Project Torment
Design Document

Written by Matthew Christian
10/26/2014

Table of Contents

Overview

What is this game?

Project Torment is a single-player third-person psychological horror game featuring a narrative driven story following David, a man who, after a violent accident, wakes up in a roadside ditch to find the world around him unfamiliar and abandoned. David's main motivation after waking is to find his wife and son, but terrifying creatures lurk in the fog and around dark corners and the truth about David might be even more disturbing.

Why would people play this game?

Project Torment is a breath of fresh air in the horror video game genre for three core reasons that define its very creation: Recognizable and Unique Gameplay, Strong Narrative Design, and Quality.

Most notably, classic horror games like Resident Evil 1-3 and Silent Hill 1-3 have a massive fanbase dedicated to their respective series' because of the effectiveness of their initial entries, an effectiveness that Project Torment takes to heart and is both designed upon and expands with modern touches. Gone are the clunky item use screens, missing are the trivial page collection arenas where a faceless Internet meme chases you for no reason. Project Torment is psychological horror with base gameplay familiar to those titles while adding unique twists to gameplay in the form of a "mental health system" and "character management system" (defined within this document).

Secondly, Project Torment features a narrative that puts the player front and center in the deeply disturbing story of David Hamilton's life. On the surface David's goals and motivations are quite simple, but as the game progresses more is revealed, slowly burning and building to a climax that even horror veterans would be shocked by.

Finally, this game is being developed with one of the core virtues of Subject Matter Games: build AAA-games with an indie team. Leveraging cutting edge indie-level technologies like markerless face and body motion capture help bring the story to life while the power of the Unity 5 engine gives the development team the ability to implement next-gen render techniques without much effort to great results.

What is the goal of the game?

The primary goal of Project Torment is to navigate the character David Hamilton through a hellish world filled with monsters, dungeons, and puzzles, to find his wife and son. Throughout the game David will also have sub-goals that get him closer to his main goal of finding his family. The player will also have self-imposed overarching goals such as 'Finish the game' and 'Collect all hidden collectable items'.

Features

The following is a list of features unique to this game:

- Dark and mysterious narrative told through motion captured cutscenes and in-game story references
- Four areas to explore, find hidden collectables, and fight monsters
- Four dungeons each featuring a unique location, different puzzles, differing enemies, and boss fights
- Medication buff gameplay mechanic that simultaneously helps and hinders the player, making medication item use 'a necessary evil'
- Character management mechanic replaces standardized user interface (UI) features by changing the player's focus for survival away from a simple UI bar and instead toward the actions of the character
- Several melee weapons to wield and use to fight monsters with
- Tension built into levels, an unfamiliar musical soundtrack, and a disturbing narrative set in a dark world all used to terrify the player

Research

Description

The following are answers and facts gathered during the initial story research phase of Project Torment. This is information to be used in the future when writing the story, designing the gameplay, and should be a good basis for the entire game.

Question: When someone dies of an overdose, what kind of investigation do the authorities hold? Will they test the body for signs of contact with another person without probable cause?
Answer: This will not need to be reasonable within the scope of thie story. The main character feels overwhelming guilt due to his actions. Whether the game takes place immediately after the climax of the flashback track or months after, the outcome of the real scenario does not matter to the main character and will not be revealed within the scope of this game.

Question: What are the primary stages of grief?
Answer: 1) Denial and Isolation, 2) Anger, 3) Bargaining, 4) Depression, 5) Acceptance.
Source: http://psychcentral.com/lib/the-5-stages-of-loss-and-grief/000617

Question: Are there any anti-depressant prescription pills that provide the user a 'high' similar to illegal drugs? If so, are they addictive? If not, what kinds of anti-depressant pills are addictive? How does anti-depressant addiction differ from illegal drug addiction?
Answer: Not applicable; while original designs of this game contained themes of addiction, the finalized plot will not contain this theme.

Gameplay Systems

Overview

This section details the different unique gameplay systems found in this game. These gameplay elements will impact other sections of this document such as story/plot, controls, etc. These are the core mechanics of this game and will be explained to the user through initial tutorials. Information on these systems will also be found in the pause menu after their tutorial is shown.

Character Management (David's UI)

Project Torment features a very minimal user interface (UI), typically only showing something when a user requests it (example: inventory). All other methods of conveying status to the player are handled through different effects applied to the camera and the David model. The player will need to be told the UI is minimal and that their understanding of David and his state will need to be learned. The following are some sample screen mockups showing off the different effects:

Standard In-Game Reference

Depro Fade Phase (Blurred, Dark Edge, Fisheye, Color Distortion)
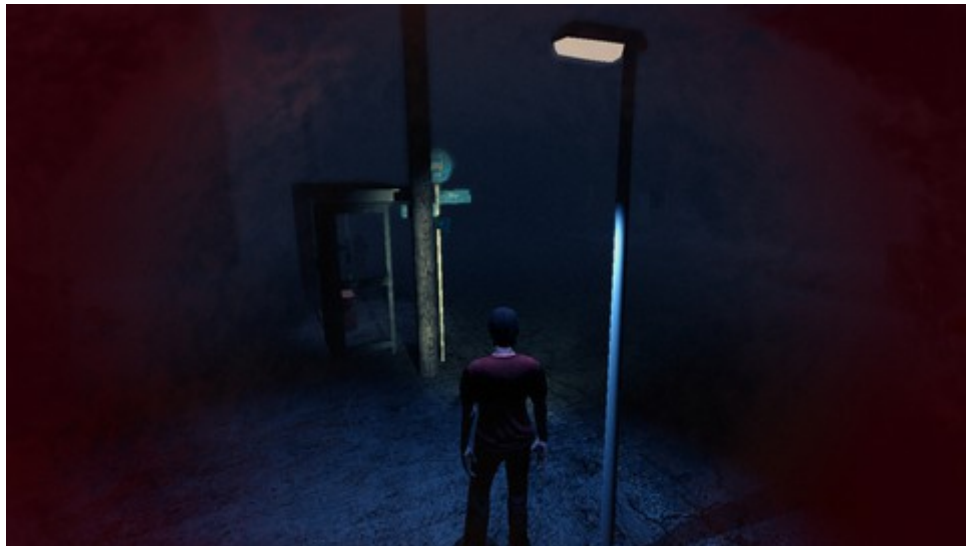
Player is hurt (Red edge increases with more damage)

Inventory 'Wheel' Mockup (Inventory is set over other screen effects)

Deproxitine

There are three mechanics surrounding the use of Deproxitine (Depro), an in-game consumable, with each effect impacting another:

