

# Game Design Document of

## SYNERGY

### Concept



Brainstorm

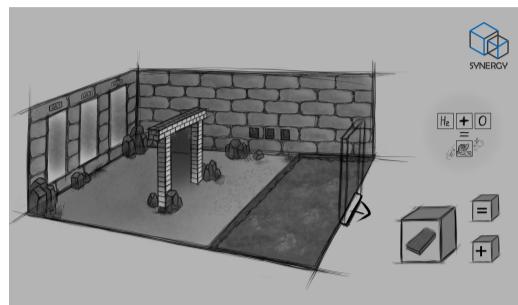


Moodboard

### To-do list

- Get main ideas for the game
- Do concept art of the game
- Get a business plan
- Publish Game Design Document
- Publish video pitch
- Start building levels for the game
- Publish Alpha Version to the internet
- Build E-Sport Modes
- Do marketing for the game
- Build the full game
- Publish Full Game

### Game Setting



Level Design



Story



ESport

### Gameplay, Mechanics & Bugs



Gameplay



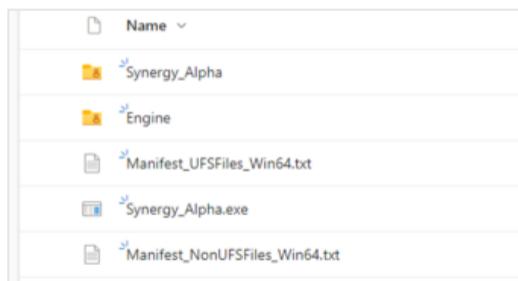
Mechanics



Bugs and game status



### Download the game



<https://1drv.ms/u/s!AnQWYRM0UWmaho5vj>

#### Windows

Store photos and docs online. Access them from any PC, Mac or phone. Create and work together on Word, Excel or PowerPoint documents.

Game Size: 2.28 GB

Current Version: 0.01

## Inspiration



YouTube <https://youtu.be/U7MJljs0USo>

[Baba Is You - release date trailer](#)



YouTube [https://youtu.be/2VT7\\_tfRYV8](https://youtu.be/2VT7_tfRYV8)

[Escape Simulator - Release Date Announcement Trailer](#)

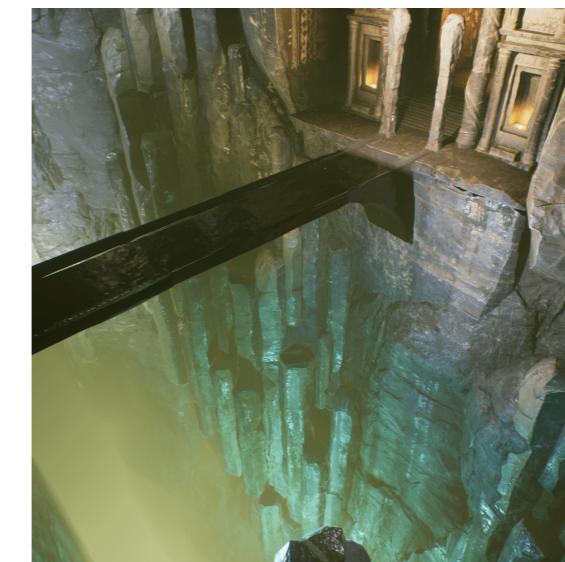
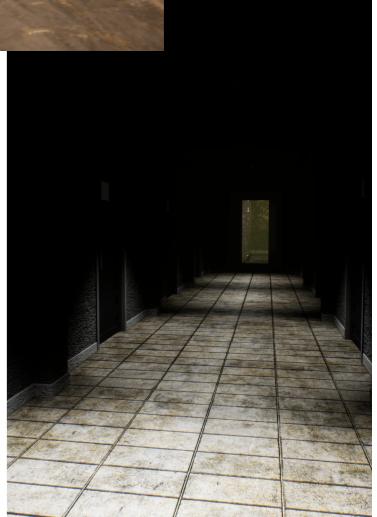
## Overview

- **Genre:** Puzzle
- **Target audience:**  
**Age:** All ages  
**Gender:** Male/Female
- **Monetization:** Premium with in-game purchasable cosmetics
- **Platforms & system requirements:**  
**Platform:** Windows / Mac  
**RAM:** 6GB  
**Storage:** 10GB

## Idea

My idea for the game was to create the ultimate puzzle game for the player to enjoy. I always loved games like Escape Simulator or Baba is you but never saw a game truly reach the potential it could reach.

Natural and oldschoold style



## SYNERGY

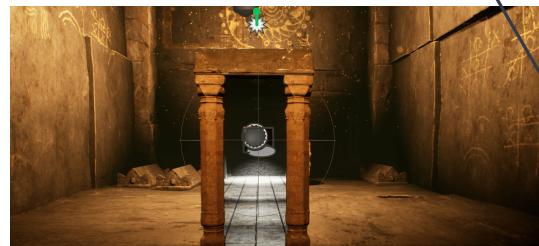
You wake up in a hallway full of doors, not knowing where you are, who you are, or how you got here. The only thing you know is that you need to try to get out of this place and remember who you are. The only possible way seems to be through a lot of difficult and challenging puzzles.

