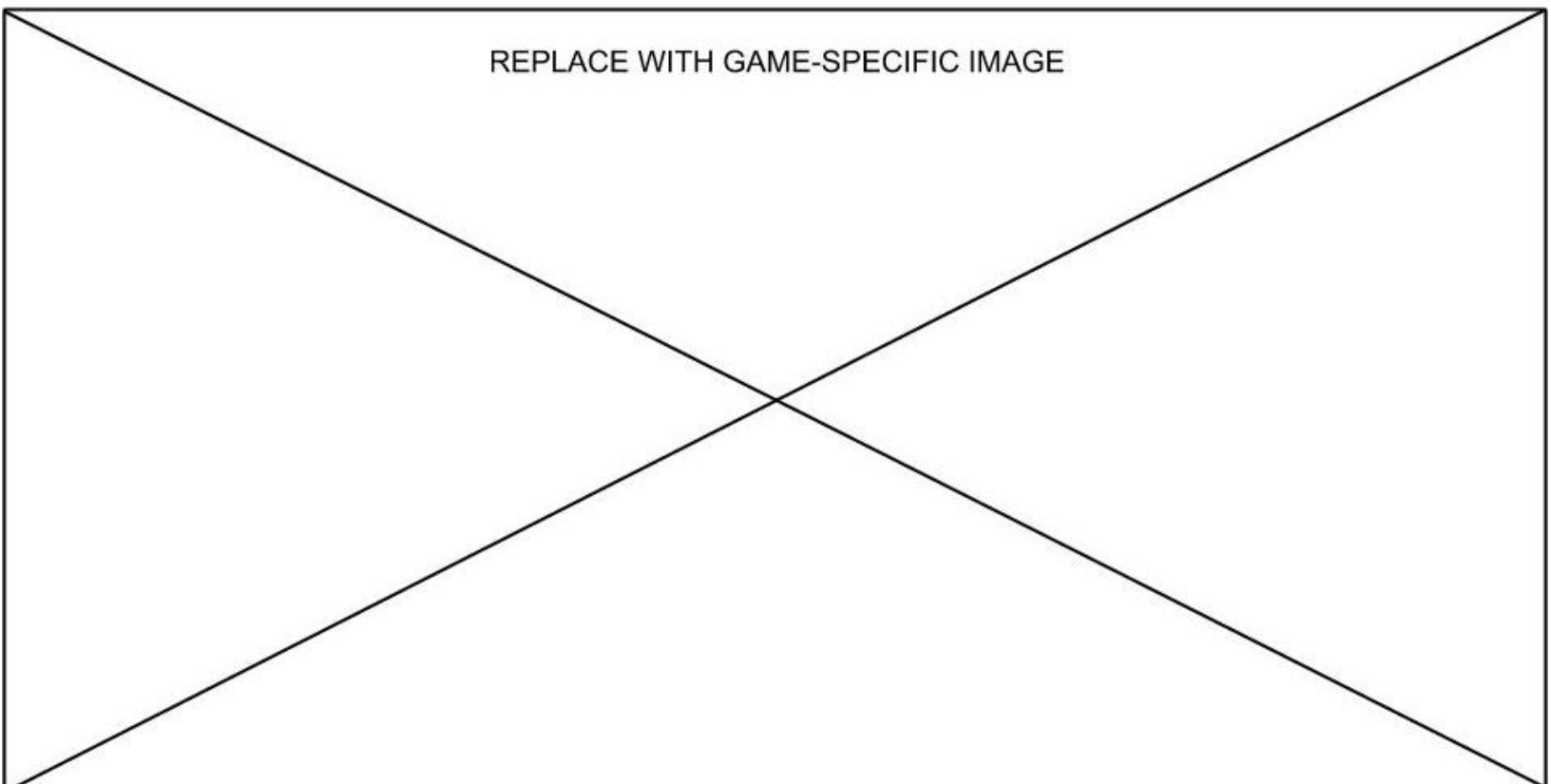


GAME DESIGN DOCUMENT

REPLACE WITH GAME-SPECIFIC IMAGE



Citation for image placed here (name, date) if not created by team.

Through My Father's House

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High Concept

In *Through My Father's House*, the player follows a young man, John, as he walks through the house of his recently deceased father, who died early from complications with alcoholism. As John walks through the house, he sees the good and the bad of his father. He loved his father and must deal with the grief—and anger—of his father drinking himself into an early grave. There is also a feeling of relief, which he feels ashamed of, that the nightly drunken tirades and verbal abuse are over. The player will witness a struggle of inner conflict about the complicated relationship between a father and a son.