Deproxitine Item Usage

A major consumable item featured in this game is Deproxitine, a consumable item that can help and hurt David. Deproxitine is described in the game story as an antidepressant with numerous side effects that David is prescribed to help prevent negative thoughts surround his mother's death. Unlike traditional items, once Depro is taken there is a delayed reaction time before it affects David and before it wears off, called the Depro Life Cycle. A good visualization of this is with a traditional bell curve:
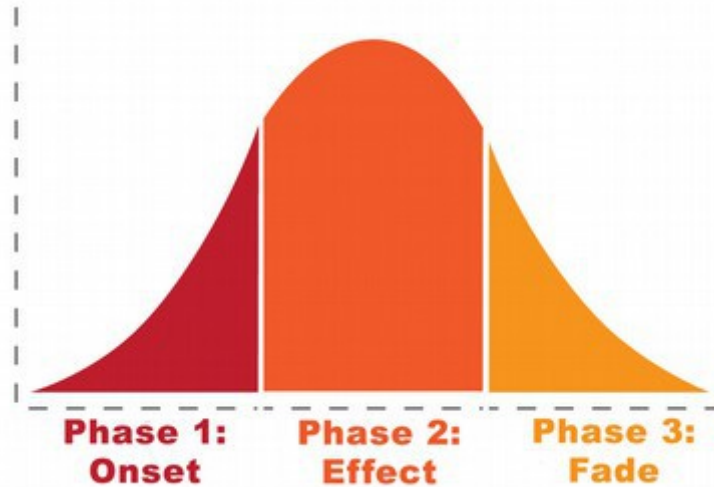
Standard Deproxitine Life Cycle (Effect of item over time)

Depro has three primary stages during it's life cycle after being used based on time: Onset, Effect, and Fade. Upon taking Depro, the player begins the Onset stage which is the entry phase where the drug slowly begins to take effect, eventually reaching a point where it builds fast enough to reach the next phase. Once enough time has passed the drug enters the Effect phase where it is most stable and effective, this is the most positive experience for the player as it provides the most benefit, it is the reason the player has taken it in the first place. After more time passes though the Effect phase begins to falloff, eventually leading to the Fade phase, the final phase where the effects begin to lessen and are compiled with any potential negative effects.

Here is an estimated amount of phase time for Depro use and the phase effects the first time the player uses it in game:

1. Onset: 10 seconds
    1. Possible light screen effect to symbolize Depro has been taken (lasts through Fade phase)
2. Effect: 15 seconds
    1. Attacks cause 1.1x-3x standard weapon damage (see Tolerance Limit section)
3. Fade: 10 seconds
    1. Light screen effect from the Onset phase wears off

As the player plays the game the Depro Life Cycle will drastically change based on the number of times the player uses it (Tolerance Limit) and on the status of David's Mental Health. These two mechanics and impact are described in the next two sections.

Tolerance Limit (Depro Life Cycle Decay)

Tolerance limits are a temporary negative side effect of consistent Depro use. As the player uses more and more Depro (counted behind the scenes), the drug wears down David's immune system and

impacts camera view (heavy blur/distortion), controls (movement becomes 'looser'), and in the extreme case it causes damage to David physically (health drain), however more use causes the drug lifecycle to change and become more potent by increasing the Attack multiplier.

Depro Effects (Blurred, Dark Edge, Fisheye, Color Distortion)

Using Depro more causes distortion/decay to the Deproxitine Life Cycle shown in the previous section. For reference, here is the Standard Deproxitine Life Cycle showing the effect of the drug over time:
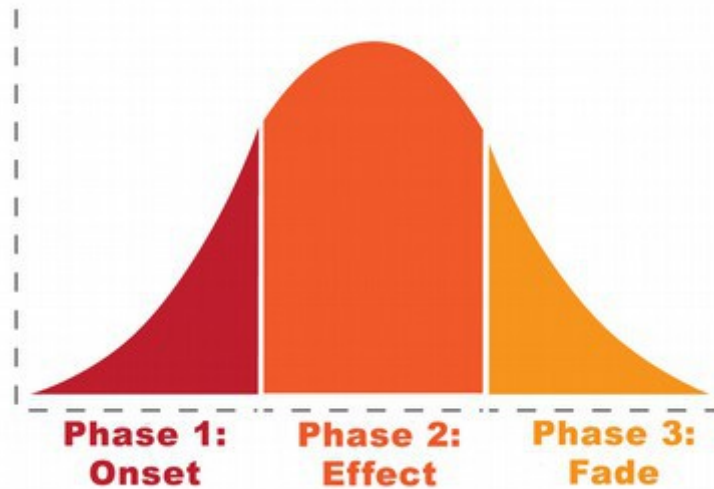
Standard Deproxitine Life Cycle (Effect of item over time)

Notice the following portions of the above image: equal Onset/Fade phase lengths, lower peak during Effect phase, normal Fade phase (not really shown). Each time the player uses the Depro item this life cycle is impacted, here is an example of a player who uses Depro a lot:

Effects Of Depro Use For Heavy User

Effect phase shortened; HIGHLY effective (stronger)

Onset time lengthened

Fade shortened; effects VERY severe

Phase 1: Onset   **Phase 2: Effect**   **Phase 3: Fade**
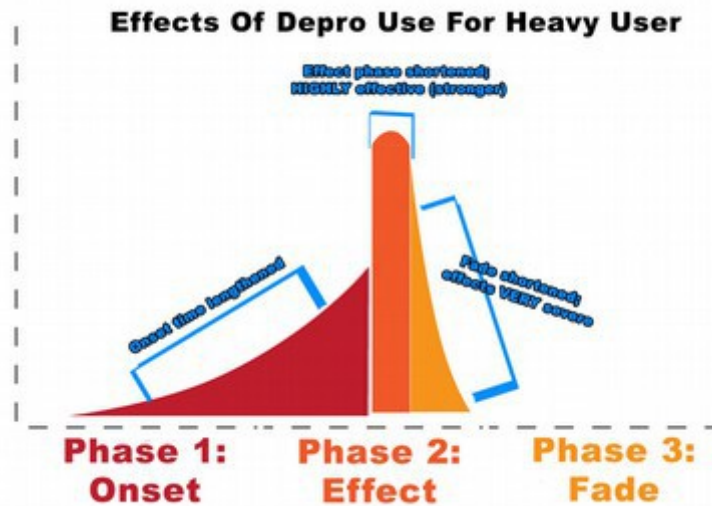
Deproxitine Life Cycle for Heavy User (Effect over time)

The following has changed: Onset phase is considerably longer, Effect phase is shortened but peaks higher, Fade phase is shortened but is much more severe in effect.

Using Depro more often will create a more effective item, with the drawbacks that the potency causes more intense Fade phases (harming David more severely such as stronger screen effects or even health decline).

Depro-use compounds during the Onset phase, using more of the drug makes David very strong and the effect comes on faster, however the negative downward turn is much more harsh. Therefore, the player could face a difficult enemy and take several capsules of Depro to defeat it, but may unwittingly take too much, to the point of causing physical harm in the future long after the fight with the enemy.

There are two ways of lessening a severe Fade phase:

1. take Depro during the Fade phase to offset the downturn with another 'high', this will again degrade the life cycle but will almost immediately stop the Fade effects;

2. consume a health item (medical kit, etc.) to replace the health as it is lost (risky considering medical items are the only source of healing and are scarce).

The following are the Tolerance Limit decay changes to the Effect phase:

1. Attack Multiplier Increases, all weapon attacks deal more damage when decay increases (up to 3x standard weapon damage)
2. Effect Phase Shortens, length of time effective is shortened when decay increases (down to 3 seconds?)
3. Possible screen glow on unique items?

