

# Forsaken

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## Game Design Document

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# Introduction

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The goal when designing this game will be to create an atmosphere of confusion. We want to make a horror game that doesn't rely on zombies or combat to propel the story. Forsaken will be about disorienting the player as they navigate an abandoned insane asylum looking for a way to escape. The plan is to have objects the player can interact with to solve puzzles throughout the asylum. In order to accomplish this idea, the asylum will need to be large enough to send the player looking for the necessary items. The asylum will be three floors, including the basement.

# Game Introduction

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You wake up from a daze in a place you've never seen. The only sound that can be heard apart from your racing heart and heavy breathing are the echoes of a dripping pipe in the hall.

This place is clearly abandoned and has been for quite some time. There is only one objective: escape. But this place seems almost alive, and it feels like it isn't quite done with you.

Forsaken is a first-person horror survival game set in a seemingly abandoned asylum. The main character has no idea how s/he got there, but definitely wants out. Someone seems to have ideas about you leaving their sphere of influence however and the entire asylum, including its architecture, is following their whims. The only escape is the front door of the asylum, but an electronic lock keeps patients from escaping in the event of a power outage. The power *is* out, and the asylum's emergency generator is long out of fuel. Somewhere in the asylum, there has to be a way to get that generator going. Standing in your way is the asylum itself, which alters itself and warps reality to keep you precisely where it wants you, as well as a small girl who wanders the asylum aimlessly, almost as if desperately searching for someone with whom to 'play.'

# FAQ

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- *How long does the game take?*

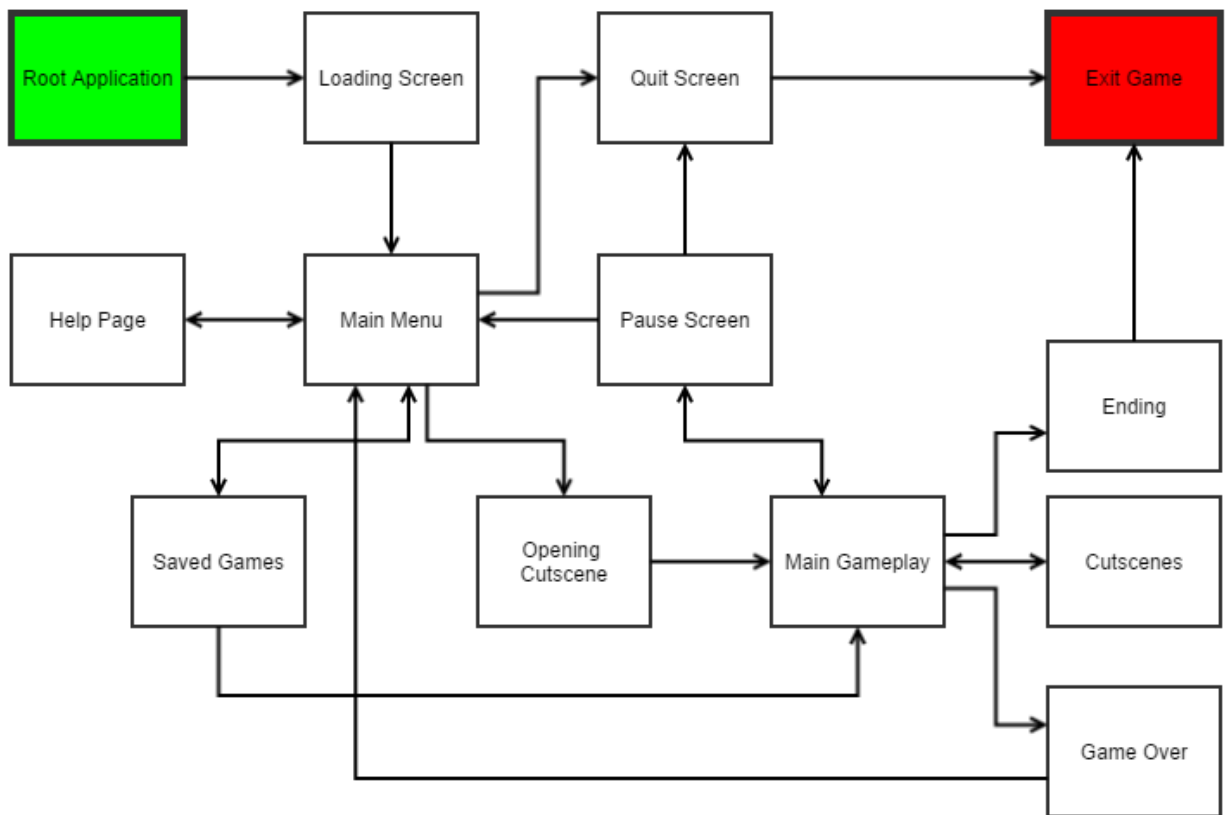
While that depends on the player and how fast they can uncover the secrets of the asylum, consider the game to be in the range of 15-30 minutes long.