Mission Statement

To provide a cathartic experience for people who have had addicted family members and struggle to reconcile their complicated feeling surrounding their relationships in life and subsequent emotions after death.

Player Hook

A walking sim where you walk through your recently deceased father's house for the last time. You pick up objects of significance between you and your father that triggers emotional scenes for the character.

Game Vision

Unique Selling Points

- The ability to pick objects up and trigger visual and audio memories, some good, some bad, that signify an important part of the relationship of an addicted parent and thier family.
- Learn about how addiction can complicate the grieving process.

Audience

This game targets a subset of the population based on their experience and not their age. Anyone who has had similar experiences as John in the story is the target audience.

Genre

Walking Sim

Rating

ESRB Rating T for TEEN.

Platform

This game will be released for PC on Steam.

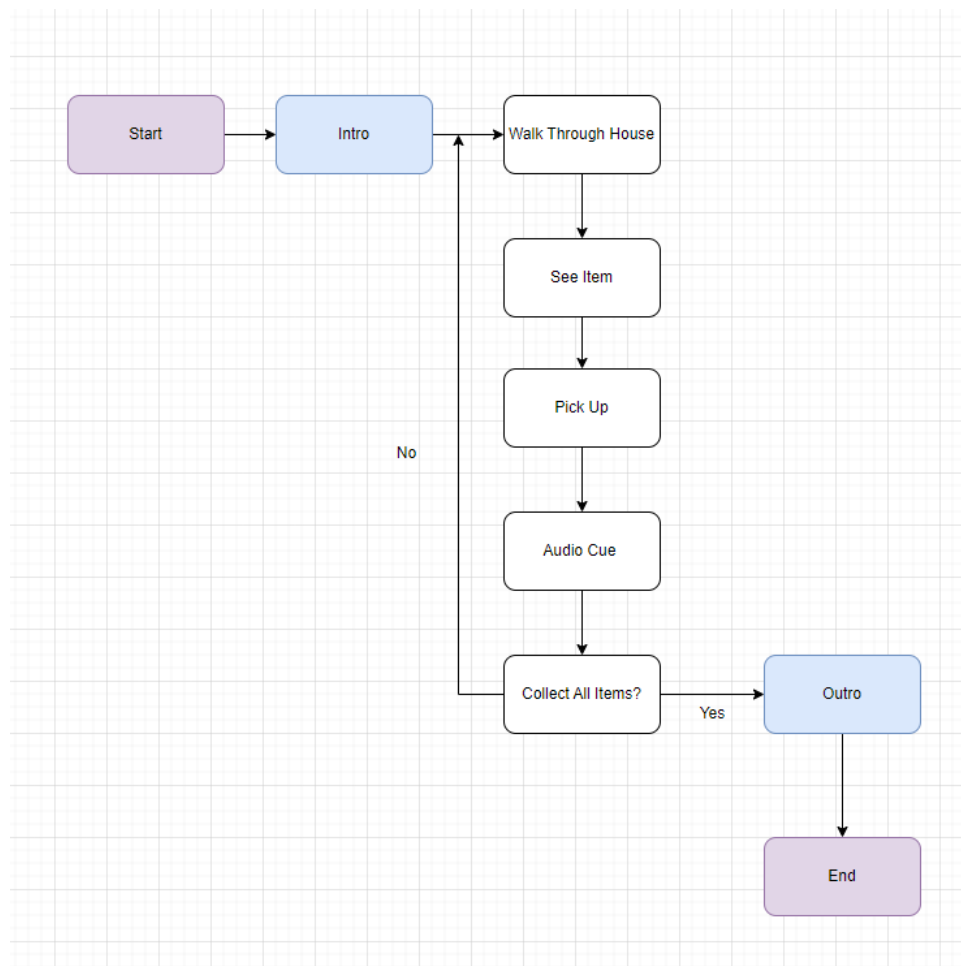
Software

Unreal Engine 5
FL Studio
Excel
Final Draft 11/12
Maya
Substance Painter
Procreate
Paint Tool SAI
Adobe Photoshop

Gameplay & Mechanics

Overview of Gameplay

Walking Sim with interactive objects which trigger 2d panel artwork cutscenes with accompanying audio. Memory cutscenes can be accessed after the player initially finds it through a Journal system.



Gameplay Guidelines

Do	Don't
Create an emotional journey through complicated memories and feelings	Overload the player with emotional input which makes them shut down or stop playing.
Make the player understand the complications of addiction and the early death it can lead to.	Devalue the grief process.