The following are the Tolerance Limit decay changes to the Fade phase:

1. Fade Phase Shortens, length of time effective is shortened when decay increases (down to 5 seconds)
2. Fade Phase Strengthens, effects on the player are more severe when decay increases (effects stack):
   1. Screen color tint
   2. Screen blur
   3. Screen edges darken
   4. Controls loosen (movement more difficult)
   5. Health loss over time

Mental Health (Mental Points)

As the player progresses through the game, David will hit peaks and valleys in his mental health. If something good happens to David (a peak) such as having a good memory the Deproxitine is less effective (David has a specific happy memory to focus on, preventing Depro from 'blending' his thoughts). However, if something bad happens to David (a valley) such as a close friend dying the Deproxitine hides the onset of that depression and is thus more effective.

This system will be stored behind the scenes in each play through as a numerical value called Mental Points (MP) impacted by two things: 1) pre-determined spots in the narrative and, 2) player actions. At pre-determined spots in the narrative, the bar will be given a pre-determined amount based on a positive or negative experience to David. For example, when David learns the fate of his wife the amount subtracts a large amount. A small example would be the voiceover memories that tie into the narrative that play while the player is in an area or finding a weapon (technically a player action but weapon placement is pre-defined).

Player actions also impact David's Mental Health, though it is more regulated to playing the game in a positive or negative manner. For example, if David enters combat with several monsters and defeats them but is nearly depleted of health a small amount is subtracted from the mental health value. However, if he fights a monster and is left relatively unharmed he will gain some Mental Health back based on the enemy. Using Deproxitine (outside of pre-determined zones) which helps David temporarily but provides him with long term mental health issues also subtracts from this value. Using Depro within a pre-determined zone after a cutscene with a negative will replenish the MP lost for the scene and add a small amount since the drug is used in the correct place.

There are four conditions of mental health that David can enter based on his mental health score:

- Very Healthy
  - 100 and higher
  - Depro is slightly reactive, slow acting, not as effective
  - Standard Weapon Attack is 1.5x
- Healthy
  - 0-100
  - Standard Weapon Attack is 1x
- Unhealthy
  - -100 – 0

- ○ Depro is very reactive, fast acting, very effective
- ○ Standard Weapon Attack is 0.9x
- Very Unhealthy
  - ○ -100 and lower
  - ○ Depro is extremely reactive, very fast acting, extremely effective
  - ○ Standard Weapon Attack is 0.75x

Mental Health Meter

Very Healthy
- Lightly Reactive
- Slow Onset
- Less Effective
ATK+

Healthy
- Reactive
- Standard Onset
- Standard Effectivity
ATK

Unhealthy
- Mildly Reactive
- Mild Onset
- Mildly Effective
ATK-

Very Unhealthy
- Highly Reactive
- Fast Onset
- Highly Effective
ATK--
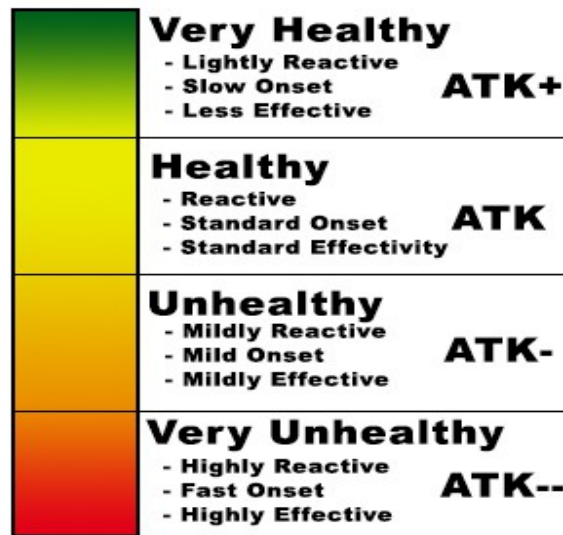
Mental Health Meter (Effect over time)

The player starts the game with 75 Mental Health (MH), putting them on the higher end of the Healthy state.

The following is a list of good actions that can happen to David that will award MH points:

- Positive story points (good memories of family/past)
- Finding weapons/items
- Using health items
- Defeating enemies
- Taking Depro once when in a Valley Timed Area

The following is a list of bad actions that can subtract from David's MH points:

- Negative story points (bad memories)
- Staying at low health for over 30 seconds
- Taking Depro when in a Peak Timed Area
- Not taking Depro when in a Valley Timed Area

Timed Depro Uses

At certain points in the narrative there will be positive and negative things that happen to David that will impact his mental status. The area immediately following the story point will begin a timer and using Depro during this time will have extra effects based on the player's actions. Bonuses or penalties during this time will be more severe based on whatever happened in the narrative. There are two different sections; a **PEAK** is when something positive happens to David in the story, and a **VALLEY** is when something negative happens to David.

If something **POSITIVE** happens (a **PEAK**) and the player **DOES NOT** take Depro they will receive a bonus of additional MH points on top of the positive points they received at the story point. However, if the player **DOES** take Depro they will instead receive a penalty and have points subtracted from their MH total.

If something **NEGATIVE** happens (a **VALLEY**) and the player **DOES** take Depro they will receive additional MH points. However, if the player **DOES NOT** take Depro at this time their MH total will have even more points subtracted from it.

Upon returning control to the player the timer will start (uneffected by pausing). The player will be shown a prompt on the screen defining this as an area where Depro will have added effect but will not be told whether to take it or not. This is represented by:

Save System

Saving in this game is done by activating pre-defined 'Save Spots' around the levels. When the player activates a Save Spot it prompts them to name their save and stores the player data along with a date and time. Upon restarting the game this save can be loaded by selecting 'Load Game' from the main menu. Alternatively, the 'Continue Game' option will appear only if a save exists and will load the latest save based on date and time. The player has unlimited saves unless playing on Hard or Expert modes, in these modes the save slot will have a count based on the mode and will decrement as the player saves at that spot. Once all the points at a spot are used the spot is deactivated and the player can no longer save there.

Game Difficulty

Torment features 4 levels of difficulty: Easy, Medium, Hard, and Expert. Expert is unlocked once the player finishes the game on any difficulty. Here is a list of gameplay differences between difficulties:

- **Easy**:
  - Enemy life is lowered (0.75x)
  - Unlimited save points
  - Item placement is high (additional health items)
- **Medium**:

- ○ Enemy life is standard (1x)
- ○ Unlimited save points
- ○ Item placement is standard
- **Hard**:
  - ○ Enemy life is high (2x)
  - ○ Save points limited (3 per Save Spot)
  - ○ Item placement is lowered (fewer large health kits, replaced by smaller health items)
- **Expert**:
  - ○ Unlocked after finishing the game on any other difficulty
  - ○ Enemy life is very high (3x)
  - ○ Save points limited (1 per Save Spot)
  - ○ Item placement is very low (fewer health spawn points in general, fewer large health kits)

Story

Overview

The story of Project Torment follows a man named David who wakes up after an accident in a forested area. Without remembering how he got there, David heads through the woods looking for help, only to find it crawling with monstrous creatures. His goal then becomes singular: find his wife and son. But terrifying creatures lurk in the fog and around dark corners, and the truth about David might be even more disturbing.

Characters

David Hamilton – Protagonist; David is a 32 year old male who is slightly out of shape, with a jaw lined with beard stubble. As the game opens, David awakes in the middle of a forest without knowing how he got there and ventures forth to find help. When David realizes the towns are deserted except for monstrous creatures his only goal becomes finding his wife, Anna, and his son, Carter.

