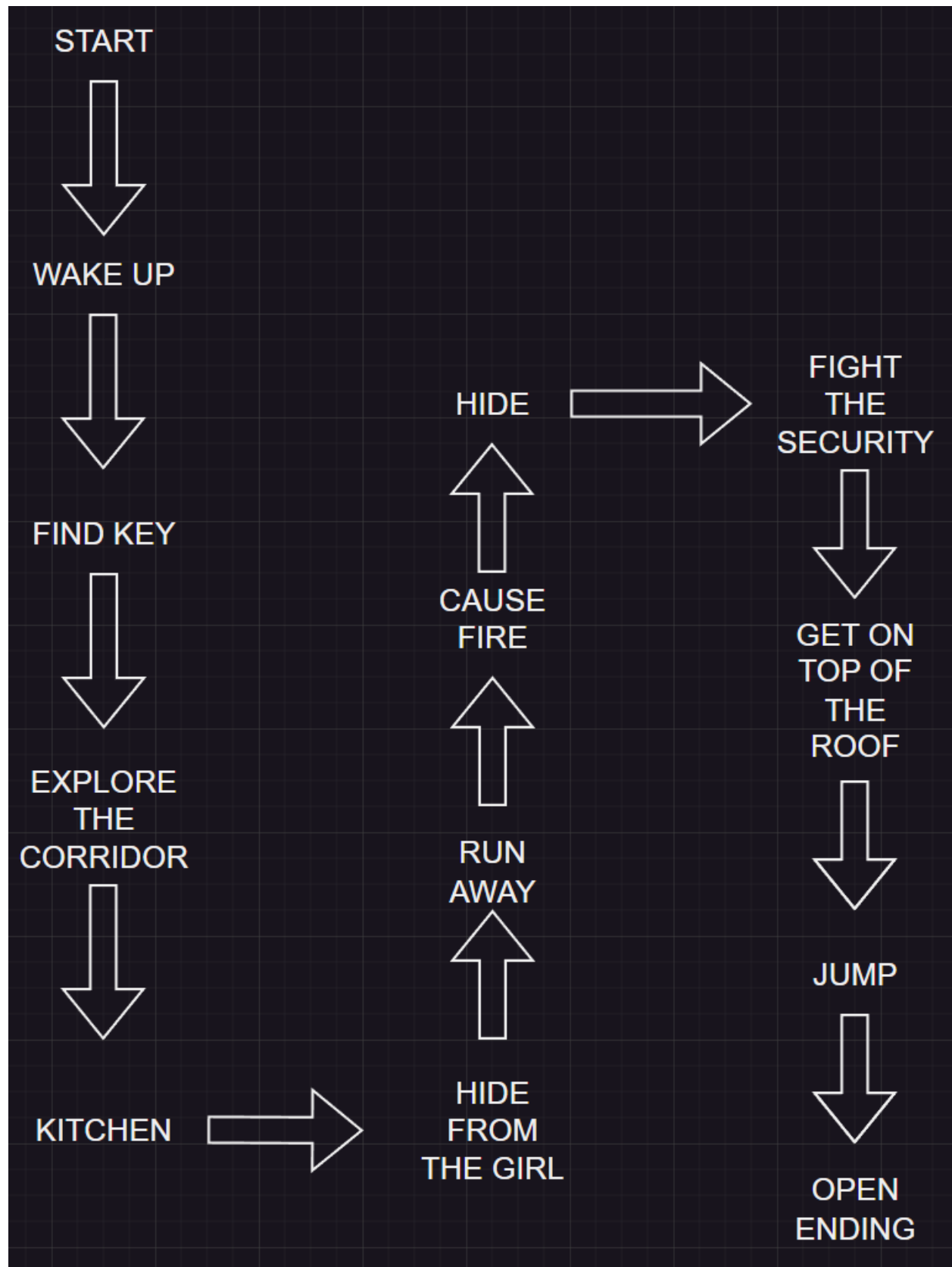
Escape: Ultimately, the player's primary objective is to find a way to escape from the mansion and reach nature. This may involve reaching a specific location, triggering an event, having enough courage for a bold move.

Player loses if the dino gets captured or killed, the game starts from last manual or automatic save.

Play Flow:



Game Flow:



The structure of levels, puzzles, and missions in game:

Levels:

Each level is set in a different area of the mansion, such as the child's room, corridors, kitchen, hall, security room and rooftop.

Levels progressively increase in complexity and challenge as players advance through the game.

Unique themes and settings for each level provide visual and gameplay diversity.

The final levels build to a climactic finale, culminating in a dramatic escape from the mansion.

The player will be able to enter the rooms without loading screen, the whole mansion will be as one map.

Puzzles:

Puzzles start simple, introducing players to basic mechanics and concepts, such as finding keys, unlocking doors, and manipulating objects.



As players progress, puzzles increase in complexity and difficulty, requiring creative problem-solving and critical thinking.



Variety of puzzles include logic puzzles, environmental puzzles, and interactive puzzles that utilize the game's mechanics and physics.

Missions:

Missions are seamlessly integrated into the narrative, advancing the story and providing context for the player's actions.

Objectives vary from escaping pursuit, avoiding detection, taking down the enemies, finding key items and solving environmental challenges.

Hidden secrets encourage exploration and reward players for thorough investigation of the mansion.

-----description of game mechanics-----

Main Mechanics:

Exploration: Players navigate through the mansion, exploring rooms, corridors, and hidden passages to uncover secrets and progress through the story.

Puzzle-solving: Players encounter puzzles and challenges that require logic, observation, and critical thinking to solve. These puzzles may involve finding keys, manipulating objects, or deciphering clues.

