

Restore Game Design Document Sample

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Note: This is not in a traditional GDD format, for a sample that is, check out my project A1.

This is also a *condensed* version of the original.

Title: Restore

Platforms: PC/PS5/Xbox Series X

Story: Dan Alarie wakes up from an 800-year coma entering the year 2822. He doesn't remember anything of his past, other than the name and serial number on his wrist. He finds that the world has changed right before his eyes. In this cyberpunk/sci-fi world now named New Caen he goes to discover his past, the new world, and this new jurisdiction.

Elevator Pitch: Restore is an action-adventure game designed for PC, PS5 and Xbox Series X. The game follows Dan Alarie, a man who wakes up from an 800-year old coma and has a severe case of amnesia. While on his adventure of exploring the world he once remembered, he discovers his troubled past and fights against the Mauvais Esprit, an evil organization who deals with crime who also wants to capture him.

Marketing Plan: 18-40 demographic, men and women, English speaking places (NA/EU/AU). Designed for those who are into sci-fi/cyberpunk/shooters/exploration games. Also, for those who are interested in modern style games, futuristic games, and compelling narrative.

Shooting: You can reload, use the gun as a physical weapon to hit with. With upgrades, you can also use a scope or use quick fire.

General Attacking: Aside from shooting you can also fight with your fists or kick enemies. Some weapons will allow you to stab/wack or swing. Upgrades can alter some of these weapons.

Hacking: The player can use this game changing mechanic later in the game. Using button triggers, the player has a chance to lock enemy weapons such as tanks. They can also deactivate (for short periods of time) or weaken enemy augmentations (for human looking enemies.) Outside of combat, they can hack computers and screens to get information to help them in their adventure.

Dying: The player can die in many ways in the game. You can die from low health, incorrect dialogue prompts, drowning and temperature drop. Drowning and temperature drops slowly deplete overall health which will not regenerate. Along with heavy attacks from machine turrets, lasers, and tanks these also deplete overall health that does not regenerate. You must buy an item to repair yourself. You can respawn from clicking on the most recent auto/manual save.

Aesthetics: With discovery being the aesthetic, the game is designed to be completely different from something seen in real life. New Caen is based off big metropolis cities and a cyberpunk theme. Movement in the game is the essential for discovery, the player will navigate the city on foot for a good chunk of the game, they'll be able to meet the cities inhabitants, see the different technology advancements, new architecture and learn more about the Mauvais Esprit. The combat system is straight forward but can easily be changed to be easier or harder. The player will be able to explore all the different upgrades/augmentations in their gameplay and experiment with different tiers of upgrades. Dialogue prompts allow free choice and consequences. The player (after completing the main story) can go back and revisit these

choices. With memory fragments you are discovering more of the story/lore. The rest of the mechanics and dynamics let the player find out something new (new areas, new weapons, lore, ways to die, how to sabotage one of the Mauvais Esprits missions etc.)