

Game Design Document

Out of Sight



Product Data Sheet

Project Name	Out of Sight
Genre	Puzzle/Stealth
Target Audience	Puzzle solvers that enjoy thrillers
Platforms	PC
Technology/Engine	UE4

Core Experience

2nd person puzzle/stealth game in a suspenseful environment.

Narrative

You are a blinded young girl that has been kidnapped by a cannibal during 1980s Sweden. You need to escape without getting caught by your abductor. You can't see, but you have your teddy bear with you that acts as your eyes. You start in a crib in the basement and need to find a way to start the food elevator so you can reach the upper level of the house. There, you need to unlock the door and make a run for it without alerting the abductor.

Design Pillars

- Intricate
- Explorative
- Unsettling

Mechanics

Player Character

- **Player Movement** - use the "WASD" keys to move the girl. The player's forward direction "W" is always the forward vector of the camera, so no matter where you place the teddy the girl will always walk forward in it's forward direction.
- **Static teddybear camera** - that can be picked up and placed down at set points in the level. When the player walks behind objects the girl is highlighted, to allow for easier depth navigation. The teddybear is placed and picked up by pressing "LMB" while the character is next to it. The points where the teddy can be placed are highlighted at distance with a clear VFX, and with a teddy silhouette when looking at it up close. A UI pop-up shows the required key input for placing or picking up the teddy bear.
- **Jumping** - The player can jump at specific locations (when they overlap a jump condition trigger). This allows them to reach higher areas and provide elevation opportunities in the level design. The player can't jump if they are carrying the teddybear however, and need to walk up to a jumpable area or object and press "Spacebar ". The player can jump while carrying an item (keys etc). The girl always jumps in her own forward direction (from the rotation of her mesh), so the player needs to turn in their desired angle before executing their intended jump. When close to a jumpable area a UI pop-up will show the required keybinding.
- **Interact with objects** - Levers, TV, puzzle locks etc. can be interacted with. However, the player can't interact with objects if they are carrying the teddybear. The player interacts by going up to an interactable object and pressing the "E" key. When close to an interactable object a UI pop-up will show the required keybinding
- **Push/Pull boxes** - The girl can push or pull boxes in any direction. The boxes do not rotate, so the girl will have a locomotion system that animates her movement in relation to the boxes. The player can't push or pull a box while holding onto the teddy bear. You start pushing or pulling by walking up to a moveable box and pressing the E key, which attaches the character to the side of the box closest to them. A UI pop-up shows the required keybinding for attaching to the box when you are close to it. The boxes are also jumpable objects and can be moved to provide access to new elevations.
- **Pick up puzzle items** - The player can only hold one puzzle item at a time and holds it in their hand. The player can't carry the teddybear when picking up items, but can pick the teddy bear up again if they are already holding a puzzle item. Picking up an item for the first time opens the UI pop up which shows the picked up item in greater detail on the HUD. Picking up the same item several times does not open this pop-up again. While holding an item the player can inspect it by pressing the "F" key, which is displayed in a text on the HUD while the player holds onto the puzzle item. The player picks up items by walking the character close to them and pressing "RMB". When

holding onto an item the player can drop it by pressing the “RMB” key again, which drops it on the floor beneath the character.

- **Use items** - The player can use their held puzzle items to open locks. The character needs to collide with the objective’s trigger box, which will highlight if it is interactable or not via A UI pop-up. If the character is holding the right item needed to clear the objective the UI pop-up says the required keybind to interact “LMB”. Opening a lock permanently removes the puzzle item and opens the lock. If the player isn’t holding the right item the highlight will still appear, but the player will not get the chance to interact with it and thus not get a UI pop-up.
- **Lift up teddybear** - When the character is carrying the teddybear the player can lift the teddybear over their head by holding the “Left Shift” key. The player can only lift up the teddy bear if the area above their head is not blocked. Lifting up the teddy bear slows the character’s movement, but it returns to normal when the teddy is taken down again.
- **Walking back to camera** - To prevent the player from losing themselves if they walk out of the camera’s view they will receive a UI pop-up that gives the player the option to walk back into view. Pressing the displayed key binding will unpossess the player on their control over the girl, which makes her AI brain take over and walk her back into view, and as she returns the control is reinstated for the player and they can control the character as normal again.