- *Platforms/Tools*

Forsaken was built using Unity for the majority of the game base, and was written in C# and ShaderLab. Other programs used were Blender and Zbrush for in-game models, GIMP and Photoshop for texture work, and Audacity and (What sound program did you use, Tony) for various sound requirements. Thanks to Unity, there are builds for Windows, Mac OS and Linux, though there is no native controller support.

Forsaken was built for Roger Crawfis' 2014 Advanced Game Design capstone course at The Ohio State University.

# Game State Diagram



# Game Mechanics

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- Portals

Throughout the asylum, there are invisible portals that will transport the player to another location. The goal is to make the player disorientated so that they feel unsure with every decision they make. Some portals are two way while others only work in one direction. There are also some portals that are only activated when certain criteria are met.

- Syringes

The goal of the game is to disorient the player as they try to escape. Syringes lay about the asylum and when picked up, they will be immediately used by the player to induce a hallucinogenic state. In this state, some parts of the asylum architecture can change, while some objects may appear or disappear. The syringe state lasts for a limited time, and syringes respawn after that time.

- Notes and Journals

There will be notes and journals scattered throughout the asylum. Players can pick these up to read information about the game. Some will include hints and directions to progress through the game while others will provide background story information. While not required to progress through the game, it will be driving plot device and will give hints on how to continue.

- Sprinting

The character can only run for a limited amount of time before becoming tired, slowing down, and eventually stopping momentarily for a rest. Running has a cooldown time that will allow the player to run again once the cooldown time has passed.

- Throwing

By using the throw object button, the held object will be tossed if it can be. Be warned- the clattering it makes on landing may attract attention.

# How to Play

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## Controls

W	Move Forward
A	Strafe Left
S	Shuffle Backwards
D	Strafe Right
E	Interact
Shift	Run
Spacebar	Jump
Ctrl	Crouch/Crawl
Mouse	Look
Mouse Left	Throw Object
Esc	Pause

## Goal Condition

The ultimate goal of the game is to escape the asylum, though the player can determine how many, if at all, of the background and plot-related pickups they interact with during their attempt to survive the situation.

## Losing

The player must avoid the creepy demon girl in order to successfully escape from the asylum. If the girl catches the player, she will kill him and he must restart the game from the beginning.



# Items

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## Overview

The player will find many different items and objects that can be picked up, carried, and collected. If you come across an object that looks as if you can use it or carry it, Press 'E' to see if you can! The player will carry their flashlight with them at all times, and the other hand can be used to pick up or interact with items. It is important to note that only one item (other than the flashlight) may be carried at a time.

- **Flashlight**

- The flashlight is held at all times while the lights are off throughout the game. Once the play figures out how to turn the lights back on, the flashlight will no longer be turned on.

- **Diesel Can**

- The generator that will supply the power that allows you to escape the asylum needs fuel. Somewhere in the asylum, there is a diesel can that still has fuel in it.

- **Keys**

- Keys are used to unlock doors that may block your progress.