Stealth: Players must avoid detection by enemies, such as security guards and the pursuing girl, using stealth and cunning to evade capture and progress through the game.

Environmental Interaction: Players can interact with objects in the environment, such as doors, switches, and furniture, to manipulate the surroundings and progress through the game.

Combat System:

While the game combat primarily focuses on stealth, players may encounter combat situations where they must defend themselves against enemies using melee attacks, stealth takedowns, or environmental hazards.

Combat encounters strategic, requiring players to use tactics and timing to overcome opponents without being shot down.

Rules:

Players must avoid detection capture by enemies.

Players must solve puzzles and overcome obstacles to progress through the mansion and advance the story.

Players may face consequences for their actions, such as triggering alarms or alerting enemies.

Controls:

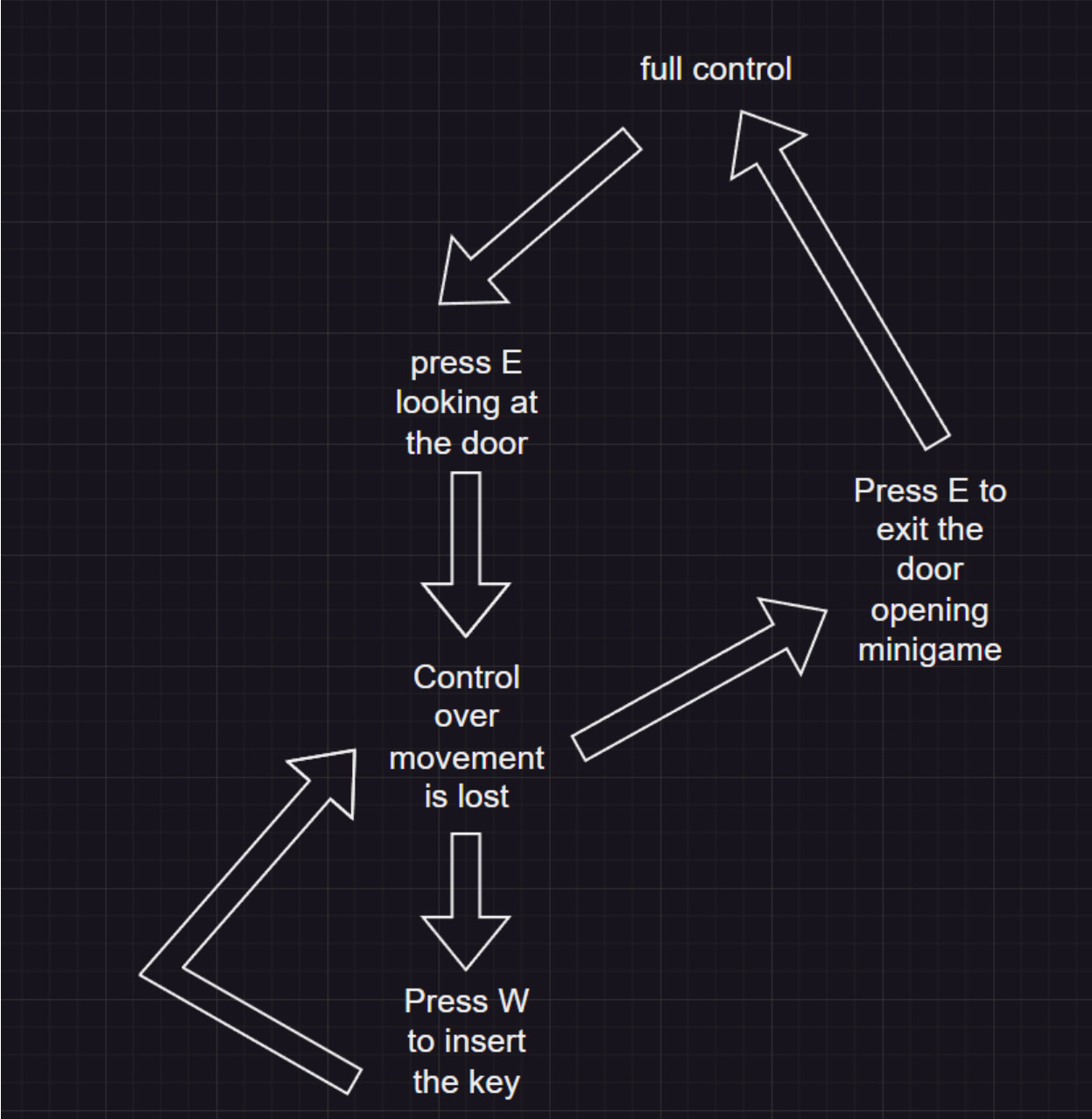
Player Movement: standard WASD, E to interact (start or end action), spacebar to skip the cutscene.

Actions with objects:

If player holds the key, he can approach the door and start the door opening minigame by pressing E when door says "press E".

E to grab the object. The key is taken and doesn't fall out unless E is pressed again, but the boxes require holding E.

Game modes:



Characters:

Raptor



Main character. Pet for a rich family.

The family



Girl(sitting), interested in paleontology. Parents(we only see them on photos). Will have AI for chasing the dino.

Security



Reference from web

Use the gun with tranquilizer darts to calm down the dino.

Will have AI for fighting the dino.

Interface:

Minimalistic, standard main menu, some screen messages, intoxication, stamina and health stats.

Camera zooms on the character when not walking.

Hudba a efekty: objects give sound effects when interacted with. Ambient antique melodies on mandolin, rain, etc.

Marketing Strategy:

social media, attending gaming events, launch on multiple platforms, early access.

Possible Extensions:

The open ending provides with a lot of opportunities for the story to be continued.