Player Experience

An immersive player experience in which the player walks through a house and the memories contained within, helping the player-character sort through his complicated feelings surrounding

the death of his alcoholic father. The game should provide insight to people who have never experienced this, but also provide a cathartic experience for people who understand all too well how complicated these situations are.

Core Player Actions

This game is a walking sim. The core player actions are movement: forward, backward, left, and right; interaction with objects in the house; seeing/hearing the memories associated with the objects in the house; and revisiting the memories—as desired—via the log system.

Goals

Main Goal: Gather all the items to see the complete story

Sub Goal: Listen to memories with interaction between father and son

Moment-to-Moment: Walk around the house picking up items

Rules

1. The Player will use WASD to navigate John through the house.
2. Objects which the player can interact with will have a white outline around them, giving an indicator that they are different from everything else.
3. Interactable Objects can be selected using LMB.
4. 10-15 objects in the house will trigger a memory when the player interacts with them.
5. 10-15 other objects will NOT trigger a memory, but will instead have narrative attached to them.
6. When memories are activated they will trigger a narrowing of the screen from 16:9 to 4:3 aspect ratio.
7. When memories are activated the appropriate audio and art work which are assigned to the memory play.
8. Returning from a memory will return the player to the moment when they entered the memory state.
9. Memories will either be **Happy**, **Sad**, **Traumatic**.
10. When a **Traumatic** memory is triggered, the color pallet will be in dark tones and reds.
11. When a **Traumatic** memory is triggered, the edges of the screen will be visually frayed/dimmed to give a claustrophobic feel.
12. When a **Sad** memory is triggered, the color pallet will be in cool blues and grey scale.
13. When a **Happy** memory is triggered, the color pallet will be in bright colors in warm hues.
14. When all the memories have been collected/viewed, the final cut scene is triggered.
15. Accessing the main menu pauses the game play/memory in progress.
16. Returning from a paused state will return the player to the moment the game paused.
17. Leaving the game state before completion will save player data.

18. Returning to the game after leaving before completion will return the player to the moment they left the game state.

Control Scheme

Based on the platform chosen, provide a written control scheme, along with an image that illustrates the control scheme as described.



Systems

Log System

- Upon collecting an interactable item the object is added to the player's journal. A notification will be shown at the bottom left of their screen letting them know the item has been added followed with an audio cue
- The journal is represented as a UI Book in which the player can interact with and look through
- Objects that are added to the journal can be replayed by hitting the play button next to the object.

Flashback System

- When collecting an object that has a memory attached to it, a cutscene will play with the memory of the player.
- Flashbacks are 2D panels which will show the interaction between the father and the son

Narrowing Screen System

- The narrowing of the screen is only activated when the player reminisces on a bad memory.
- Reminiscing on a bad memories the camera will shrink to 4:3 for the duration of the cutscene
- Player's controls will be limited to only letting them access the pause menu and continuing a cutscene. The player will not be able to move the character model or return to the gameplay until the cutscene is complete.
- Once the cutscene has been completed, the camera will return back to 16:9 and fade back into the gameplay.

- All the controls afforded to the player will return once returning to the gameplay

Save System

- Game auto-saves when picking up a object that triggers a cutscene. {NEEDS CLARIFICATION}.
- Player variables to save
 - User Settings
 - Sounds
 - Master
 - SFX
 - Music
 - Brightness
 - Camera Sensitivity
 - Game Quality
 - Quality Presets
 - Shadows
 - Textures
 - Anti-Aliasing
 - Post Processing
 - Fullscreen/Windowed
 - Player's location/checkpoint
 - Collected Items

Object Breakdown

Object Name: John

Object Role: Player Character

Object Apperance: Only hands and arms visible to player camera while walking through the house... If a reflection in a mirror is a thing, then John is a man in his 20's of average height and weight. Further details are at artist discretion.

Object Name: House

Object Role: Provides a space for the player to walk around and interact with objects.

Object Apperance: Typical 2-story suburban home of the 1990's style. See floor plan in level mock-up.

Level Design & Worldbuilding

Worldbuilding: Setting Overview

It is circa 2010. You are a young man in his early 20's named John. You've just arrived at the house of your recently deceased father who died from complications with his alcoholism. Standing in front of the house, you realize the last time you were in this house was the day you graduated high school. You realize that from the outside everything looks completely normal: a comfortable home for a moderate sized, middle income family with pristine yard, white picket fence, and immaculate flower beds. Inside, the house looks exactly like it did the day you left, as if the house existed in some sort of time vacuum. Every step you take into and through the house bring back memories, both good and bad.