- **Throwable Objects**

- Some objects can be picked up with the sole purpose of being thrown to cause a noise distraction to the creepy girl in the asylum. They cannot be used to interact with anything else. Examples of these are plates, bowls, and spoons.

# Props

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## Overview

This is the base class for all prop objects, regardless of what type of prop an object is. As this class is only a foundation for prop interaction, a prop cannot directly call to this class and must be another class further in the hierarchy.

- **Prop: Pickupable**

- The pickupable prop class is the most basic level in the hierarchy that an object can directly call to. This class adds the capability for the player to interact with the object by picking it up. An item that is only pickupable will be consumed upon interaction, such as a syringe.

- **Prop: Holdable**

- In addition to player interaction capabilities, an object is no longer consumed if it is holdable. This class implements the necessary logic to move an objects hierarchy position to a child of the player and its dimensional position to the player's left hand. Alone, a holdable object is not capable of being thrown or placed by the player and will only be consumed through an external `Object.Destroy()` call. Keys are an example of holdable props currently in the game.

- **Prop: Droppable**

- The droppable prop class allows a currently held object to either be thrown or dropped by the player intentionally. Droppable props may still be consumed via external calls similar to a holdable prop. Currently, droppable is a leaf class and, therefore, has the full functionality of its branch in the hierarchy. All miscellaneous objects, such as plates and silverware, are an example of droppable props currently in the game.

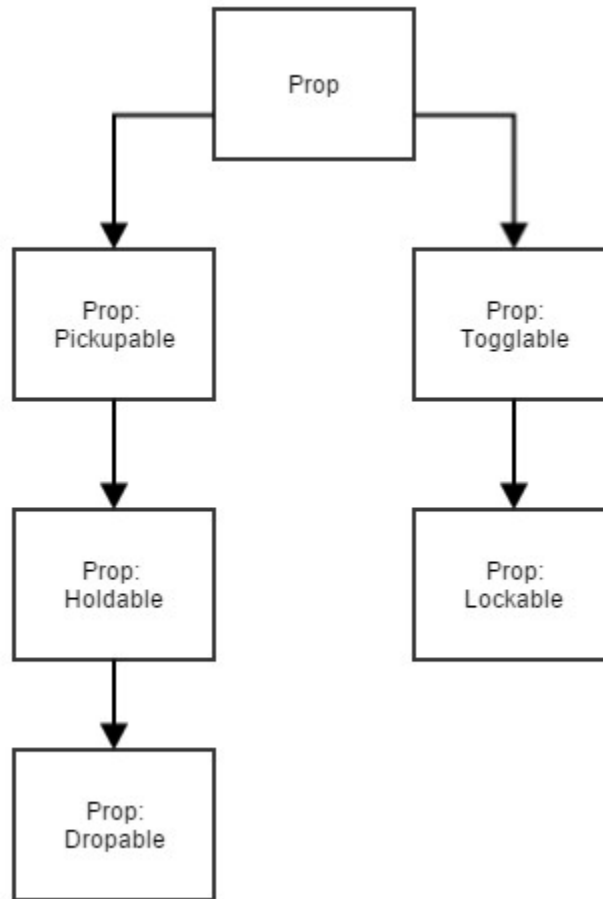
- **Prop: Toggable**

- The toggable prop class is the beginning of the second branch in the prop class hierarchy. A toggable prop is capable of transitioning between two states when interacted with. For a door, this would be opening or closing the door. For a light switch, it would be toggling the switch on and off. The toggable class lacks any conditional logic that would prevent this transition upon interaction.

- **Prop: Lockable**

- The lockable prop class inherits directly from the toggable class and adds

conditional logic to the prop interaction. For example, a lockable door can require that a certain key is in the player's possession before it can be opened. The lockable class also allows for a secondary audio source to play upon transition failure (i.e. failing to open a locked door).



# Interactable

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## Overview

The player will also find several parts of the asylum that they can interact with, but not pick up or carry. This adds to the experience of the game, and will push the play to try and interact with all parts of the game to try to discover all of its secrets.