During the game David is almost wholly remorseful for what he believes is leaving his family, though turns out to be regret due to his past with Anna. The truth about Anna, though immensely painful to him mentally, is freeing and David accepts his guilt and rememberance of her. Through the final sections of the game David is finally finding some sort of peace before finally conftronting Carter. As he is lead to Carter he begins not only accepting his guilt but understanding Carter himself and what he represents.

Anna (Turner) Hamilton – Supporting character; Anna is a 29 year old woman with round cheeks and long light red/orange hair. As the game opens, the player is clued into the fact that David and Anna are married and have one son, a 7 year old named Carter (through dialogue and inventory items). Throughout the game David flashes back to the time before Anna and David were married, before Carter was conceived and born. The flashbacks start around a year into Anna and David's relationship and span until their climax a few months later. Due to having dated for around a year, Anna is very sympathetic to David's onset of depression and pleads for him to find help, eventually leading him to Dr. Willems in Miller's Cross.

However as David takes the Depro he begins to distance himself from Anna, causing her unintentional emotional distress which Dr. Willems prescribes Depro for, unbeknownst to David.

Carter Hamilton – Supporting character; Carter is the 7 year old son of Anna and David. As the game begins Carter is strictly limited to flashbacks but appears as David enters Watershead. David and Anna conceived Carter after being married, as referenced during the Watershead General Hospital section of the game. Carter is illusive to David within the game, typically leading him somewhere until his past is revealed in the final areas. In the flashbacks David and Carter maintain a healthy, happy relationship; though in the game world Carter is always found crying or calling out for help.

Dr. Willems – Dr. Karl Willems is a psychologist operating a clinic in Miller's Cross. David

becomes a patient of Willems' after entering a lengthy depressive state due to the death of his mother. Willems is in his 50's with greying hair, glasses, and a beer belly. Willems is consoling and helpful to David as they discuss his feelings and past with his mother, however he over-medicates and misprescribes pills for many of his patients as a solution to whatever problem they have, David included.

Themes

These reoccurring themes are crucial to the narrative and must be found throughout the game even in points where they may not make initial sense or be abstracted. In some cases these themes manifest themselves in the types of monsters David fights or objects David finds in the environment around him.

- Extreme regret/remorse
    - This regret is caused by David's regret of his actions with Anna as seen in the climax of the game; also caused by the pain of the truth behind Carter
- Sexual desire
    - This is caused by David's frustrations and desires of Anna

Storytelling Methods

There are four unique ways story is told to the player within this game and are referenced in the following story outline section:

- **CUTSCENE** – These are non-interactive in-game cutscenes that are shown to the player like a movie; camera angles are pre-defined and the scene is told from an omniprescent perspective; **USE SPARINGLY**
- **VOICEOVER** – These are pre-recorded snippets of dialogue that play over the game as the player is in a specific area; unlike character dialogue, these are typically representing something that happened in the past and as such have some audio distortion over them as if the character is internally remembering the conversation
- **COLLECTABLES** – Collectables will feature snippets of filler text and background info both on David's story, as well as side stories that run in parallel to David's but echo similar themes
- **ENVIRONMENT** – Environment storytelling is the most subtle and form of storytelling on this list; it is utilizing environment set pieces to help tell or infer story details (seen in games like Portal referencing the 'Rat Man'); these can be done themselves or can expand on any narrative points initially told in one of the other methods listed above

Outline

The following is a list (in order) of plot points, levels, and other gameplay details found in Project Torment. All dialogue and monologues are only for example purposes and will change in the final game with the game script. Sections between points in this document will often include the player

navigating an area, collecting items, and fighting monsters before the next story point.

Introduction

- **CUTSCENE**: The camera fades in and out to a blurry scene, mimicking someone hazily opening their eyes. As the scene comes into focus we see a prescription bottle standing on a forest floor. Behind it, glass and other debris litter the ground and further back a rapidly burning fire devoures a car (see Story point below). From a camera angle on the other side of the fire, a middle aged man (David) stands up, holding his head and has a short monologue. Unaware of where he is or how he or the car got there, David searches the crash site and calls out before heading into the woods to find help.
  - **NEW INVENTORY**: Gold wedding ring and a picture of a boy in front of a building with the words 'Carter age 7' scribbled on the back.
  - **GAMEPLAY**: Basic movement tutorial (forward, back, strafe), camera controls tutorial (horizontal/vertical look).
  - **STORY**: As the game starts there are several different randomized types of accident's that could start the game, however this story overview will use the Burning Car scene. See Gameplay Features for more description on this.

Area 1 – Woods (Miller's Cross)

- David finds trees cut back to form a man-made valley with large dead power lines running overhead (ripped apart and hanging down). He follows them assuming they must lead to civilization.

Illustration 1: Man-made valley reference (with power lines)

- David finds a large lit-up billboard advertisement for a name-brand antidepressant called Deproxitine. **VOICEOVER**: Voices talking, David's <u>girlfriend</u>, a woman named Anna asking a man (known to be David from hearing his voice at the crash site) to see a psychologist to 'talk about what happened'. She pleads and David explains that he doesn't know where to go before Anna interjects that she already found a place in Miller's Cross.
    ◦ **DESIGN**: This billboard should seem obviously out of place but realistic, there isn't a road nearby so it doesn't make sense to have a billboard here, yet it calmly and quietly sites in the middle of the woods, mysteriously lit without the help of the power lines.
    ◦ **GAMEPLAY**: Introduction of collectable notes (see Collectables section)

- As David follows the power lines he sees a shape moving in the path in front of him. **CUTSCENE**: David calls out to the humanoid shape, but as it turns the face is revealed to be distorted, a fleshy mask holding it's head back with one of the limbs shoved down into it's "mouth". David quickly looks around and grabs a nearby thick tree limb to fight with.
    ◦ **GAMEPLAY**: Basic combat tutorial (ready weapon, attack)
    ◦ **NEW ENEMY**: Swallow

Illustration 2: Swallow Monster

- David continues forward, his path beginning to contain abandoned barns and sheds, though

Swallow monsters continue to attack him as he searches for help. Finding a service road from the driveway of a farmhouse, David follows it and the power lines to reconize he is entering the small farming town of Miller's Cross. David searches more of the town but finds no humans. As he approaches the far end of the main street he see's large rocks jutting up into the sky, cutting buildings in half and preventing further progress. While searching for a way forward David decides to look for Dr. Willems and heads to Willems' clinic.

- **DESIGN**: Miller's Cross is a miniscule town comprised of one main street featuring solid storefronts on either side of the road. Farm houses and sheds sit on the edge of town with most of the towns traffic in the form of farmers. Think very small town for this one (see reference image).

Illustration 3: Miller's Cross reference (small town, one main street, solid storefronts)

Dungeon 1 – Miller's Cross Mental Health Clinic

- David enters Dr. Willems' clinic and experiences a flashback to the first time he met with Dr. Willems. **CUTSCENE**: David and the doctor introduce themselves and Willems asks David why he's there (what he wants to talk about). Hesitant, David explains that while he doesn't think it will help, his girlfriend Anna asked him to seek help after feeling more sad than normal. Willems asks for David to indulge him and they begin to talk. 'So David, what's on your mind?'