AI Behavior

- **Looped movement** - The enemy AI will follow patterns of selected paths around the house as its default state. When the player triggers certain events or progress to new parts of the game the AI will update which path it follows.
- **React to events** - The enemy AI can react to player triggered events, such as smashing a vase or turning on the TV. This interrupts its looped movements and makes it walk over the event location where it ponders in confusion for a moment before returning to its looped movement path.
- **Chase the player** - If the enemy AI sees the player during either their looped movement or while it is reacting to a player triggered event it will abort all their other action and engage the player in a chase mode. This significantly increases the AI’s movement speed and they will run the most direct path to the player’s location. If the player tries to run from the AI it will follow until catching up to the player (so the player can evade the AI once it has spotted them).
- **Take the teddy bear** - In the final sequence of the game the AI will take the teddy bear from its current location and hold it in its arms. As it then chases the player during the final sequence it will appear as though the player is running from their own eyes that is trying to catch up to them.

Progression

Basement:

The player starts in the basement, which serves as the onboarding level. This eerie starter level will set the tone of the game with creepy aesthetics and sound design. The player will learn of the AI’s existence but never be under any threat. Here they will learn the required mechanics at their own pace as they need to overcome obstacles in order to progress in the

level. The player is required to solve the puzzle of turning the electricity to the food elevator back on, which is done by first finding the key to the fuse box, and then finding the missing fuse which powers the elevator. To reach the puzzle items the player will need to modify their surroundings with the use of moveable boxes.

Kitchen:

Completing the food elevator puzzle brings the player to the main floor of the house, the kitchen. They start in the pantry where they are introduced to a new way of using the camera mechanic, by placing it on a hook that can be activated remotely to move the teddy bear's position. Now the AI is a threat to the player, and they need to use the AI to make it react to events that the player themselves trigger, to open doors and clear paths for them to reach new areas and complete the puzzle of obtaining the keys required to unlock the hallway door. While avoiding the AI, the player also needs to manipulate it as they use the teddy's eyes to their advantage.

Hallway:

When the player has obtained both keys to the hallway door and opens it the AI will react, and run to the teddy location and grab it. This is the final sequence where the player needs to run down the hallways towards an open window that is their final means of escape. In their paths are furniture that slightly obstruct the path, so the player can't run in a straight line, but no tricky maneuvers are required since the stress of the AI chasing you is very tangible. If the player reaches the end of the hallway they win the game, which results in a cutscene where the player jumps out of the window and the AI throws the teddy towards them in a final attempt to knock the player off their feet. However, the throw misses and the girl can run away with the teddy into the darkness of the night.

UI

- When the player is close to interactable objects, such as teddy points, pick-up-able items or moveable boxes they will be highlighted with an outline. This allows the player to see the items without needing to have their eyes close to it's actual location. If the player can interact with the object a UI pop-up appears that displays the keybinding needed to interact with it.
- Picking up a new item displays that item's 3D mesh in a centralized view on the HUD. The background is blurred out so only the picked up item is in focus. The player can toggle down this view with the "F" key, which is shown via a text in the corner of the screen when they are holding an item. The player can inspect the item by pressing the "F" key again.
- Pause Menu: Continue, Controls, Exit to Main Menu.
- Main Menu: Start, Controls, Credits, Exit to Desktop.

Level Design

The game takes place in a remote house in 1980's Sweden. The play areas include the basement, kitchen (with adjacent living room) and a hallway.



Each room has one major puzzle that needs to be solved in order to progress to the next area, but there can be several steps to complete each major puzzle. The basement is the onboarding level where the player is familiarized with the mechanics. The enemy AI is introduced in the basement, but not threatening until the kitchen level. In the basement the player learns the mechanics, and in the kitchen they need to use them while also dealing with the pressure of the AI.

Metrics:

Asset heights:

50cm.

100cm.

200cm.

Camera heights:

10cm (when on the floor).

60cm (when held by the child).

110cm (when held over the head).

Wall height: 400cm.

Character walk speed: 125 (UE4 float).

Character height: 80cm.

Art

The artstyle is stylized with a relaxed shape language. The environment will tell the story of the old man that kidnaps children and eats them for dinner. The environment has a darker tone with interesting lighting that helps guide the player as well as illuminate the scene. Around the house there are also other children hiding, to further emphasize the narrative.