- **Doors**

- The player will be able to interact with doors by opening or closing them. Yet sometimes when a door is open or closed, it may not lead to the same place it once did.

- **Syringes**

- Scattered across the asylum, you may find syringes filled with some questionable hallucinogenic. The hallucinogenic takes effect very quickly, and shows you things that shouldn't exist.

- **Notes/Journals**

- As you journey through the asylum, you may encounter journals or other papers that should be read as they will provide insight into the story and the past of the main character. These are not required to complete the story, but they will expand your knowledge of what has happened in the asylum. Notes and journals that lay on the ground can be picked up and read, but once the player has read the note, it is left on the ground where it was found, so that the player can return to reread it if necessary.

# Characters

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- **Player Character**

The player character awakens in the basement of the asylum in a storage room. He or she then does their best to find a way out of the locked-down asylum.

- **Atalyah**

The youngest patient at the asylum, Atalyah is somehow the only one left in the asylum. The legendary rages that placed her there in the first place have not abated, either.

- **Dr. Helena Foster**

The head of the asylum, Dr. Foster pens several memos to her staff to ensure that they all can keep on top of the hectic requirements of keeping an asylum running.

- **Security Guard**

New to the job, the security guard was a man with a deep love of protocol. Much to the player character's relief, the security exercised that love of protocol by writing down his thoughts, duties, and locations of the important elements of the asylum.

- **Patients**

The asylum used to be host to a number of patients. One of the most notable of these was Atalyah, as well as a patient who had the habit of stealing things and leaving IOU noted behind.

# Game Design

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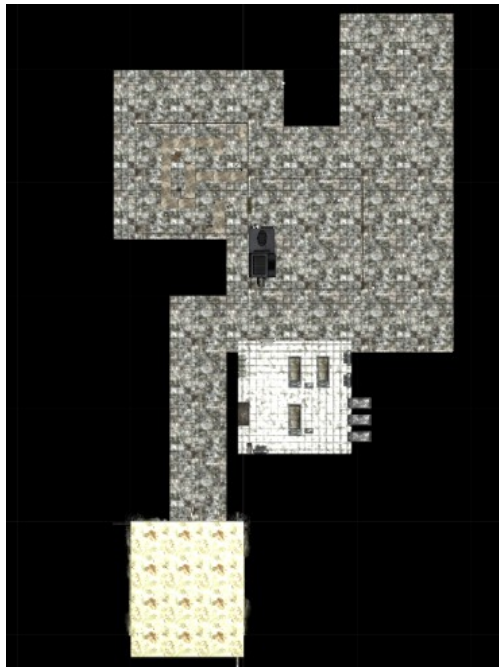
The driving force behind all the game design decisions for the project is to ensure that the game is, at its core, a horror game. This deliberately removes, for example, any sort of weapon system (as that allows the player a sense of defense), a mini-map (a sense of direction), a reliable save mechanic, or an overabundance of enemies (the greatest fear is always generated in the player's own mind).