This is the home you grew up in. There is the picture from your little league championship the year your father was your coach. And right next to it is the sofa where your father, on more than one occasion got so drunk he puked on himself, leaving it up to you to clean him up and drag him to bed. Memories permeate the very walls around you, and you..... don't know how you feel about any of it.

Level Overview

The entire game takes place inside a single two story, suburban home. See floor plan below for suggested layout.

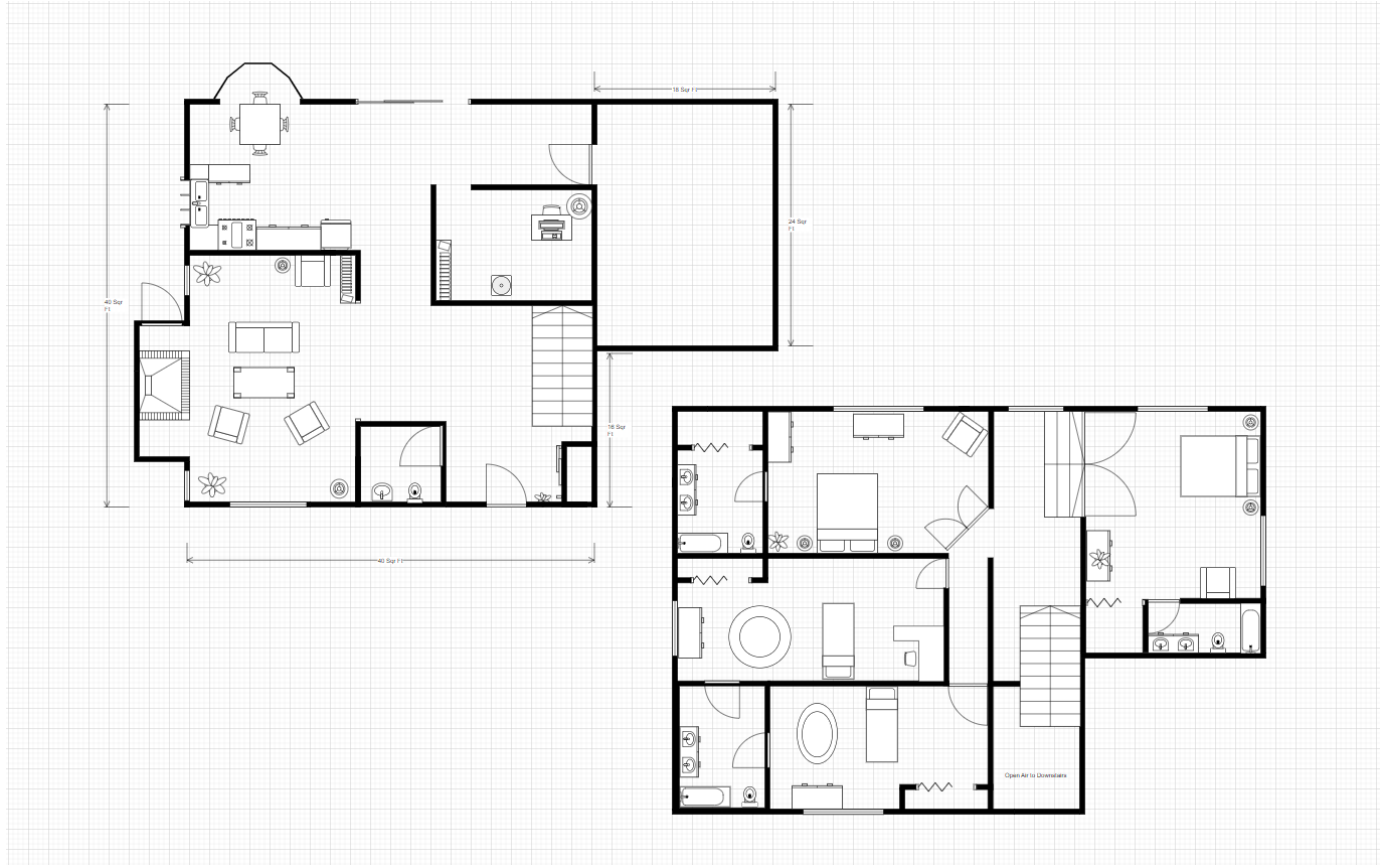
Updated and Detailed: [Here](#)