- A few rooms into the clinic David finds a small flashlight and uses it to look through the clinic rooms, some of which are locked or broken to the point where he can't enter. While searching the building he finds a knife and uses it to kill a new type of monster: a man whose skin is melted away with hollow eye sockets. Halfway through his search David thinks (hears) two voices talking similar to when he was at the billboard, one is Dr. Willems saying 'What happened to her?' and David responding, 'I guess she couldn't live like that, with all the Chemo she'd have to go through. So she just, ended it.' Willems: 'Ended it?' David: 'My own mother, hanging from that belt for days without anyone around. We didn't get along, so I don't know

why I still wished I was there...'
- ○ **GAMEPLAY**: Flashlight.

Illustration 4: Skinmelt Monster

- David finds himself in a dirty and destroyed version of Dr. Willems' office. The room is somewhat different from the one in his flashback, the walls further out, the room larger and more decayed with dirt and grime. In the center of the room sits a lone table with a light shining down on a single item, a prescription bottle of Depro in David's name.
  - ○ **GAMEPLAY**: Depro usage tutorial.
  - ○ **BOSS FIGHT**: David is attacked by groups of skinmelt monsters in waves.

- **CUTSCENE**: Upon defeating the skinmelts, David flashes back to the end of his first session with Dr. Willems. Willems: 'David, it is my belief that you are suffering from a mild form of depression incited by your mother's suicide. It is possible your mother suffered from depression herself, some studies point to depression passing through genetics. Her death might have just been the catalyst that caused this beast within you to just wake up. I want you to start taking

Deproxitine every morning and see you in here once a week.

Area 2 – Forest (Watershead)

- Unsure of what is happening around Miller's Cross and having found medical supplies, David begins to fear for his wife Anna and their son Carter. Rather than continue to look for help for himself, David decides to head to his home in Watershead and find Anna and Carter. David takes the southbound road out of Miller's Cross and into the forest on the way to Watershead.
  - **DESIGN**: Traveling through the forest, David finds more skinmelts closer to town but as he gets further from Miller's Cross their numbers diminish and they are instead replaced by knifeheads.

- **CUTSCENE**: As David works his way through the forest, he has a flashback of himself sitting on a chair simply staring off into space while Anna argues he doesn't listen any more. He responds but in a seemingly severely uninterested state. She yells that he is constantly staring off into space when she talks to him and that she feels the relationship can't continue like this. However, as she is yelling, the audio track is overtaken by a single drowning noise before quieting to near silence. Dr. Willems' voice enters: 'It's called tuning out, a side effect of Deproxitine, but not an entirely bad one. Your body is attempting to build a tolerance to the antidepressant and tries to fight it's effect by 'turning off your focus' essentially. What I *am* concerned about is an extremely depressive state that can come with tuning out. Let's bump up your dosage every morning, that should help you focus again.' Cut to the mysterious wooden door from the beginning, same ambient track crescendos and camera zooming back (out).
  - **GAMEPLAY**: Tolerance limit; once this tutorial is completed, the tolerance mechanic takes effect, prior to this the player should not have enough Depro to see the effect negatively impact David.

- Nearing the edge of the forest, David's vision becomes blurred and hazy: he hears Carter, his son, and tries to call out in real life but the sound keeps playing, 'Daaad, come on! Please...' Carter stops crawling as his attention focuses on something sitting on a nearby table. He crawls down and approaches the table as the camera reveals an opened bottle of Depro, pills strewn around it. Carter picks one of the pills up, examines it, and pops it into his mouth. Quick cut to David present day who, very depressed by this memory, mumbles 'On my way, bud' before continuing.

- David sees a child running further ahead as he enters the outskirts of Watershead and follows believing it to be Carter or one of his friends. He loses the child but finds a trail of dropped toys and follows them and discarded medical equipment into the Watershead General Hospital.
  - **DESIGN**: Watershead is similar to Miller's Cross in that it is filled with monsters and seemingly abandoned by all human life.

Illustration 5: Watershead reference (more side streets, alleys, buildings, but still 'small town')

Dungeon 2 – Watershead General Hospital

- David enters the hospital hearing a voice-over flashback of himself yelling for a nurse: 'Nurse! Help, my wife is having her baby!'

- As David begins to navigate through the Watershead General Hospital (unintentionally working towards the birthing wing) he is assaulted by a new distorted creature, a somewhat humanoid monster pieced together with thick stitches and a sickly large, protruding belly. David finds many of the stitch monsters around the hospital.
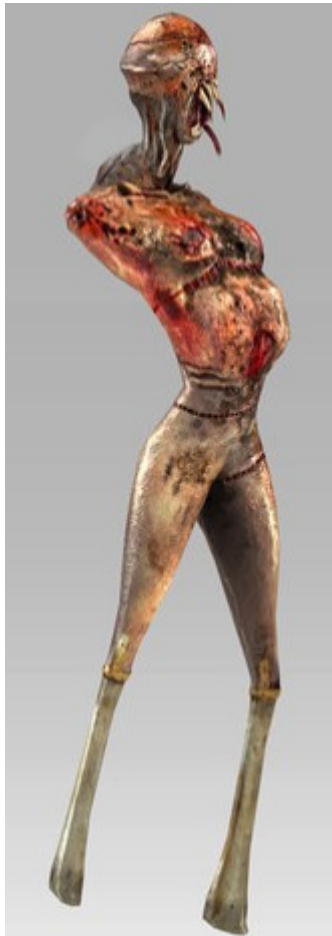
Illustration 6: Stitch Monster

- Several times David hears a woman (and distortions thereof) crying and screaming, sometimes yelling to David directly, cussing at him, telling him it is his fault she is like this, his fault she ended up this way. The screaming is most certainly Anna's voice, though some of the distortions are impossible to tell who it is.

- David enters the birthing center and eventually into one of the birthing rooms. The room is dirty and dark as a distorted man shuffles out of the shadows, he seems to be wearing operating scrubs but is covered in blood, is badly disfigured, and is not moving naturally. David takes more Depro and fights the being.
    - **BOSS FIGHT**: Distorted male nurse

- **CUTSCENE**: Upon striking the final blow to the creature, the scene switches to a bright, clean operating room. As the camera pans we see bright red drops of blood on the floor leading to a group of surgeons crouched over another surgeon holding his nose, his hands and clothes

covered in blood. Across the room (where the surgeons are looking), we hear a woman crying and a newborn baby screaming. The camera shows Anna crying in bed and begins to pan down. The camera jumps to the edge of her hospital gown, where a red fleshy cord is strewn out and reaching. As the camera follows it the cord leads to the newborn baby, Carter, being held by David. David's hands are bloodied and in one he has a bottle of Depro. Crying, in torment and a crazed happiness, David says hello to Carter, and promises he'll 'quit' as he drops the Depro bottle.

Area 3 – Watershead Suburbs

- **CUTSCENE (cont'd)**: The scene returns to present day where David is throwing up behind a dumpster behind the hospital building. He forces himself forward, 'I gotta get home. I need to find him, need to find her.' David continues on, heading into a suburban area filled with residential housing.

- As David approaches his house he hears an argument between Anna, Dr. Willems, and himself. Anna and Willems try to persuade David to resume taking Depro, specifically saying they want it to 'fix him'. David explodes in anger, 'Why do I need to be fixed?! When I take it, I don't know what part is me and what part is the drug anymore. It isn't fixing me, it's making me someone else!' We hear Anna yell: 'David wait!' before hearing a door slam.