## Level Design

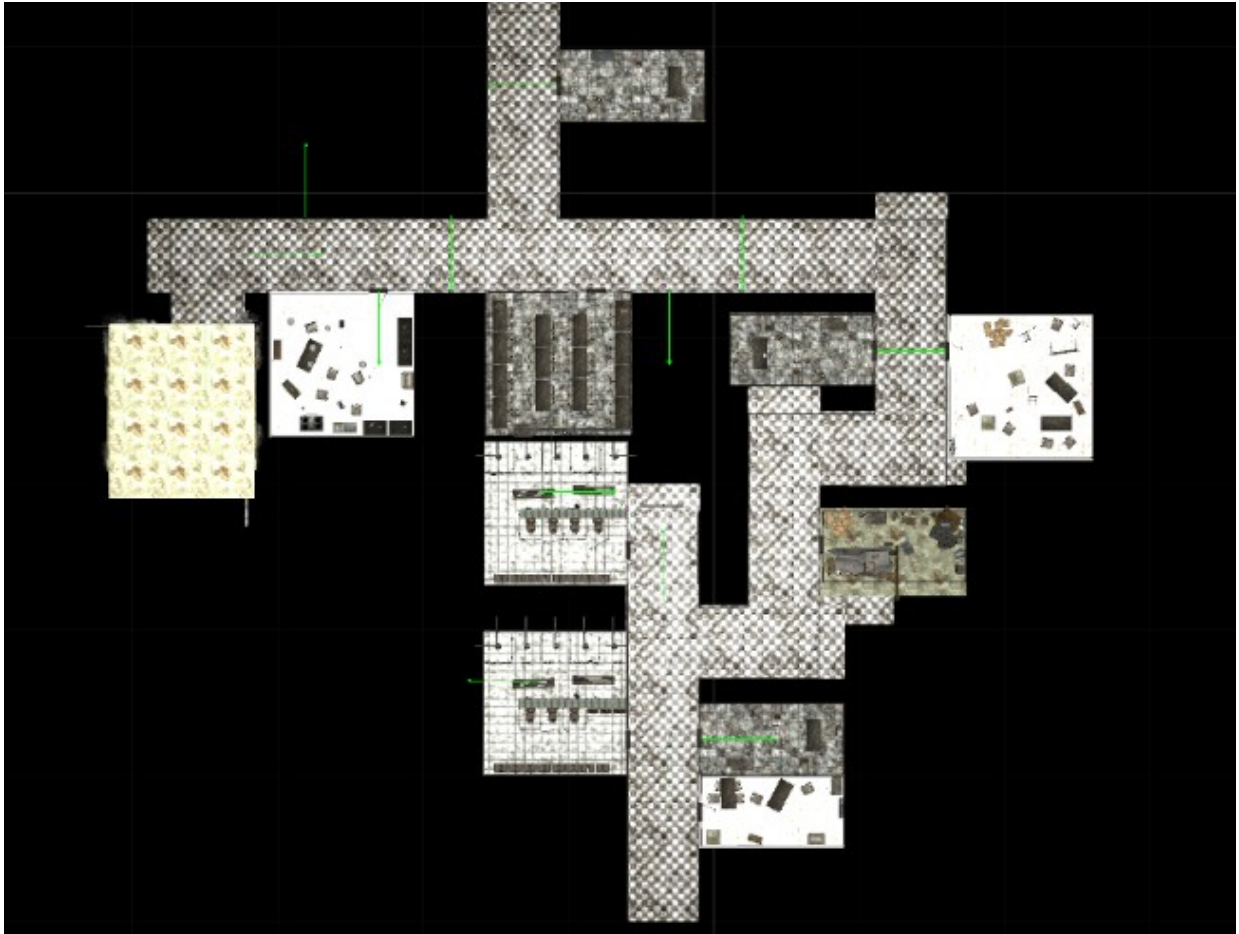
The asylum is specifically designed to feature repeating elements. This way, when the player gets turned around, whether by mistake or with help from the portals, the player must work to try and reorient themselves. The basement is where the player will begin, and they must work their way through the asylum to get the front door open. The asylum will be designed to be as realistic as possible, with rooms such as offices, a dining hall, and many other rooms. The second floor will consist of patient rooms.

