Nocturnals Game Design Document

Nathan Cooper

Contents

Overview

Nocturnals is a 3D First Person Horror game, where the player must make their way through the building, and restart all of the generators in the building. The player can pick up batteries to keep their torch functioning, and recharge broken lights to aid them against the enemies.

Key Features & USP's

- Kill enemies only using the light from your torch
- Recharge broken lights
- Visual UI Elements

Genre

The game will be a 3D First Person Horror Game.

Audience

The target audience of the game will be ages 16 and over.

Platform

The game will be released on PC.

Mode

Single Player

Engine

Unreal Engine 5.1.1

Look & Feel

The game will have a similar feel to *SCP – Containment Breach* (Undertow Games, 2012), as the inspiration of the main mechanic comes from the sight mechanic in this game. For the main UI element, I took inspiration from *Aliens* (20th Century Fox, 1986). As I wanted something similar to the number of rounds remaining in the M41A Pulse Rifle.

Audio Format

Sample Rate 48kHz, 24 bit, .wav

The Game

Game Objective

The objective of Nocturnals, is that the player must restart all of the generators in the building to complete the game. They must avoid and kill the enemies and collect keycards and keys to unlock doors.

Background

I came up with this idea whilst working on a night shift at my previous job. All of the lights were off, and I thought I saw something move in the distance. I thought it would be a good idea to create a horror game where you are in an office building.

Gameplay

Controls

- W, A, S, D – Movement
- Mouse – Look
- E – Interact with objects
- F – Turn on/off Torch
- Q – Activate/Deactivate Light Charger
- Shift – Sprint
- Left Ctrl – Crouch
- 1-5 – Toggle CCTV Camera Feed
- X – Exit CCTV Camera Feed

Gameplay Loops

The Primary Gameplay Loop is to find keys and keycards, kill the enemies and activate the generators.

The Secondary Gameplay Loop is that the player must find batteries, recharge lights, and replenish the torch battery power.

Mechanics

Nocturnals' main mechanic is the torch's light dissolving the enemies. The enemies are vulnerable to any source of light and will dissolve once they are in contact with it. The player must keep their torch functioning to be able to kill the enemies.

The second mechanics is the ability to recharge the broken lights. The player has a device which is capable of this, and the charging only takes two seconds. However, the player must be aware that the lights do not stay on forever, and they turn off again after around 30 seconds. Additionally, once the player has activated the generator for the floor then the ceiling lights on that same floor will activate permanently.

The third mechanic is the player's torch, and having to keep it's battery replenished, as this is their weapon. The player can find batteries throughout the level but must keep an eye on the battery life counter, and also the number of batteries they hold.

Menus

The game will only have a main menu, which will include two buttons. A Play button and a Quit button.

Story

The story of Nocturnals is that you are a security guard on the night shift, and there are strange creatures in the building. You must activate the generators in the building, which will turn on all the lights and destroy the creatures. However, the end of the game will include a horde of enemies which the player will not be able to bypass. Which will trigger the final cutscene, which shows the player asleep on the job in the middle of the night. So it turns out that it was all a dream, and the player was asleep on the night shift.

Ideal Features

The deadline for the prototype has passed. However, there are still features which I did not have time to implement. Features including:

- Quick tutorial to show player the controls and features of the game
- Cutscene when player opens break room door and enemies attacks the player
- Final cutscene which shows the player sleeping and shows that it was a dream
- Fixing a bug which does not show the dissolve feature when multiple enemies are present

Project Planning

Throughout the project I used HacknPlan to see what ideas, features, mechanics and assets I needed. I knew what my deadline was for this project, and planned how long each task would take me. The majority of my time was taken up by the mechanics and bugs of the game.

Assets Used

Animations

Crouched Walking	Crouching Idle
Dying Backwards	Falling Forward Death
Falling Idle	Fast Run
Idle	Jumping Down
Jumping Up	Mutant Breathing Idle
Mutant Idle	Mutant Run
Mutant Swiping	Mutant Walking
Unarmed Equip Torch 01	Walking

Font

Nexa

Images

Battery Icon	Crosshair Dot

Materials

Carpet	Dirt
Marble	Stain

Models

Alex	Battery
Cardboard Box	CCTV Camera
CCTV Monitor	Ceiling Light
Conference Table	Cubicle
Cupboards	Door
Filing Cabinets	Front Door
Generator	Hand Dryer
HDRI Map	Key
Keyboard	Keycard
Keycard Reader	Laser Pointer
Manager Desk	Metal Fencing
Mirror	Modern Chair
Monitor	Mouse
Office Bin	Office Chair
Partition	Plant
Railing	Reception Desk
Recycling Bin	Rubbish Bin
Shared Office Desk	Sofa
Telephone	Toilet Set

Torch	Vending Machine
Water Cooler	Window
Wooden Chair	Wooden Desk
Wooden Table	Zlorp

SFX

Access Denied	Automatic Door Opening
Door Open	Gate Open
Gate Rattle	Generator
Keycard Reader Entry	Lift Arrival
Lightning Sparks	Locked Door
Pick Up Key	Scream
Sizzle	Unlocking Door
Zlorp Attack	

Full asset reference list - https://cooper-2021.hulldesign.co.uk/2023/05/24/torch-mechanic-game-assets/

References

Aliens (1986) Directed by James Cameron [VHS]. 20th Century Fox.

Undertow Games (2012) *SCP – Containment Breach* [Video game]. Available online: https://store.steampowered.com/app/2090230/SCP_Containment_Breach_Remastered/ [Accessed 24/01/2023].