Of steel and springs

(Project: Grey)

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# Document change history

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| --- | --- | --- |
| Date | Name of writer(s) | Detail of change |
| 15/06/13 | Michael Laws | Started writing part 1 of the GDD documenting the concept, genre, target audience, game flow summary, look and feel and gameplay mechanics |
| 17/06/13 | Michael Laws | Finished part one of the document, started part 2 |

# Game concept

Of Steel and springs is a 3D point and click adventure game set in a post-apocalyptic world ruled by the clockwork creations of Marcus Harrington and Edward Canning’s “architect”; a combination of their personalities and experience as engineers. The game will follow the story of one of their “children” who refers to himself as Oliver. The game takes place in a world 480 years after the weapon known as the swansong was activated, covering the earth in a dense white chemical fog that slowly choked every living being to death and dried the seas. The residents of the new earth are robots living in large land masses called citadels. The player character is from citadel 7 and must find the architect and use its AI to create a machine to clean the earth before a comet holding ice crashes into the earth, with the potential of holding life.

The game could be split over multiple parts to make the game easier to build with a small team and also help us build funds to continue he series.

# Genre

Of Steel and springs is a new generation point and click adventure game from a 3rd person 3D perspective. The game will also take certain elements from puzzle games and even action games.

# Target audience

The target audience for this particular game would be a stereotypically white audience from the western world between the ages of 18 and 25 purely because of the content in the game and the localisation problems we would have for multiple languages. It would mainly be marketed to those in the lower middle class for purposes of entertainment and escapism.

# Game flow summary

The player needs to go through a series of areas to find the architect. To do this, they will have to collect items, solve puzzles and engage in conversation. The player character will be able to gain new abilities throughout the game like hacking, old world interfacing and different personality matrixes they can swap at will while in conversation which will help them progress through the game and branch the story to whichever route they so desire.

# Look and feel

The game will take on a stylised art style for both characters and environments as it is based off of a fantasy. Most of the environments will have a steampunk feel to them and areas outside the citadels will be littered with the ruins of the human world. The robots will have two classes based on the age of the unit. One group will run off of biomass like coal, oil, wood, plastics and the other group will run directly off of clockwork mechanisms so we will have to build the models to look like this vision. The world will be completely cloudless, meaning we will have to design a skybox to help us manage this or take one from another engine. We may have to design our own shaders to help us get the metal in the world to react to lights how we want them to. We could technically use specular shaders with a texture, but we will have to see how it all pans out.

# Game progression

The game will progress to newer areas when the player goes through the story, “unlocking” events in which they have to act a sequence and talk to people and solve puzzles. The game will go through a variety of small areas that make up a bigger area to make the game seem larger than it is. Think Megaton in fallout 3. One small city, in an empty map. If you get high enough, you can see that it’s just placed in a void, but because you’re in the walls, it looks normal.

The puzzles and pickups are what will ultimately let the player get through the game, without them, it sort of defeats the point and click element entirely.

# Mission/Challenge structure

The mission structure will normally consist of a string of puzzles disguised as missions. Like in the wolf among us, the mission to destroy the witch’s tree is actually a string of small but well thought out puzzles that the player must achieve to advance the dialogue and the story. They will be set out as “get to the control room” or “Check the android for damage” in which the player will have to go through a set number of tasks or puzzles to achieve an overall goal.

# Objectives of the game

The objective of the game, for the player, is found out after they get a vision from the architect. But from our point of view, the main goals for the player are to be able to learn things about totalitarian societies and the flaws in social constructs. Sounds a little hippy to some, but videogames are an expressive art form and we have the ability in such an art form to help the public learn about the world subconsciously from a different perspective.

# Physics

The game world will have very little that actually shows off the physics. But each character and objects will constantly have physics enabled on each of them to stop them from falling through the game world and to keep them off of certain objects.

# Movement

The player will move through the game differently depending on the platform used and what platform we can publish the game to.

PC/Mac/Linux:

The player will move with either the WASD keys or the UDLR arrow keys and interact with objects and people with the mouse.

PlayStation 3:

The player will move around the game with the left analog stick, move the camera with the right analog stick and their functions like interactions and inventory will be accessed by X and O.

Xbox 360:

The player will move around with the left analog stick and move the camera with the right analog stick as well as being able to use A and B to access their interactions and inventory.

# Objects

Objects in the game that can be interacted with will be highlighted or shown with a pointer with the item name and a list of commands the player can select from. They will mostly be static objects for the most part, as the player has to physically interact with them to get anything to take effect.

# Actions

Switches and buttons –

Switches and buttons will mainly be used in certain puzzles or to open doors and containers. They will be classed as interactive objects in the game and react the same way to input as other objects.

Interacting with objects –

Object interaction will work in a similar way to object interaction in games like the walking dead or the wolf among us with a “pop up” icon telling the player that the object is in centre view which is where the targeting crosshair would technically be.

Communication –

The dialog and communication used in the game will be used to further progress through the game. We will use a form of narrative I like to call “Holy shit, look at all these options” in which the player can react to anything said with any given number of responses, some funny, some serious and some plain stupid.