## Level Layout

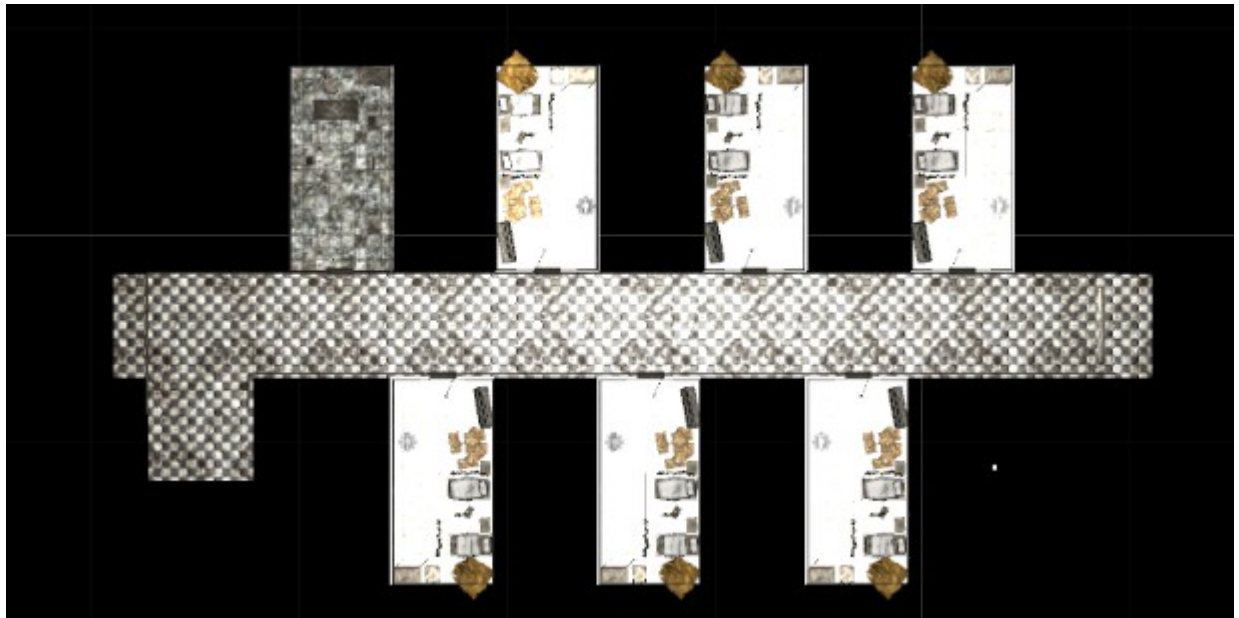
Basement



Floor 1



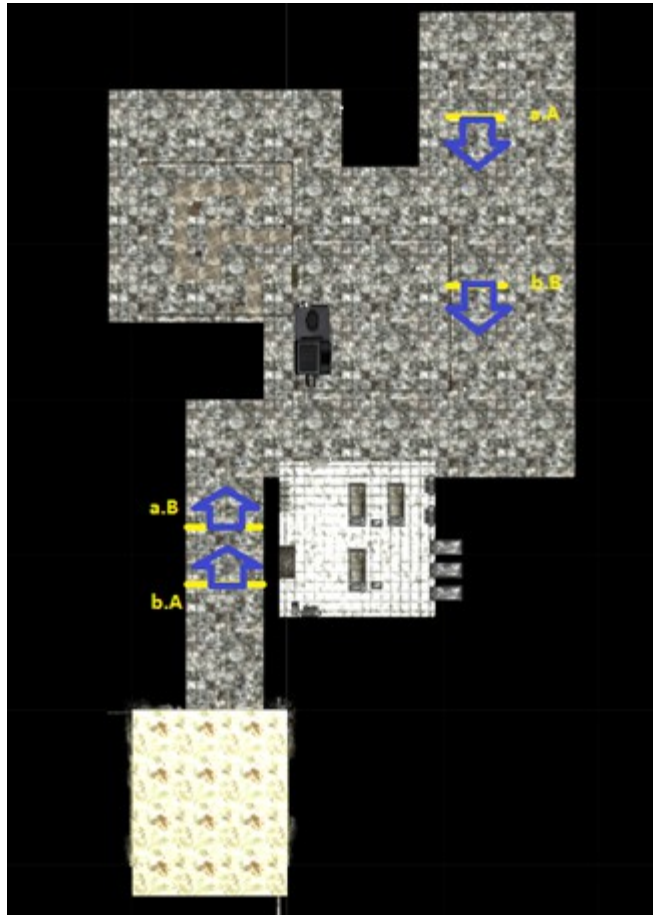
Floor 2



