Everything Will Be Fine

-Demo Ver.-

Design Document

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Version # 1.02

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Design History

Version 1.00

Initial version made 1/20/17.
This version focuses on making a well-polished demo version of EWBF.

Version 1.01

Updated version made 3/28/17.
Updates were mostly refinement and further concept art.

Version 1.02

Updated version made 6/21/17.
Updates reflects initial prototype. This will be the final doc before the demo release.

Game Overview

Philosophy

The goal of this game is to be very player friendly, both to people who are experienced gamers and people who have little experience playing games. This means the UI needs to be easily understandable and that puzzles need to be fair and logical. Ideally *Everything Will be Fine* should be an enjoyable and intuitive experience.

Common Questions

What is the game?

Everything Will Be Fine is a point and click adventure game about a scientist named Alana trapped alone on a lifeless planet struggling to survive and escape. The game will switch between Alana's 247th day on the planet and previous days, starting with when she first crashes and moving chronologically from there.

Why create this game?

The point of this game is to create a compelling narrative with well-designed puzzles that are intuitive and satisfying to solve.

Where does the game take place?

EWBF takes place on a crashed spaceship and the alien planet it landed on.

What do I control?

You control a young astrobiologist named Alana who was traveling solo to a scientific outpost. She's smart and driven and trying her best to be stoic. After prolonged isolation she starts to become more desperate and depressed.

What is the focus?

The main focus of the game will be coming up with solutions to the problem's Alana faces with items that she finds or crafts as well as piecing together they mystery of why she crashed and what happened on the planet before she got there.

Feature Set

General Features

Compelling narrative with a focus on uncovering a mystery.

Multiple endings.

Stylized but still detailed pixel art.

Highly interactive environment.

Gameplay

Well-designed puzzles that are intuitive and satisfying to solve.

Multiple solutions to different puzzles. Objects can be used and combined in different ways allowing for greater player agency.

No moon logic/designer puzzles.

Small, contained environments will prevent time consuming back tracking.

Inventory system is easily accessible and understandable.

Engine Details

Overview

EWBF will be created in Unity 2D. All scripting will be done using the premade project managers of Adventure Creator with additional coding in C# if necessary. Currently it seems additional coding will not be needed.

Adventure Creator

From the official site:

Adventure Creator is a fully-featured Unity extension that takes the headache out of developing your own adventure games. Its flexible design allows for traditional 2D point-and-clicks classics like Monkey Island, cinematic epics like The Walking Dead, 2.5D keyboard-controlled games like Grim Fandango and even physics-based tablet games like The Room. Adventure Creator works with both Unity Free and Unity Pro, and caters to newcomers and veterans alike.

Here is its documentation.

The Game World

Overview

The game takes place on a small space ship that has crashed on an alien planet.

Key Locations

Locations appearing in the demo:

- Bedroom
- Hallway
- Engine Room
- Lab
- Flight Deck
- Outside the Spaceship
- Alien Forest Large
- Alien Forest Small

Travel

Players move by clicking on areas on each map. Clicking on certain hotspots will move the player from one map to another map.
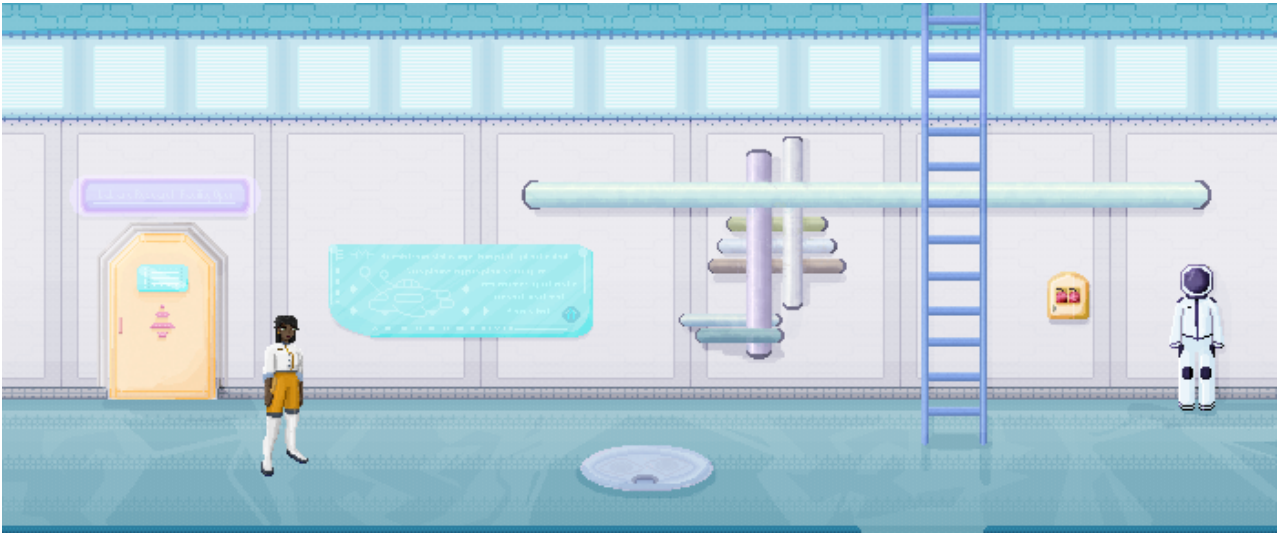
Scale

Each map is about 2-1/2 ~ 3x Alana's sprite vertically and at least 12 sprites horizontally. Most maps are wide enough across that the camera needs to follow the player sprite.