- David finds the house abandoned and notices the bedroom door he has been seeing in his flashbacks (**CUTSCENE**: again we see the door as the camera slowly zooms out with the same ambient track, but this time split with slow zoom in shots of David).
  - **INVENTORY**: The gold wedding ring disappears from David's inventory when he enters the house.

Dungeon 3 – Anna's House

- **CUTSCENE (cont'd)**: As part of the door scene above, David hears a conversation between Anna and himself. Anna apologizes for 'ganging up' on him and explains that she is only concerned for him but that she won't make him take Depro is he doesn't want it. They decide to celebrate their reconciliation, a night out on the town, just the two of them.

- The house soon begins to decay in the present and rooms start defying the laws of physics by becoming larger than normal. The home begins to be much larger inside than it ever did outside. David finds another enemy, a crawling creature that moves on four limbs while four similar limbs limply swing attached above (resembling a headless torso with four limbs deadly laying on top of another four limb torso).

Illustration 7: Limp-quad monster, resembles two humanoid shapes fused and struggling

- David fights through the monsters to find a key in the basement for the locked bedroom upstairs. Upon getting the key the house returns to normal, the decay removed, the monsters gone, and the rooms returned to size resembling the abandoned house he first entered.

- **CUTSCENE: [REMOVED]**

- David looks at the mirror attached to the dresser and see's Carter walk out of the room behind him.

Dungeon 4 – Torment

- After only a few halls, it is apparent David is no longer headed into Anna's house, as long stairways descend downwards and halls twist around in a dirty, decayed maze far under where the house would normally stand. Images of his life stand on walls and the ceiling (people, monsters, and furniture stand on the walls), monsters, the knifehead, limp-quad, and a human head with a spider escaping from its mouth, all attack him during this downward descent. His vision blurs, sways, and tints without the use of Depro. As he follows the boy, David calls out,

lamenting that Carter doesn't exist but believing following might help him (might give him some form of salvation for what he did to Anna).

Illustration 8: Skull Spider Monster

- **CUTSCENE**: **[REMOVED]**
  - **FINAL BOSS FIGHT**: **[REMOVED]**

Epilogue

- **CUTSCENE**: **[REMOVED]**

- **CUTSCENE (cont'd)**: We see the camera close zoom in on the Depro bottle in the room, and as it zooms back out it is standing on the forest floor, just the way it was at the beginning of the game. The camera blinks to black once, twice, becomes blurred, and fades out, opposite of how it faded in at the start.

END

Weapons

This section will describe the different weapons David can find and use against the enemies along with their base stats and features.

Tree Limb

The tree limb is the first weapon David finds in the game. It is given to the player during the cutscene that introduces the Swallow monster within Area 1 – Woods (Miller's Cross). The tree limb has medium speed and is wielded similar to a one-handed club. Damage dealt is low.

- Damage: Low
- Speed: Medium (~3 second animation)
- Range: Medium
- Animation Style: One-handed club

Knife

The tree limb is the first weapon David finds in the game. It is given to the player during the cutscene that introduces the Swallow monster within Area 1 – Woods (Miller's Cross). The tree limb

- Damage: Medium
- Speed: Fast (~1 second animation)
- Range: Short
- Animation Style: Fast swipe

Knife Weapon

Baseball Bat

The tree limb is the first weapon David finds in the game. It is given to the player during the cutscene that introduces the Swallow monster within Area 1 – Woods (Miller's Cross). The tree limb

- Damage: High
- Speed: Slow (~5 second animation)
- Range: Long
- Animation Style: Two-handed swing

Baseball Bat
Weapon

Inventory

This section will describe the different inventory items David can find and use. The inventory system in Torment is real-time and is shown as the player activates it using 2 specific bound keys (see Controls). When the player is in-game and presses the Left or Right Inventory keys a display appears in the bottom center of the screen. The item in the center of the inventory 'wheel' is the currently selected object and as the Left or Right Inventory keys are pressed the wheel rotates and the inventory items move left or right respectively. Below the inventory wheel will be subtext with the object's name and description with a dark background.

As part of the technical implementation, inventory items should automatically be grouped by their classifcation. There are three primary types of inventory: Consumables, Weapons, and Story Objects.

Consumables are the items the user can use, such as medical kits to restore health; when used Consumable items will apply their effect to the player character and 1 of those items will be subtracted from the total number available. Consumable items stack within the inventory and the remaining amounts left are shown by a small number in the inventory wheel.

Weapons are offensive items the player character can equip and use; when used, the player character will put away the currently equipped weapon and retrieve the selected weapon (unless the currently equipped weapon is the same as the one selected, in which case nothing will happen).

Story Objects are items the player character will receive and will provide more background into the story and have no in-game use (items such as David's wedding ring), or they will be items the player picks up and is required to use to solve puzzles.

Inventory 'Wheel' Mockup

Key Items

Key Items are items that are required for the player to find or have in their inventory at some point in the game. Typically these items are used for a puzzle or to proceed in the game.

- Wedding Ring
  - This item is in the player's inventory at the start of the game. It is not usable and is strictly for story purposes. The Wedding Ring disappears from inventory as the player reaches Anna's House in Area 3.
- Picture of Carter
  - This item is in the player's inventory at the start of the game. It is not usable and is strictly for story purposes. The front of the picture depicts David and Carter though their image disappears as the player leaves Dungeon 3 and enters Dungeon 4.

Consumable Items

Consumable Items are items that David can find to help him throughout the game and have varying positive and negative effects on him. This section will describe each and the effect it has on the player and avatar (David).

Bandages

The Bandage is a small health regenerative item, it provides a small amount of health with a short application time. It restores 15 points of health and takes 2 seconds to apply (plays an animation and prevents the player from doing anything except pause the game). Bandages also add a small amount of MP.

Bandage Pickup (Texture not final)

Medical Kit

The Medical Kit is a large health regenerative item that provides more healing than the bandage but takes longer to use. It restores 50 points of health but takes 10 seconds to apply (plays an animation and prevents the player from doing anything except pause the game). Medical Kits also add a small number of MP (more than a bandage).

Medical Kit Pickup

Deproxitine (Depro)

See the Deproxitine section under Gameplay Systems for a description of use and gameplay effects. Depro is represented by small orange pill bottles, typically with David's name on them, but with Anna's name in the later game (Anna's House and later):

Depro Bottle Pickup

Enemies

This section will list each enemy in detail.

Flopper

The Flopper resembles two humanoid bodies melded together, with the top one often limp and controlled by the bottom. The four limbs on the bottom control the entire creature; movement is done by the legs crawling forward, and attacking is done by the lower limbs bending and swinging the top portion (which remains limp through the motion) and is swung by the force produced by the bottom, hitting the target with the large bulbous limbs found on the top torso.

Animations

The Limp-Quad has the following animations:
1. Idle
2. Walk
   1. Arms should flop during walk animation
3. Light Attack
   1. Hips shake, rotating the torso and whipping the upper arms while striking out with the front left leg
4. Stutter (used when hit)
   1. Top portion with limbs should extend out and back
5. Death
   1. Legs crumple and body flops over as it falls to the ground

Silent Siren

The Silent Siren is a beautiful woman covered in extra flesh and flaps of skin, only some parts of her are visible such as a small portion of her face (see reference). The parts that aren't covered in extra skin are beautiful. She is wearing a tight light colored dress (as if ready for a fancy party) and her skin deformity is in a curved line from her face down her chest and under her clothes like a big scar (the dress bulges across the stomach because of the hidden extra skin). Her left arm and right leg are also badly disfigured, lumpy, and contain extra skin. The disfigured limbs have no fingers/toes but have between 2-3 splits per appendage. Her other appendages have normal fingers/toes. In her good hand she carries a rusty knife. Her skin is light toned but the extra skin is dark and contrasting with her skin color. She has no hair and the top of her head is covered is extra skin, making the top not rounded like a skull but bumpy and odd shaped.