Item Name	Location	Audio	Narrative	Art
Item 1 Plastic Pumpkin Halloween Pale (Trauma)			Dad was drunk while taking the boys Trick or Treating. He was sloppy, stumbling around and being belligerent with other families as they passed by. John ended up having to babysit his father.	
Item 2 - Little League Trophy (Happy)			Young John and a cheering crowd of boys rallies around John's father. In the background, hung on the chainlink fence, is a homemade sign which reads "State Championship:	

			Go Tigers!" It was the only year John's dad ever coached his little league team,	
Item 3 - Kitchen/Dining Room Table (Trauma)			A family dinner has turned sour. Dad is drunk and is yelling at the rest of the family because one of the kids (or both of them) didn't have an appetite. "You don't appreciate how hard I work to put food on your plate!"	
Item 4 - N64 Gaming System (Happy)			An ecstatic John hugs his father, a half-unwrapped Christmas present in his Glap, the N64 logo just visible in the opening of the wrapping paper.	
Item 5 - Report Card (Trauma)			A report card lies half-forgotten on the kitchen table. It shows all A's and one C. John stands next to the table, head hung low, his father screaming about how worthless and stupid his child is,	
Item 6 - Car Keys (Trauma)			John and his father are in an argument. John's father wants him to drive him to the store to get more booze, but John refuses.	
Item 7 - AA Coffee Mug (Happy)			John and his father sit at the kitchen table, his father sips coffee out of a mug with the writing "1 mo Sober" on it. John sips a soda. The scene is calm and each clearly is just enjoying the other's company,	
Item 8- A collection of Tequila bottles (Sad)			John picks his father up from a Mexican restaurant. He's drunk and proudly shows off the bottles of tequila he won for drinking the giant margarita the fastest. When asked why was he drinking at all "I had to. It would have been rude not to celebrate with my clients."	

Item 9 - Apartment Complex Brochure (Sad)			John shows his mother the brochure from the apartment complex he is moving to. She cries and begs him not to leave her alone with his father.	
Item 10 - Sofa (Sad)			John arrives at home after receiving a call from his mother, His dad is passed out on the living room sofa, vomit dribbling from his mouth and splashed down the front of his shirt. John cleans him up and puts him to bed.	
Item 11 - Chair on Back Porch/Desk (Sad)			John confronts his father about how he is drinking himself into an early grave, His father is, at best, apathetic to the notion.	
Item 12 - Hopital Wrist Band (Sad)			John's father lays intubated in a hospital bed. He sees John standing by the door and tries to motion him over. His eyes clearly show he wants to yell at John but can't because of the inconvenient tube in his mouth.	