# Portal Locations

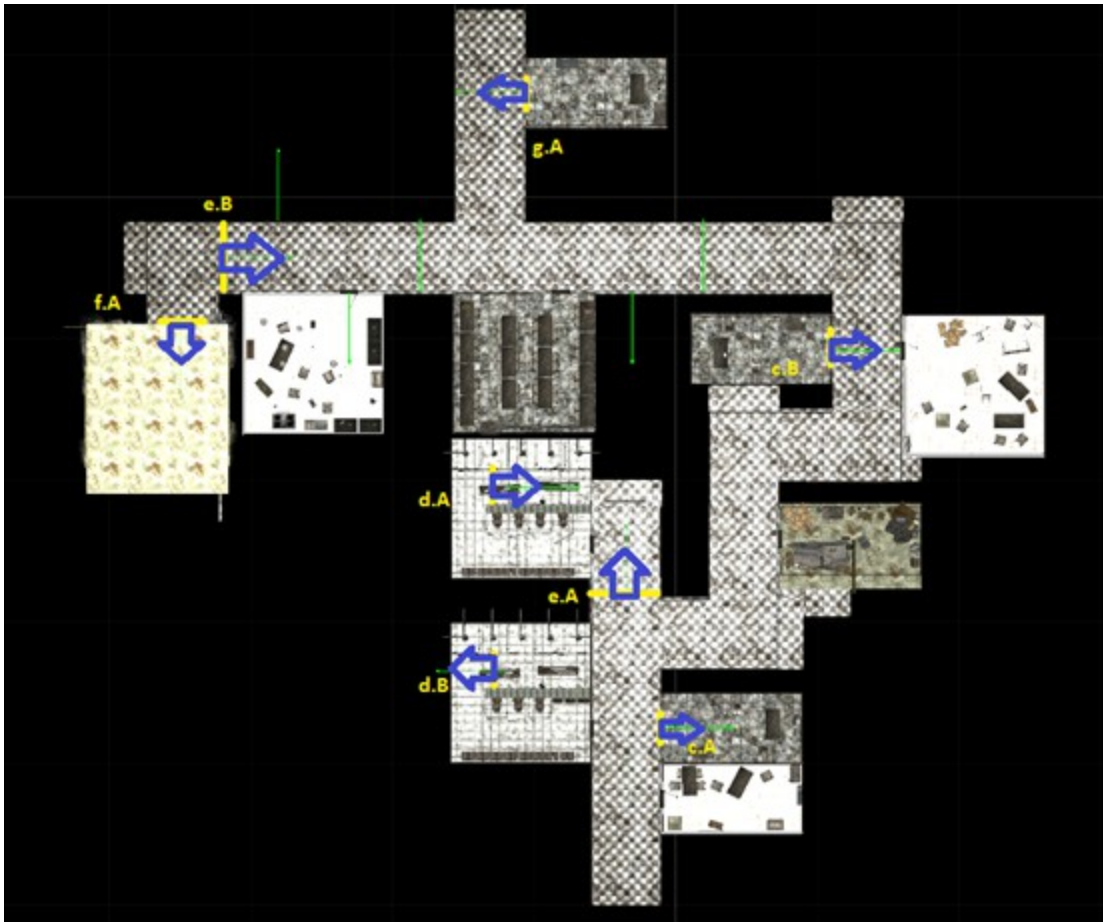
The portal locations and directions are represented by Blue Arrows.

