

EverDark.

"In the cold void of space, no-one can hear you scream."

Game Design Document

Written by:
Nickolas Micheletti
Mark Kawucha
Anjie Mackney
Mike Howie



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3.0 Gameplay

3.1 Game Description

EverDark is a first person RPG game that takes place in outer space on the GSS Eldritch. An alien life was released inside of the GSS Eldritch. Slowly, this alien species plagues the ship, latching onto crew members and mutating them into hideous monstrosities. With nobody to manage the systems, the power to the ship was cut, and the alien life spread across the entirety of the ship. A new recruit being taken to a planet to train was on board the Eldritch suspended in a stasis module. When the stasis module ran out of backup power a few days after the initial incident. He woke up, unknowingly trapped in this hellish nightmare, and must use his brains and brawn to make it out alive.

3.1.1 Story

The date is 46th of Auriel, 2143. The start of a new adventure. A new life, in the Galactic Protection Force. Leaving your home planet of Ilios on board the GSS Eldritch going to basic training at the age of 19. The trip will be a full month where you will be placed in a stasis module where you will be awoken 3 days before you arrive. You settle your things into your locker and greet the crew that will be taking you to your destination. You eat your last meal for one full month then get into your stasis machine. The lid closes and a wave of warmth rushes over you. Your eyes close as sleep is impossible to resist. Then **darkness**. Then as quick as the warmth came, it leaves. You wake up dazed and confused, have you arrived? Did you ever go to sleep? Is there a problem with the stasis pod? Then in front of you a monitor begins to play an introduction video. It says you will arrive at the planet Ahrul in 3 days. As the video plays and checks your vital signs it begins to skip and the voice alters. Then it stops. Silence. Text comes on your screen. You do not understand what any of this code means but you know one word, ERROR:. Then your pod opens.

3.1.2 Captain Charon's Journal

The player will find the Captain's Journal inside of his quarters located on the left hand side after leaving the Lobby. The Journal will read that the Captain joined a cult that worshipped the god Xipe Totec, an ancient god of death and master of plagues. The Captain writes about gaining his place among the followers, and even mentions on several occasions Xipe Totec even talked to Charon. Charon says that it was Xipe Totec that told him how to find the alien virus and how to control them for power. Charon needed to create an army for his god, and knowing he was assigned to the GSS Eldritch to take new recruits to the planet Ahrul would be perfect. The rest of the pages are unreadable due to blood and bile. It is believed to be from Captain Charon when he took on his new form.

3.2 Games Rooms



Stasis Room: The stasis room is where the player begins the game after waking up from their cryo-bed to find the room has been ransacked and the other pods remained closed. The power still works but it is very dark and hard to see. From the Stasis Room if the player moves East they will go into a hallway.

Lobby: The Lobby is where the crew of the ship used to sit around and relax. The player will be able to find a wrench here to use as a weapon for more damage. To the West the Cafeteria can be found and to the East the Living Quarters, Bathroom/Shower room and Engine Room can be found. There are two elevators in the Lobby, when the player enters the lobby for the first time they will open. Inside the elevator will be aliens that will see the player and move towards them. To the North is the North Wing where the Bridge, Infirmary and Lab are located.

Cafeteria: The crew used to eat here before the accident. The player will see flipped tables and chairs that were used as shields or as something to hide behind. The player will find bodies of crew here and some aliens that have remained in that area.

Living Quarter: The Living Quarters is where the crew of the ship slept. The beds attached to the walls giving them a floating look. Here the player will find the body of First Mate Jeff (see First Mate Jeff in Game Characters section for more details). The player can find a Tactical Vest in the Living Quarters to equip for more armour.

Washroom/Showers: This is where the crew would shower and take care of their personal hygiene. The player will find aliens here, The room will have stalls for toilets and showers.

Engine Room/Power Room: The room where the engine is located. It has been destroyed and is beyond repair. There will be aliens located in this room along with the secret Cache Key.

Infirmary: Where the crew of the ship would be treated by the ship's doctor. Here the player can find some first aid kits. The door that lead to the Storage Room is closed due to fire.