Swallow

The Swallow is a bipedal humanoid covered in skin with a bald head and a lumpy, featureless body. The torso is shaped like a normal sized man without much muscle definition. A featureless mask of skin is wrapped around it's head and is tightly stretched across the creature's back, holding the head far back (as if pulled by the hair and looking skyward). Due to this, the creture naturally arches with chest in the air and back curved. The mask is torn on the top where the mouth would be, revealing a gaping mouth-shaped hole held open with stiching that stretches the skin apart. The creature's left arm reaches up and bends at the elbow, with the forearm leading down DEEP into the hole (no teeth or tongue are visible). This arm is connected inside so the "elbow" stays in the air. The creature's other

arm is rounded and bulbous at the end (used for swinging and hitting) and hangs from the side. The legs and feet are somewhat lumpy but has solid feet, no toes.

Swallow represents David's usage of Deproxitine and constant use. David is primarily right-handed which means he will grab the Depro bottle with the right hand, twist off the top with the left hand, and pour a pill into his left hand before taking it. Obviously this creature parallels David in that action considering the left hand is forever being swallowed while the right arm 'carries a massive weight'.
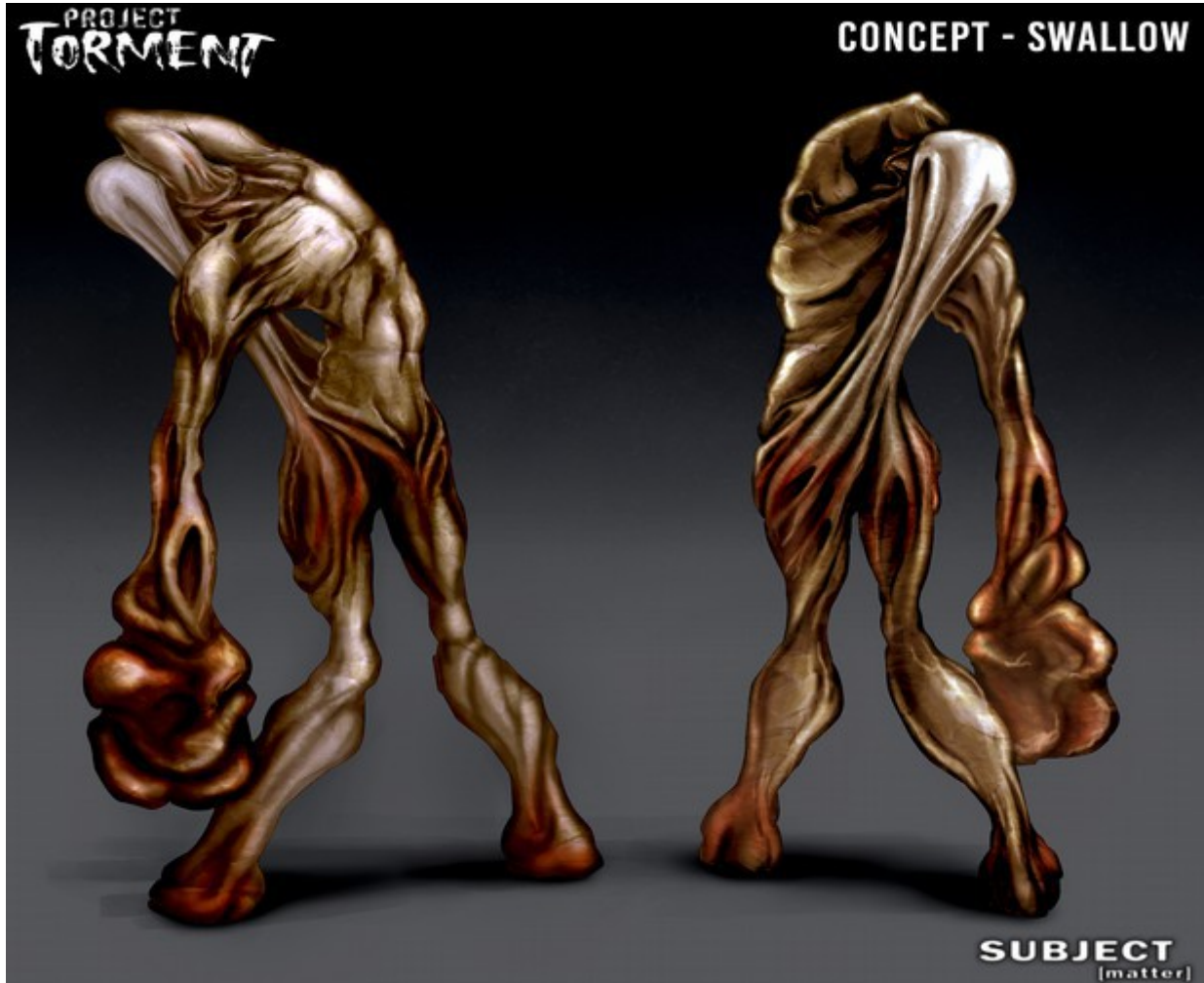
Levels

Although this game should feel seamless, there are several main sections of the game that David will travel through. This is a detailed description of each.

1. Woods (Miller's Cross)
   1. David follows the road after his car wreck back into town; he finds the road blocked at one point and takes a path into the woods
2. Millers Cross
   1. Miller's Cross is a classic one road town, Main Street USA. Downtown storefronts sit tightly side by side along the road. The town features one small general store (Marlene's) and the mental health clinic of Dr. Willems (New Day Wellness). Many of the other stores are local mom and pop shops, a cafe (Sid's Coffee) and a hardware store (Kent's Fix-It)
3. Dungeon - Dr. Willems' Clinic
   1. The main street of Millers Cross, a small one road town; use Baraboo WI as inspiration
   2. Must include medical supply store
4. Forest (Watershead)
   1. Another dark forest, some small cabins but increasing in number as the player approaches Watershead
5. Dungeon - Watershead General Hospital
6. Watershead Suburbs
7. Dungeon - Anna's House
8. Dungeon - Torment

Extras

This section will describe the different collectables the player can find in the game and the extras they can unlock.

News Articles

Throughout the game the player can find a number of news articles that seem to have a dual meaning. While they can apply to one meaning in David's mind, they also describe the reality of events described in the main narrative.

- Article 1
- Etc

Carter's Toys

In each area of the game (except the Dungeon – Torment section) the player will be able to find one of Carter's toys (7 total). These toys are exceptionally well hidden and typically require some sort of puzzle solving to find. Upon finding a toy it unlocks a bonus item in the Extras menu and cues an in-game voiceover flashback of Carter talking about the toy.

Extras Menu

TBD

Achievements/Trophies

TBD

Technical Features

This section will discuss the various technical features of this game including design inspired technical implementations.