Environment Layout Concepts

Original Rough Backgrounds:
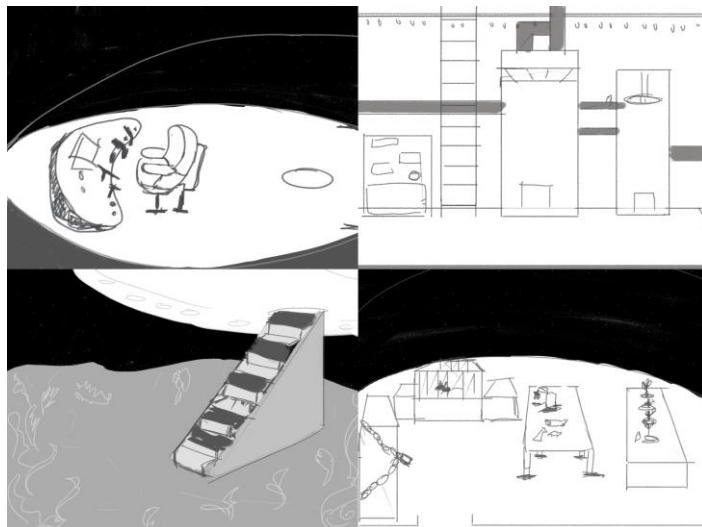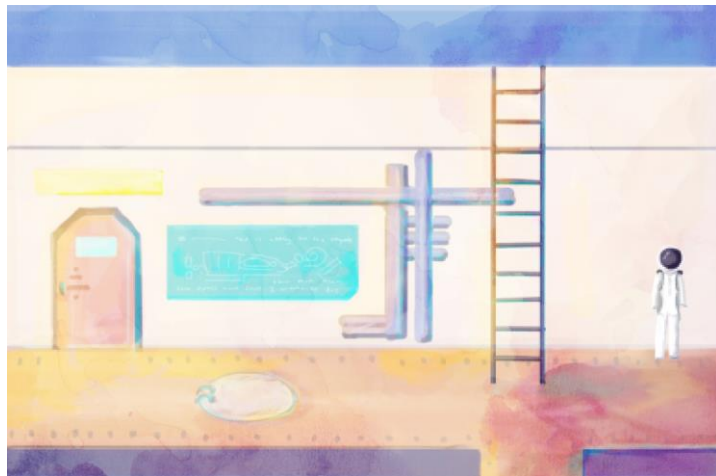
Unfinished Backgrounds:

Examples of Finished Backgrounds:

Game Characters

Overview

The only character who will appear directly during the demo is the protagonist, Alana. Alana was traveling solo on an expedition to a remote space outpost when her ship crashed into space debris and landed on what appears to be an uninhabited planet. Alana is resourceful and determined to find a way to survive and get off the planet. An astrobiologist by trade she is highly intelligent, though she lacks advanced engineering and mechanics knowledge. Studying life in space has been a lifelong dream of hers and has been supported by her parents, who she is very close with. Though she's trying to remain hopeful she is stressed about her current situation and copes by making existential and fatalistic jokes.

After being stranded for 247 days Alana is starting to severely suffer from the prolonged isolation. She's depressed and has been having minor auditory & visual hallucinations as well as what may be a justified sense of paranoia. With her ship nearly repaired she must survive one last day on the planet.

Other characters, such as Alana's parents, friends and teachers will be mentioned by her in dialogue but will not appear directly in the game.

Alana will be animated using a pixel sprite sheet & Unity's sprite animation tools and her movement will be controlled by the Adventure Creator plugin.

Character Reference Sheet for Alana: (when she first lands).

Alana's appearance after a while will become more disheveled. She'll also be wearing a different jacket and no longer wearing her earrings. Her hair will be a bit longer and choppier as she'll have tried to give herself a haircut.

Gameplay

Overview

Players interact with the environment to solve puzzles. The main focus of the game will be coming up with solutions to the problem's Alana faces with items that she finds or crafts as well as piecing together they mystery of why she crashed and what happened on the planet before she got there.

Interaction

Players click on hotspots and then choose what kind of interaction they want to make. Items are dragged out of the inventory and placed on hotspots to interact. Items can also be dragged onto other items to combine them.

Story

Alana was traveling solo on an expedition to a remote space outpost when her ship crashed into space debris and landed on what appears to be an uninhabited planet. Now she has to find a way to survive and a way to get off the planet. The game will switch between Alana's 247th day on the planet and previous days, starting with when she first crashes and moving chronologically from there.

Gameplay Length

The demo should be around 30 minutes to an hour long.