Basement

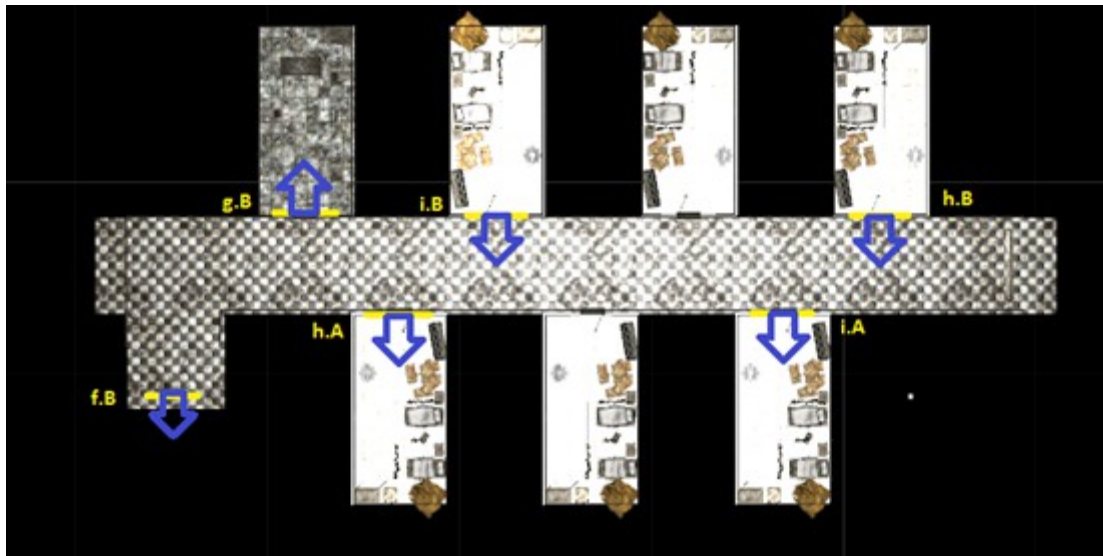




Floor 1



Floor 2



# AI

## Atalyah Wandering AI

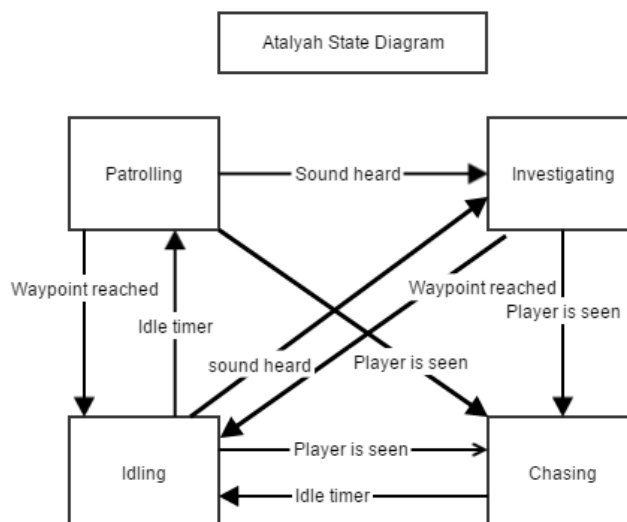
Atalyah, the creepy demon girl, patrols the asylum looking for the player. There are invisible waypoints scattered throughout the asylum. Most of the rooms have a waypoint, and there are some in hallways or on staircases. She randomly selects a waypoint to travel to, and if she doesn't see or hear the player before she arrives, she will stand at the waypoint for a few seconds before randomly choosing another waypoint. She chooses her path based on a NavMesh used throughout the asylum.

## Atalyah Sound AI

Atalyah is sensitive to sounds that are near her. She can hear player footsteps, doors opening, and objects being thrown if they are within her hearing threshold. If she hears a sound, she will move to where the sound came from and investigate. This can be either helpful or harmful to the player depending on the source of the sound. If the sound is a footstep or door, she may be drawn nearer to the player's location. However, if the player throws an object away, Atalyah may be drawn to the sound and the player can use the distraction to escape.

## Atalyah Vision AI

Atalyah is constantly on the lookout for the player as she patrols the asylum. She has a field of vision, and if the player enters it, she will run toward the player. The player must try to run away or hide in order to break her direct line of sight. If the player breaks vision, Atalyah continues patrolling the asylum. If she gets close enough to the player, she will kill him, causing the player to restart at the beginning of the game.



# Future Improvements

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- Image effects
- More music
- More unscripted, AI director events

# Credits

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## Art Assets:

Artur G.

TripleBrick

BadKing

Steffan Pease

## Sound Assets:

Tony Xu

## Alpha Testers:

Kyle Battle

Brad Hollander

Chuck Geither

Jonathan Skillman