Graphical Techniques

Here is a list of graphical techniques needing to be employed for this game and how we can achieve each:

- Depth of Field
  - DOF provides a clear near area around the player character and up to the camera, but blurs around the start of the fog (camera far plane). Along with blocking far visuals, it adds an interesting effect when the player is indoors and looks down hallways and across rooms.
- Grain/Noise Effect
  - The grain effect adds a specked sort of visual noise on top of the visual pallate, slightly distorting the scene and blending some of the visuals.
- Color Zones
  - Color zones provide a heavily atmospheric touch to the areas of the game by adding a distinct color tint as the player enters the zone. A few standard color zones for this game include a dark blue zone when outdoors and a yellow/green when indoors (see Color Palatte Reference Screens section).
- Light Glow
  - Light glow is an added effect that helps the player see bright lights, particularly in foggy areas outdoors. This adds to a realistic feeling of a light source along with light cones.
- Dust particles
  - Dust particles help reinforce that this world is dirty and crumbling; typically these effects are reserved for indoor areas.
- Rotatable 3ʳᵈ Person Camera
- 3D Menus
- Etc

Scare Tactics

The following is a list of "scare tactics", differing ways to scare the player or unnerve the player and how they can be implemented. **REMEMBER PSYCHOLOGICAL HORROR!**

- Unseen Beast
- Player Driven Action/Noise
  - Silent Hill often does this, only do some action if the player investigates; for example:

player walks up to closed bathroom stall and interacts, door is locked, as the player walks away an unseen trigger is passed that makes a (possibly loud) noise from within the stall

- This doesn't always have to be noise, it could be spawning a monster or any number of reactions depending on the situation

- Long Hallways
- Silence
- Noises with effects applied so they sound as if the sound is coming from a different nearby room
  - This can be mixed with spawning an enemy or object near the player
- Etc

Controls

The following will describe the control mappings in detail.

Keyboard/Mouse

The following is an overview of the Keyboard/Mouse PC controls:

Controller

The following is an overview of the standard gaming controller controls:

User Interface

A key feature for this game is the unique, minimal user interface that the player must read to understand important aspects of their character. This section describes the different portions of the user interface and how the player will read them.

Inventory Wheel

The following is an overview of the Keyboard/Mouse PC controls:

Player Health

The following is an overview of the Keyboard/Mouse PC controls:

Depro Effect

The following is an overview of the Keyboard/Mouse PC controls:

Audio

The following will describe the overall design direction for the audio in the game.

Reference Images

Color Palatte Reference Screens

The following is a dump of some shots taken from movies and games (primarily David Fincher's film 'The Girl With the Dragon Tattoo') that inspire the look and colors of Project Torment.

Indoor shots like this have a yellow green color to them

Another sample of an indoor yellow/green color

One more indoor shot with a yellowish hue

Outdoor shots are often bluish in tint, most likely symbolizing the snow/cold

Sometimes indoor shots are bluish but typically in 'colder' feeling scenes

Key Example:

At the start of the movie, the protagonist is being chased by reporters in a courthouse; inside the color is yellowish with a slight green...

...but as soon as they get outdoors the coloring turns to a blue tint (lessened by the white light on Craig)

Character Design Samples

The following images are early concept shots of the principle characters in the Project Torment story. These are early shots developed in Mixamo Fuse (which are then rigged and imported into Unity).

David Hamilton

Anna (Turner) Hamilton

Carter Hamilton

Dr. Francis Willems

Pre-Alpha Demo Screens

The following screenshots are from the internal pre-alpha demo developed to 'proof-of-concept' certain aspects of this game. Features in this demo include third-person camera and controls, zone color shading (outdoor blue, indoor yellow), reusable assets (doors), and audio zones (unable to show in these screens obviously). Again, this is **pre-alpha**, lighting and models are early versions and are not the final tweaked versions.

Outdoor
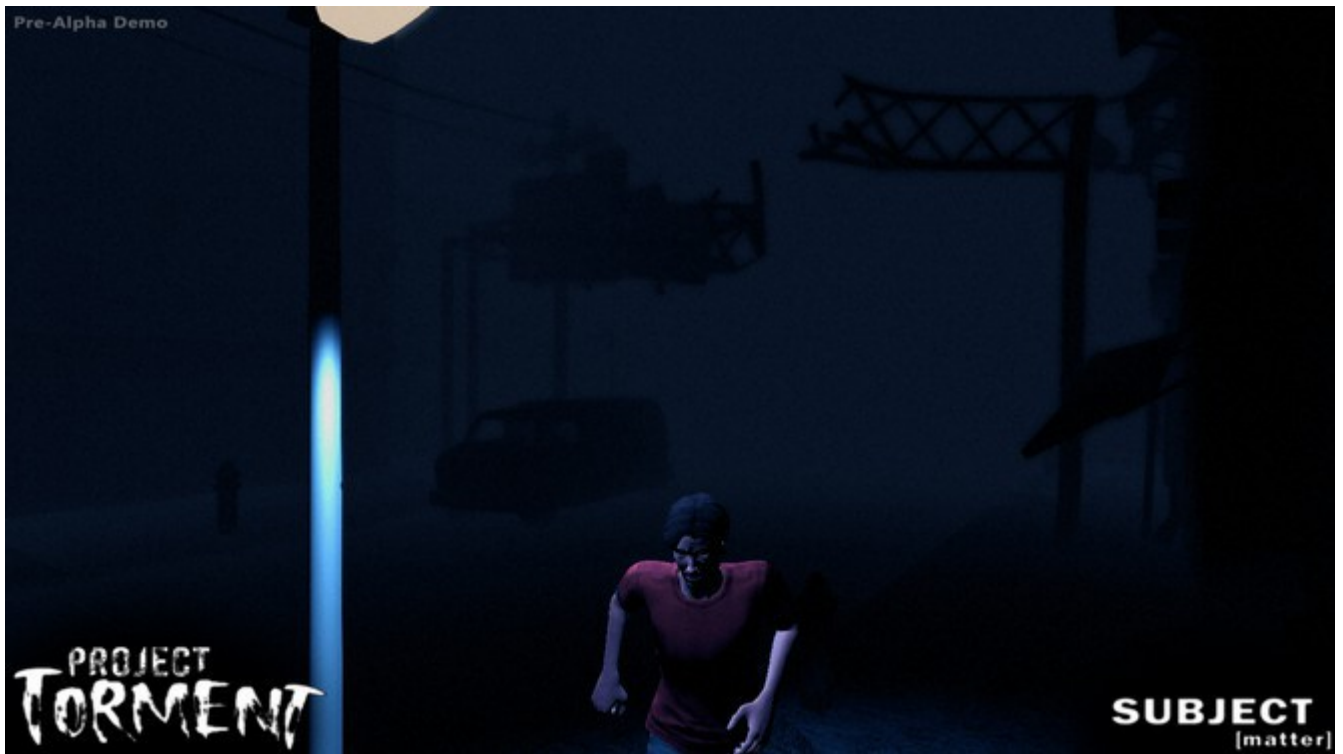
Indoor

Forest Reference Photos

The following are forest photos useful for reference when building the wooded areas of the game. Note the sunken trees and unintentional darkness created by overflowed water where it usually wouldn't be.

Notice the thickness of the trees and brush, useful for areas the player shouldn't go

Puddles and brush can be used to prevent the player from going into unplayable territory