Victory Conditions

To complete the demo players must first fix the damages on the inside of the ship and then leave the space ship to go outside. Upon leaving the space ship they will explore two/three environments before a simple cut scene after which the screen will fade to black before displaying the title screen and ending the demo.

Game Flow & Puzzles

Spoilers! I can't share this page because it'll spoil the gameplay for the demo.
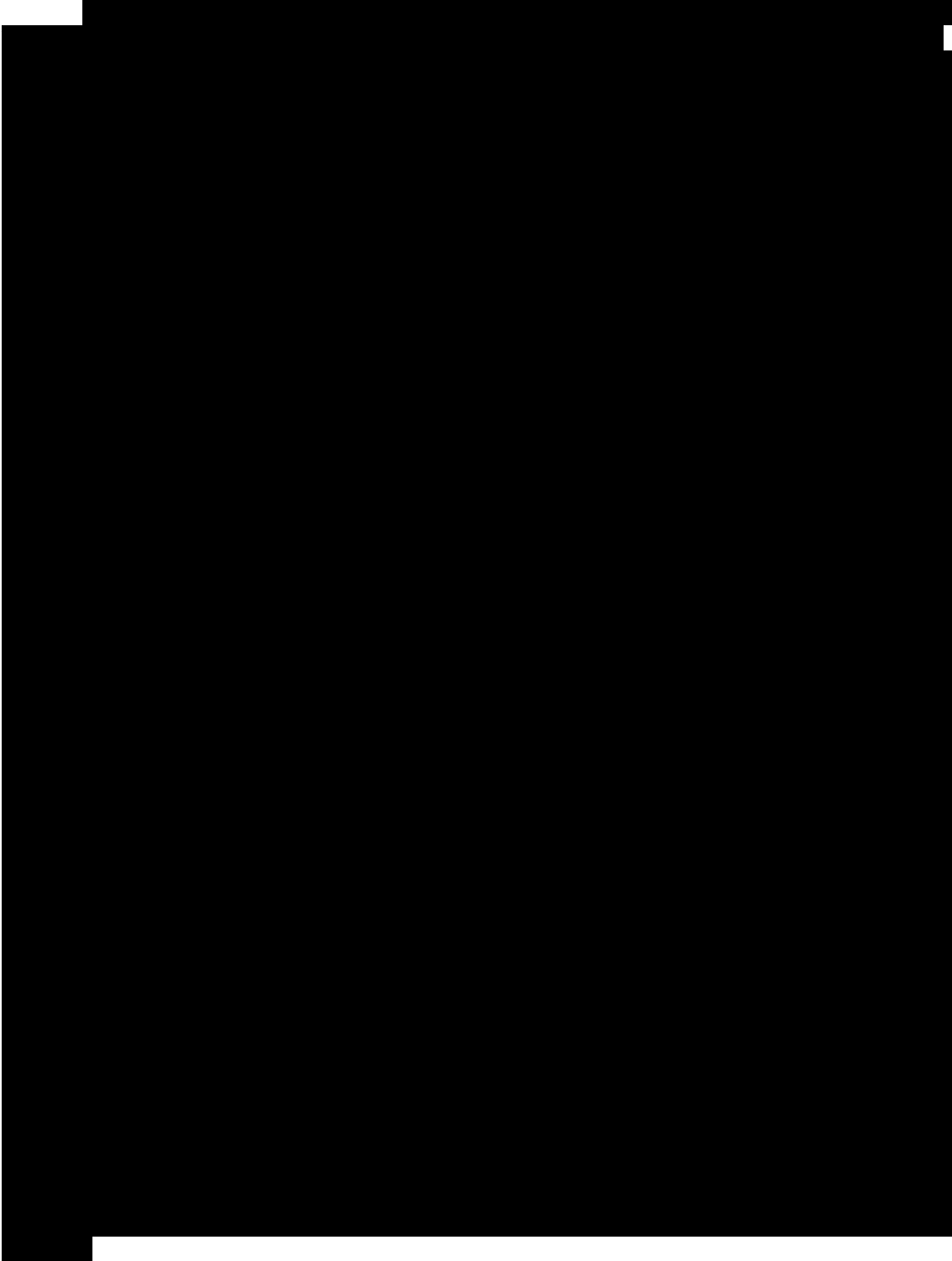
User Interface

Overview

I will be taking advantage of Adventure Creator's UI creation to make menus and the HUD. Items in your inventory will be displayed on the HUD and can be dragged onto items on the map to be used. From the menu players will be able to save and load their game and view their inventory.

Initial Concepts

The top concept is drastically different from what will appear in game but it still shows elements of what I want to include. The picture below shows the more likely layout.

Inventory

Items Found

Items Crafted

Music and Sound Effects

Overview

Both the score and sound effects will feel alien and ambient. They will need to tonally support the atmosphere of isolation and the unknown.

Music

Songs will be looping Wav files that will carry over from scene to scene. The music will be mostly ambient noise.

Concept Music

[Click here to listen to a concept track](#)

Sound Effects

EWBF will need a lot of sound effects as extra player feedback when the player is interacting with the UI. For example, sounds for when an item is selected, combined, when a solution does or does not work etc. These sounds should have a slightly retro sci-fi feel.

Mood Boards