### Start

Bed - Laying down



Portals to Escape Room  
Monitors - Checking the web



### Portal to the main hall

The only way you see to go



### Water bridge

The bridge further that you can't access yet



### Information about where you are

Small description of the puzzles



### Portal back to Hallway

The way you came from

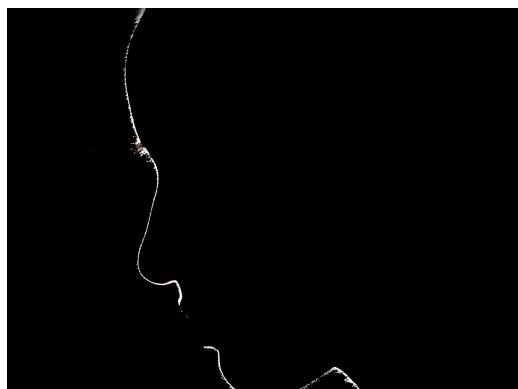
### Adding cubes to get a new cube

For example:  $H_2 + O = \text{Water}$

### Explanation of puzzle

Change water to something else here to get to the other side

### 1 - Where am I?

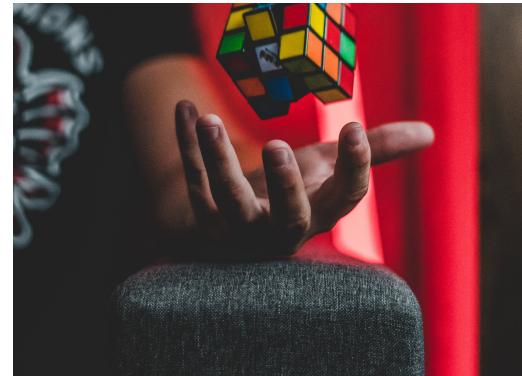


Finding out that he got kidnapped

Not knowing what to do

Trying to find a way home through the different puzzles

### 2 - Finding a way through the puzzle



Starting to learn how to solve the puzzles

Getting better

Finding notes from home

### 3 - Finding the way home



Finding a way out

Knowing that he can find a way back

### 4 - Getting back home



Getting reunited with the family

## Only Escape Room

This game mode will be only escape rooms. You can choose how many puzzles you want to have inside of the room and how many rooms you want to have before one player wins. This can be played from 2 to up to 8 players simultaneously. It's also planned that you can see the other people's progression and sometimes even manipulate people if you'd like.

Possible customizations are:

- 2 players, 3 Rooms, 10 puzzles
- 6 players, 1 Room, 20 puzzles
- 4 players, 4 Rooms, 5 puzzles

2-8 players, 1-6 Rooms, 1-20 puzzles

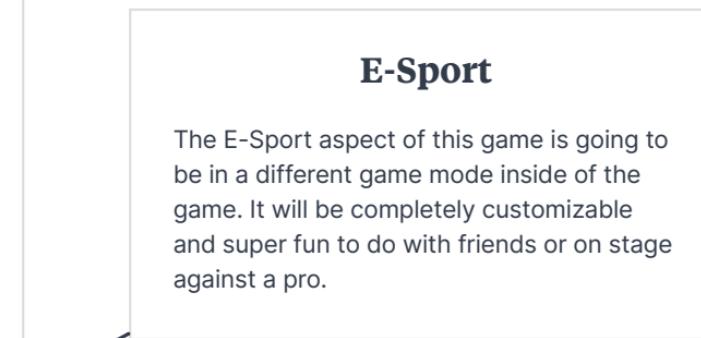
## Full Levels

This game mode will be a whole level. You can still choose how many escape rooms you will have but all in all, you need to collect the cubes inside of the escape rooms to solve the puzzle in the overworld. There will be different modes where you for example need to finish all of the puzzles or just need to finish on time. Here, the maximum amount of players will be 4 because of the complexity of the levels.

Possible customizations are:

- 2 players, all puzzles, 2 rooms, 15 puzzles
- 3 players, time, 3 rooms, 20 puzzles

2-4 players, all puzzles or time, 1-5 rooms, 1-20 puzzles



## Game progression

You wake up in a hallway full of doors not knowing where you are, who you are, or even where you came from. The only thing you know is that you need to get further to get back to wherever you came from



Finding out that you need to solve Escape Rooms and find cubes to solve the puzzles on the outside to get further



After getting through all of the puzzles and finding more and more information about yourself and who you are you finally find your way out to be able to get back to where you came from.

## Character movement

### Run

You can run with Shift

### Jump

You can move with WASD

### Looking around

You can look around with moving your mouse or using your trackpad

## Inventory

### Inventory mechanic

You're going to have a level-based inventory (in the escape rooms) where you can collect items inside of the escape room but don't take them out with you.

There is also going to be an inventory for the outside world where you can collect your cubes to solve the overworld puzzles.

## Currency / Scoring

### Scoring mechanic

The normal story mode is not going to have a "scoring mechanic".

The competitive mode is going to have a scoring system of some kind where you can see how many wins you have, how many puzzles you solved and how much time you normally need to solve a puzzle.

## Known bugs

- Teleporter not working as intended the first time using it
- the water bridge still has a collision what shouldn't be the case in the end product
- you can still jump out of the map
- you can fall out of the map if you port back and forth
- You can't pause the game yet (need to alt+F4 to exit)

## Overall functionality

- buttons and escape room portals are not added yet
- doors in the beginning don't lead to different parts yet
- portals don't look good yet
- no different cubes added yet