Lab: Where the ship's scientists experimented on how the everyday items and even life reacted to space. There the player will find a secret code that will unlock a teleporter in the storage room.

Captains Bedroom: Here the player will find Captain Charon's journal. The player will be able to read some of the pages that are not destroyed.

Bridge: The bridge was where Captain Charon spent most of his time. After releasing the alien virus he mutated into the games boss. The Player must defeat him to advance to the end of the game.

Escape Pod Room: The final room the player must reach to complete the game. This room is located East from the Hallway. They need the master key card which is dropped from the final boss.

Vent: The vent allows the player to have access to the storage room. The vent is located in the cafeteria. The vent can be accessed at any point in the game

Storage Room: The Storage Room is accessed by the player crawling through the vent due to the fire doors being activated. There the player will find a teleporter that they will need to find the passcode to access the Arms Depot.

Arms Depot: The Arms Depot is access by the player using the teleporter in the Storage Room. While in the Arms Depot the player will find the plasma cutter in the secret cache.

3.3 Game Items

Laser Pistol: **The Laser Pistol has been removed from the game due to the removal of ranged attacks.**

Wrench: The Wrench is an equippable weapon that the player finds in the Lobby that they are able to take. The Wrench will increase the players damage by 7.

Tactical Vest: **Tactical Vest has been removed from game due to no inventory system being completed to be able to equip and unequip item.**

Med-kit: Med-kits are found all around the ship. They increase the players health by 10 points. The rooms they are located in are Stasis Room, Storage, Infirmary, Living Quarters, and the Bridge.

Master Key-Card: The Master Key-Card is dropped by the boss on the game Captain Charon

Security Baton: **Security Baton removed from game**

Plasma Cutter: This is a secret item that is located in the Arms Depot. To get the Cutter the player will have to find the Cache Key. The Cutter can be equipped as a weapon and has the highest amount of damage in the game increasing the players damage by 20.

Stasis Top: **Removed From Game**

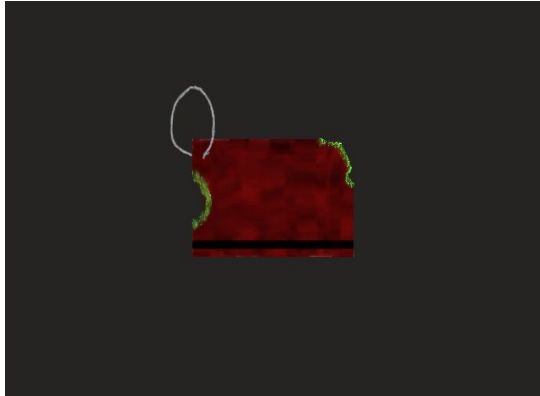
Stasis Bottom: Removed From Game

Identification Card: Removed from game due to no inventory system

Pass Code Note: Not needed in new game

Cache Key: Not needed in new game due to sword being on floor of arms depot

Captain Charons Journal: The Journal that belonged to Charon before he changed into an alien. It will tell the player about the alien infection



Master Key Card



Wrench

3.4 Player

The main character of the game is named Casey Parker, they are a new recruit aboard the ship GSS Eldritch on route to training. The player takes control of them after they have been awoken from their cryogenic sleep. The player has several stats to look after.

Health: The players health is set to 100. When the player gets into a fight they will lose health when attacked. As the player loses life the screen will tint red. The darker the red, the more HP they player has lost. If the players health hits 0 then the player will die. When the player dies they will go into game over where they can start from the beginning again.

Attack: The players attack while having nothing equipped is their level (1 at start). When they have an item equipped the items affect will be added to the damage.

Sanity: Removed from game as it did not fit in with the real time combat and gameplay style that Everdark now is.

3.5 Enemy's

Alien Parasite: The Alien Parasite is a small enemy that took over the crew of the spaceship. The player will run into these enemy and have to kill them. They move around randomly, The AI will choose a spot around them within 500 units and move there. Once the unit reaches there it will change to a new spot within 500 units. When the Alien Parasite sees the player it will move towards the player jumping when its in range to attack the player. The Alien Parasite has 10 HP and does 1 damage.