Level Mockups - Floor Plan

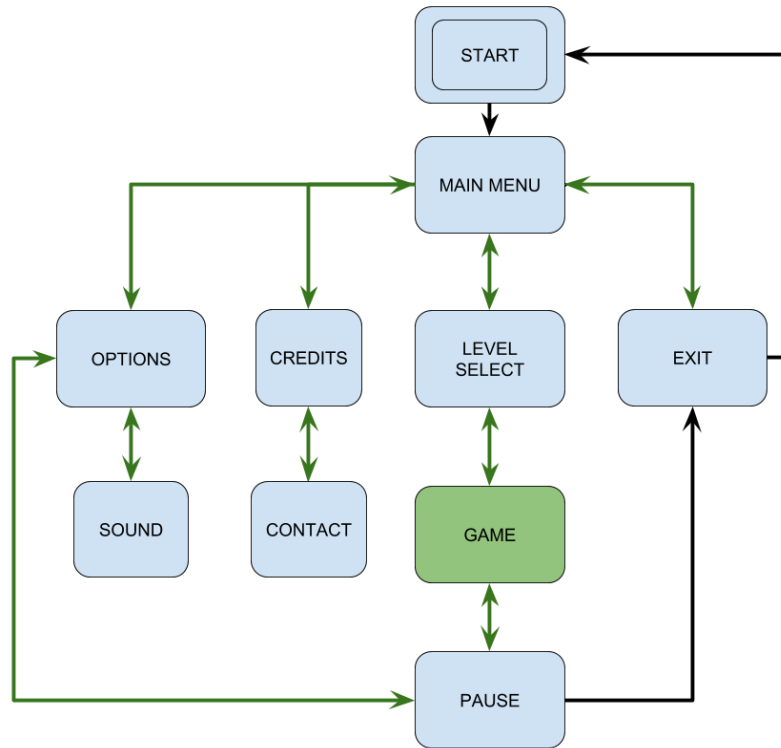


User Interface Design

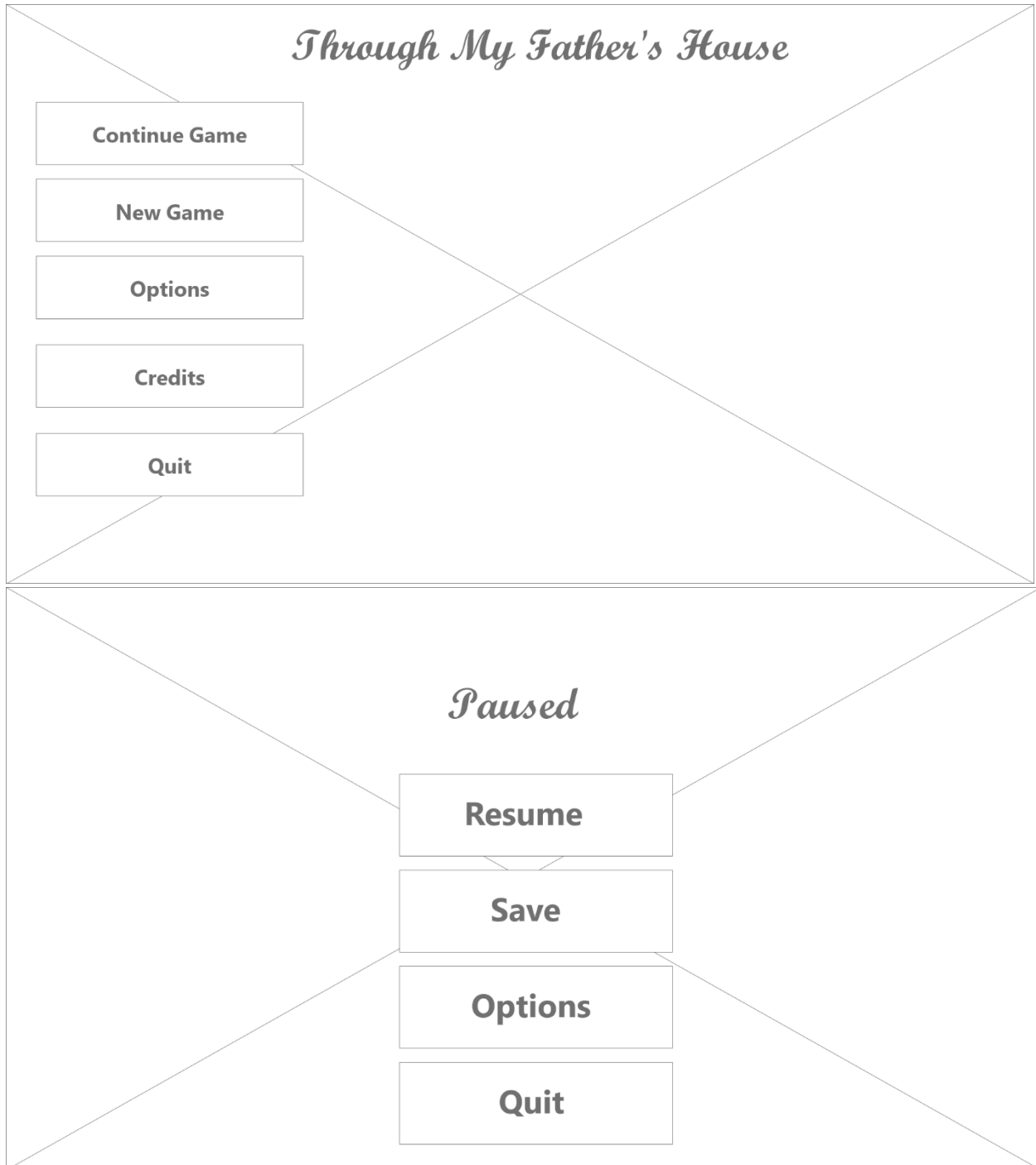
Aesthetics

The home is well put together and exemplifies the ideal suburban home, complete with white picket fence outside and tree with a tire swing in the back yard.

Flow Chart



Wireframes



UI Animations

Fade In:

- Whenever a menu is selected, it triggers a fade in animation for all of its components, such as buttons, text, sliders, etc.

- Animation consists of sliding in elements from the left (buttons, sliders, text) or the top of the screen and increased opacity from fully transparent to opaque.

Fade In Blur:

- Only triggers once when player goes into a menu
- Triggers once at the same time as the fade in animation but only if the background isn't already blurred

Visual Clarity & Feedback

The menus display the buttons clearly on a blurred background, to make the menus stand out. This applies to in-game backgrounds too whenever the game is paused.

