

# "The Creep" Game Design Document

## **Author:**

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## **Title:**

"The Creep"

## **Target Audience:**



Due to the fear factor of the game, it is recommended that small children do not play the game alone in the dark. Teens and older should be the perfect audience to enjoy this heart-pounding thriller.

## **Target Platform:**

"The Creep" will be made available for all consoles and the PC. No mobile releases are planned.

## **Concept:**

An industrial town built around a chemical plant has accidentally let loose an unknown creature that is slowly consuming all life within its reach. As the last known chemical engineer, you find yourself seemingly alone and with nothing to defend yourself but knowledge. You know that the creature moves by sensing the heat of light, even the smallest amount, and it can devour its prey at lightening speeds. With each feeding, the creature grows in size and is now large enough to consume small structures. You must race against time to find a safe haven and a way to stop this creature before it moves on to the next town. The closer the moon gets to its zenith in the sky, the less hope you have of surviving the night.

The player must avoid the shadows at all costs and stay inside the light. Avoid obstacles that may try to push you into the darkness and certain death. Time is not on your side as you must find shelter by the time the moon reaches its highest point in the sky and its light is blocked out by the thickening clouds. Pick your paths wisely and realize that by walking the thin line between light and shadow, you are that much closer to your demise.

## **Game Play:**

The game opens with a brief animation that tells the story of how we got where we are now. The “Creep” is never seen, only heard through the brief sound of movement before it strikes. The player will have the option to skip the story and go straight to level 1 or watch it in full if desired. Level 1 can also be considered “training” as the player will be given brief on-screen instructions for the simplest of tasks, but will be required to figure out the rest on their own. Flickering lights, creepy ambient noises and ever moving shadows will create an intense environment for the player to navigate while “feeling” a creepy presence just behind their every step.

As the player makes their way through the back-ally of level 1, they will need to figure out ways of creating paths of light needed to get past the deadly shadows. Follow the patterns of swinging lamps or move a lamp on your own to move forward as quickly as possible. Pay attention to the movement of the cloud shadows, as even the slightest loss of light could be deadly. Objects in the ally may mysteriously fall in your way and you may have to quickly come up with a solution to move or get around the obstacle before the shadows consume you.

Once the player reaches a given “safe-house”, they will still only have enough time to discover clues on how to defeat the creature before the creature starts to consume the building and it begins to collapse around them. After level 1 the player will have the opportunity to move along rooftops and other locations, each time racing against the darkness and time in order to get to the next “safe-house”

“The Creep” may be considered a scary game-type but will also incorporate exploration and problem-solving.

## **Controls:**

Only basic controls will be necessary to navigate through the game with the addition of “utility keys” (or buttons) in order to access certain mechanics. Combining WASD and the mouse, the player can be moved left, right, forward and back and can turn around in the 360 degree environment. The spacebar will be used to jump and “C” can be used to crouch. The left mouse button can be used as the “action or Use” button, which will correspond with problem-solving, and the “Q” Button can be used to access your inventory when necessary.

## **Characters:**

**Chemical Engineer (Player)** – After a series of explosions at the chemical plant and barely escaping with his life, the Chemical Engineer is the only person left that knows how to possibly stop the unknown terror that is devouring the city. If the engineer dies, everyone dies.

**The Creep** – After an accident at the chemical plant, workers there began disappearing. Before she died, one worker described the culprit as something you feel coming upon you, but nothing you can see until it’s too late. Everyone at the plant began referring to “The Creep” whenever another person disappeared. Soon, though, large machines began disappearing and then the cooling system. The

resulting overheating of the chemicals caused a massive explosion that destroyed the plant and let loose the Creep on the surrounding city.

### **Levels:**

**Level 1** - As stated above, level 1 will consist primarily as “training” though the player will still be left in the dark, so to speak, as to what they need to do to avoid or get past obstacles. Get to your checkpoint before the moon is directly overhead to survive. And as always, stay in the light.

**Level 2+** – Subsequent Levels may incorporate more exploration and action as the player will need to find alternative ways around obstacles and problem-solving.

### **Menus/Screens:**

**Story/Introduction Screen** – Here the main story will be told through short animation that the player can watch in full or skip if desired.

**Main Menu**- Here the player can load a saved game or play a co-op mission with a friend.

**Credits**- Here credit will be given to the individuals who helped create this new and exciting masterpiece!

### **Audio:**

The audio for the game will be one of the most important aspects in creating a believable-scary environment. Various ambient sounds that are meant to “creep” the player out or give them reason to be afraid will be utilized as much and as often as possible.