The Unforgivable: These are members of the crew that are in the middle of their transformation into aliens by the alien parasite. They are called The Unforgivable due to eating the bodies of their own crew mates. They have 65 HP and hits for 7 damage. They walk very slowly or standing still while covering their face until they see the player where they will sprint towards them. The player can sneak by them by crouching as they cannot see that well.

Infected Crew Member: The Infected Crew Member once worked on the ship before the infection outbreak. The Alien Crew Member will patrol back and force based off of waypoints until detecting the player. Once they detect the player they will begin chasing them. The player can out run the Crew Members, once they have outran them the Crew Members will return to patrolling. The Alien Crew Member has 50 HP and hits for 3 damage.

Captain Charon: Was the Captain of the ship but is now the final boss that the player must defeat to get the Master Key Card and complete the game. He is the boss in the game and drops the Security Baton. When the player enters the bridge to face Captain Charon there will be a voice line said by the Captain. This shows that the Captain still has control of his own mind even though his body has transformed into an alien. The Captain will have 100HP and does 10 damage per hit..

Chaser: A monster that knows where the player is at all times and will chase the player around. Different events in the game may spawn these monsters. One event for spawning a Chaser will be when the player walks into the Cafeteria a load roar will be heard in the distance as the Chaser Spawns. This Chaser will spawn in the Engine Room and make their way towards the player. When the Chaser is in range they will jump at the player to attack them. The Chaser will have 120HP and inflicts 15 damage.

Torso: ~~Removed from game due to time restraints.~~



Alien Parasite Concept

3.6 Combat

Combat will be a hack and slash type style where the player can attack by clicking constantly. The player will need to look out for the enemies attacks as they will get hit if they run in and don't think tactically. The players damage is based off of the weapon that they are using. The player will be able to get better weapons as they make it father into the game.

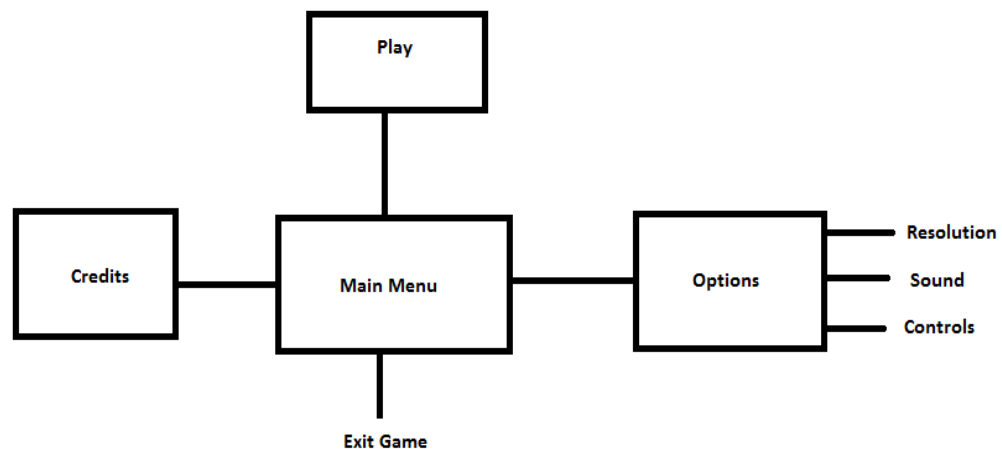
3.7 Audio

The audio in the game will be around the idea of being suspenseful. Trying to keep the player on edge the whole time. The background noise will be eerie and quiet. Allowing the player to still be able to hear the background sound but for it to not drown out the rest of the game. The background sound will consist of ambient sounds. An example of these sounds would be a low electrical hum, a faint alarm going off in the distance.