A few implementation notes:

- The background blur is faded in along the rest of the UI animations.
- Transitioning from a menu that has a blurred background to another will also keep the background blurred instead of triggering the fade-in animations.

Narrative Design

Plot Outline

Supplemental Sheet Missing

Characters

Supplemental Sheet Missing

Script or Storyboards

Script:

Opening Cut Scene 2010 (present day) John arrives at his father's house. He is on the phone with his wife. "Why does it have to be you?" "Because I'm the only one who can." "You mean the only one who will."		
Plastic Pumpkin Halloween Pale - Trauma 1990 - 7 years old Dad was drunk while taking the boys Trick or Treating. He was sloppy, stumbling around and being belligerent with other families as they passed by. John ended up having to babysit his father.	Report Card - Trauma 1998 - 15 years old A report card lays half forgotten on the kitchen table. It shows all A's and one C. John stands next to the table, head hung low, his father screaming about how worthless and stupid his child is.	Apartment Complex Brochure - Sad 2001 - 18 years old John shows his mother the brochure from the apartment complex he is moving to. She cries and begs him not to leave her alone with his father.
Little League Trophy - Happy 1992 - 9 years old Young John and a cheering crowd of boys rallies around John's father. In the background, hung on the chainlink fence, is a homemade sign which reads "State Championship: Go Tigers!" It was the only year John's dad ever coached his little league team.	Car Keys - Trauma 1999 - 16 years old John and his father are in an argument. John's father wants him to drive him to the store to get more booze, but John refuses.	Sofa - Sad 2003 - 20 years old John arrives at home after receiving a call from his mother. His dad is passed out on the living room sofa, vomit dribbling from his mouth and splashed down the front of his shirt. John cleans him up and puts him to bed.
Kitchen/Dining room table - Trauma 1994 - 11 years old A family dinner has turned sour. Dad is drunk and is yelling at the rest of the family because one of the kids (or both of them) didn't have an appetite. "You don't appreciate how hard I work to put food on your plate!"	AA Coffe Mug - Happy 2000 - April - 17 years old John and his father sit at the kitchen table, his father sips coffee out of a mug with the writing "I'm Sober" on it. John sips a soda. The scene is calm and each clearly is just enjoying the other's company.	Chair on Back Porch/Deck - Sad 2010 - 27 years old John confronts his father about how he is drinking himself into an early grave. His father is, at best, apathetic to the notion.
N64 Gaming System - Happy 1996 - 13 years old An ecstatic John hugs his father, a half-unwrapped Christmas present in his lap, the N64 logo just visible in the opening of the wrapping paper.	A collection of Tequila bottles - Sad 2000 - Cinco de Mayo (May 5th) - 17 years old John picks his father up from a Mexican restaurant. He's drunk and proudly shows off the bottles of tequila he won for drinking the giant margarita the fastest. When asked why was he drinking at all "I had to. It would have been rude not to celebrate with my clients."	Hospital Wrist Band - Sad 2010 - 27 years old John's father lays intubated in a hospital bed. He sees John standing by the door and tries to motion him over. His eyes clearly show he wants to yell at John but can't because of the inconvenient tube in his mouth.
End Cut Scene 2010 (present day) John walks to the desk in his father's office. He sits down and opens his father's address book. He opens to the page with an entry labeled "Mom." An elderly woman answers the phone and John says "Hi, Grandma.... I have something to tell you..."		

Figure 1 [Serious Games Track - MFH - Beat Sheet](#)

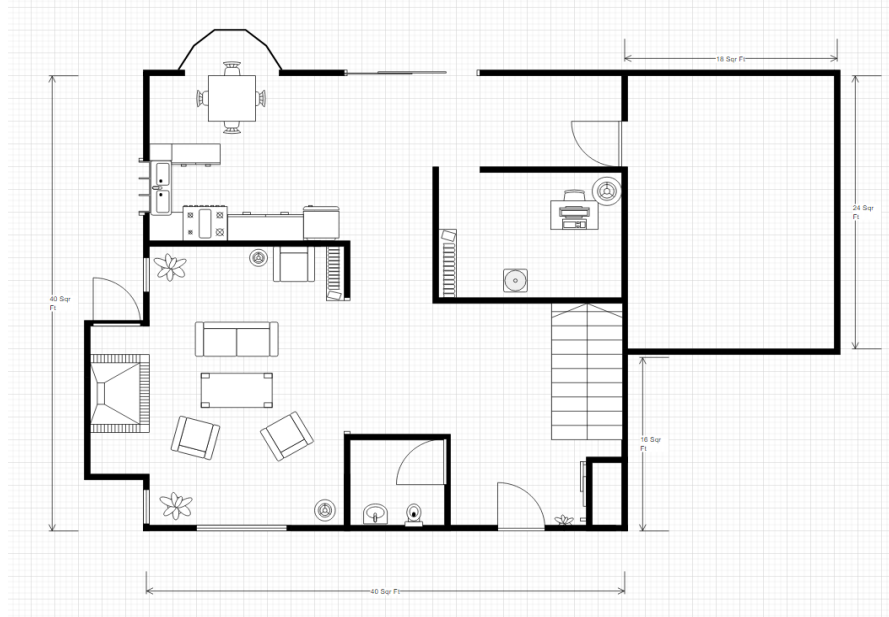
Storyboards: (For games without spoken dialogue/extensive narrative). Illustrate beat-by-beat gameplay in the correct perspective, from the player's POV. Panels should be in the aspect ratio planned for the final product.