All monsters/aliens will have noises that they make during gameplay. When The Unforgivable see the player they will let out a loud scream before sprinting towards them. Captain Charon will have some voice lines. They will be distorted as he has been taken over by the alien parasite. Infected Crew Members will make alien noises as they move around. These sounds will be made during the production of the game. The Alien Parasite will make a loud pitch noise as they jump at the player. Giving the player a warning and letting them know they are attacking. When the player attacks they will make a grunting noise, along with the sound of their weapon hitting the enemy they are attacking.

The menus will have a futuristic style of music playing over it. All the menus will have the same sound track playing on it. When they players moves the pointer it will make a ping type noise. When the player clicks on play there will be a screech/roar sound effect.

3.8 Menus

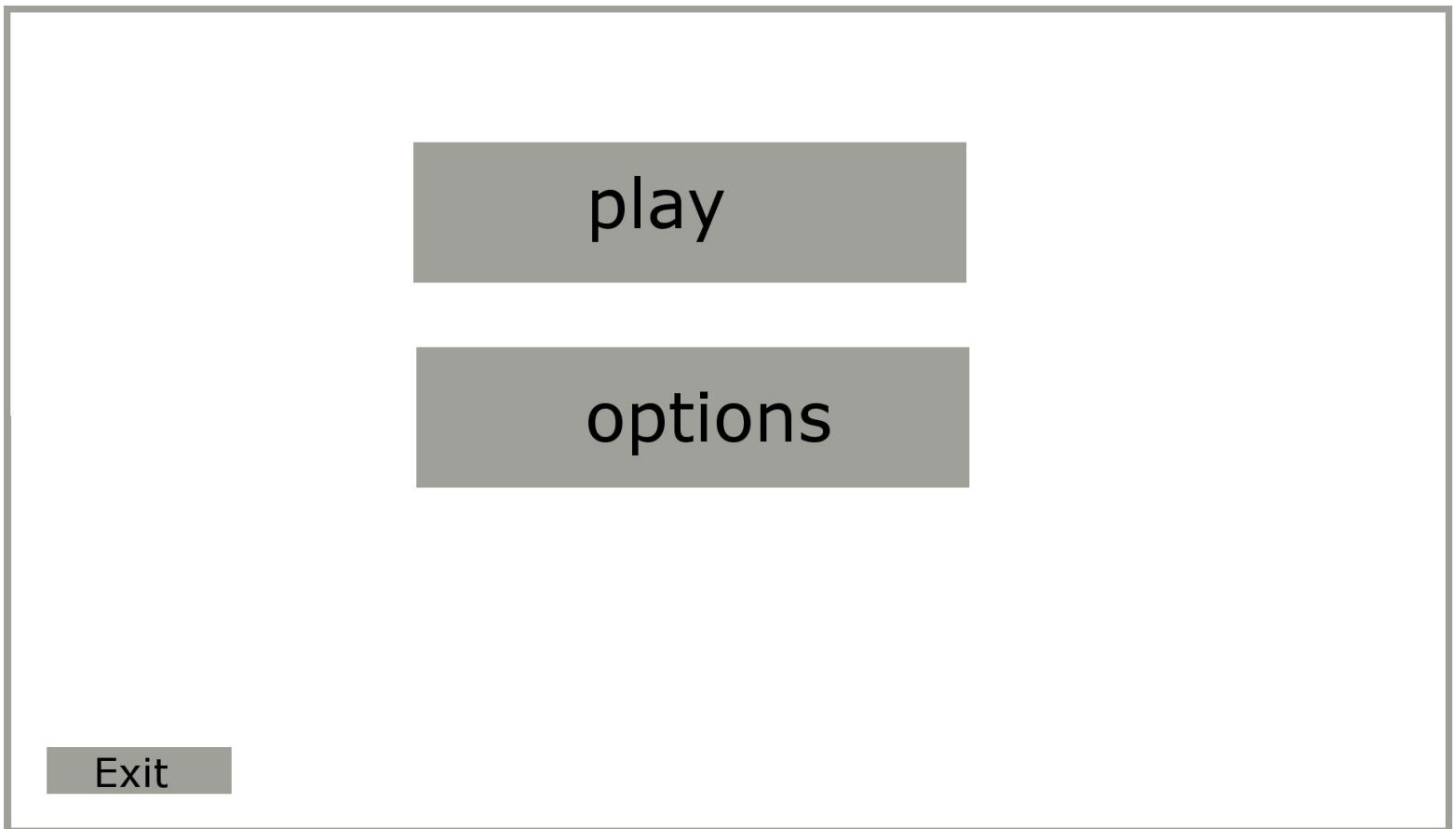


3.8.1 Main Menu

Main menu will have Play, Options, Credits and Exit Game. Pressing Play will bring the player into the game starting with the beginning story. The player can skip the story at any time. If the player skips the introduction to the game they will go right to them waking up. Pressing Options will take the Player to the Options Menu. There they will find Resolution, Sound and Controls. Pressing Credits will show the team members and what they did. Exit Game will ask the player if he wants to exit. If yes is pressed the game will close/quit.

3.8.2 Options Menu

The Options Menu will have Resolution which allows the player to choose and change the resolution the game plays in. This will be in a drop down menu that will have options there for the player to choose from as well as making the game fullscreen. Sound will also be in the options menu allowing the player to turn down the sounds in the game or muting them over all. There will be a easter egg that when the player checks the mute check box a chicken sound effect will play. Finally there is Controls, Here the player can change their control layout of attack and interact.