Asset List

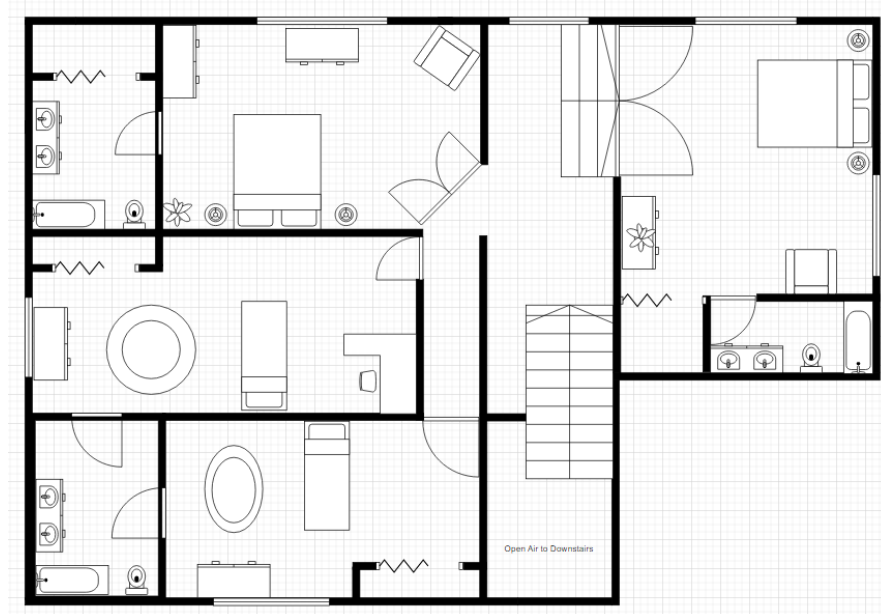
Include all necessary assets for the game to be created. All 2d and 3d assets, including animations and textures, would be included beneath visual assets. All sound effects and music would be auditory. Provide descriptions and hyperlinks to examples, as needed.

Visual Assets

1. Inside House
 - a. First Floor



b. Second Floor



2. Outside House
 - a. Porch
 - b. Backyard

Auditory Assets

1. Ambient sounds
 - a. Wind
 - b. Wood creaking
 - c. Light Flicking Noices
2. Music

- a. Main Menu
- b. Pause Menu
- c. In-Game
 - i. Happy Cutscenes
 - ii. Sad Cutscenes
- 3. Interactable Objects
 - a. Player narration from the list of interactable objects
- 4. Player Interactions
 - a. Player Pickuping Objects
 - b. Player Walking
 - c. Player's voice acting
 - d. Player's emotional dialogue

Minimum Viable Product

The minimum viable version this game would be 3 interactable objects that don't cut to cutscene and 3 objects that have cutscene. The game would only have a first floor and an outside porch to cutdown on the amount of assets needed to make the game. Finally the cutscenes themselves would be 2D rather than 3D which lowers the times for 3D assets to be made.

Wish List (Backlog)

- 1. New Game + Mode.
 - a. After completing the main story the player has the opiton to play the new game + mode where the story focuses only on the player and gives more background about the player who you play as
- 2. Dynamic 3D Menus (User Interface)
 - a. The menus, when accessed from the Main Menu, navigate the house John explores in the game, or alternatively make an entirely new level that guides the player through doors whenever they press a button in the menus.
 - b. When the menus are accessed in-game (when the player is John) then they become parts of the journal, and each new menu is a separate page in the journal.

Reference Images



References

If applicable. Any sourced content (images, text, data, etc.) that has been utilized in the documentation should be cited where used, and the appropriate reference placed here.