Main Menu Concept

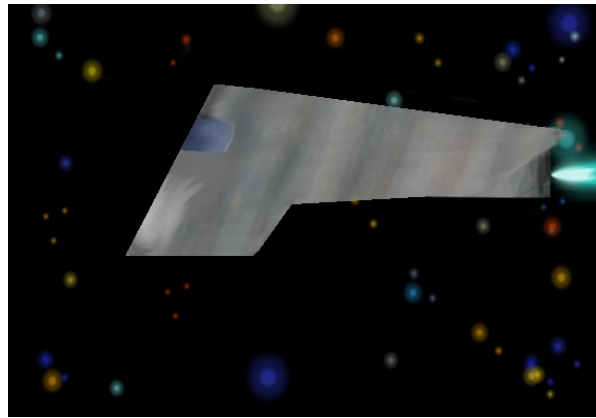
3.8.3 In Game Menu

The In Game Menu will show the player their stats, equipment along with health and sanity. Since the player will not be able to see what their health or sanity is while playing they will need to find a safe area to check the In Game Menu. This will add a challenge to the game along with jump scares as the player could be checking their inventory and be attacked.

3.9 Concept Art



Plasma Cutter



Space Ship



Escape Pod

3.10 Easter Eggs

First Mate Jeff: First Mate Jeff who is found in the Living Quarters dead with a note that reads “Overwatch Sucks!”. This is a joke about our teachers love for the game Overwatch. First Mate Jeff was originally going to be found in the elevator in the lobby with the same note but we decided to move him to the Living Quarters. **First mate Jeff removed from game. TV with first mate jeff on it is floating outside of the bridge window along with a message that reads “Fuck Overwatch” that can only be seen from the bridge window if the player looks up.**

Storage Room Button: **Removed from game due to arms depot being open and not needing teleporter.**

Mute Sound Effect: When the player presses mute on music and sound effects a chicken noise will play to mock the player for being scared,

4.0 Schedule

Week 1: Idea of game expanded on. Menu concept created. AI work started. Camera work started and animation work started. GDD Typed up and finished

Week 2: Alpha of game created. AI very basic but working. Level design started. Textures and materials for game created and named. Introduction to game completed. Main menu completed and sounds added to menus.

Week 3: Beta of game done. AI done, some bugs still. Removal of game mechanics due to not fitting in. Base level done, furnishing needed along with texturing. Mechanics of game done, some bugs. In game sounds added.

Week 4: Gold copy of game completed. Game polished. Bugs fixed. Level completed along with furnishing, textures and lighting. Pause menu completed. In game sounds finished.