BLIND EYE SOCIETY

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Game Design Document

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GAME OVERVIEW

Title: Blind Eye Society
Platform: PC
Genre: roguelike, horror, survival
Tags: Gravity Falls, discretion, *one life*
Camera: Third person, top, perspective

GAMER MOTIVATION MODEL

ABSTRACT:

The Blind Eye Society is a thrilling third-person survival horror game with roguelike generation, where players navigate a randomly generated dungeon, evading a cult and an awakened demon. To stop a dark ritual, players must collect special objects while managing the tension of an ever-present threat, utilizing stealth and strategic distraction to survive.

HIGH CONCEPT

OVERVIEW:

In *The Blind Eye Society*, players take on the role of a kidnapped individual, marked for sacrifice by a sinister cult seeking to strengthen their demonic deity. Trapped in a dungeon, players must gather **10 special objects** to halt the invocation and expel the demon before it awakens fully.

The game consists of three **randomly generated** levels, to have an impossibility to just remember the level in each game cycle and so an infinite replay chance. Players must gather 3 objects in the first 3 levels and 1 in the final level, where they must return to a summoning circle to expel the demon. Once the required objects are collected, players

are **teleported** to the next level, culminating in a climactic ritual.

The different rooms are rectangles, with the possibility of **up to 4 doors** on each side, **hidden** by a tapestry. The player will have to test if a door is there, and it will stay open if used at least one time. All rooms **discovered** and the passage to go from one to the other will be saved on a minimap visible on the screen.

The player only has **one life**. If they are caught by the omega cultists, that doesn't kill; however beta cultists **brainwash** the character played the first time and kills the player if they get caught again. When the player gets brainwashed, they're taken at the beginning of the ongoing level, the doors are hidden again, and the other rooms previously discovered aren't shown on the minimap. But if the player is caught by the demon, then it's instantly **Game Over**, return to the title screen and must restart.

UNIQUE FEATURES:

To navigate the house successfully, players can:

 ¤ Take the **light generator** from a room, which will turn the lights off, to put it in the UV light lamp and be able to see the signs on the floor to **allow the use of the minimap.**

      -> the cons are that the Alpha and some Betas will start moving toward the room where the lights were turned off, and the player won't see much for some times;

 ¤ **Hide** from pursuers in various spots throughout the house

 ¤ Create **distractions** using sound or light to divert enemies away from their path or to another room

GAME OBJECTIVES

The objective of the game is to **survive**, find the 10 objects, and cancel the sacrifice of your character to fully invoke the demon.

But the true goal is to have the best **score** possible, calculated by the **time** used to finish the different levels, as well as the use of different mechanics (hide, distraction) to encourage the player to use them.

GAME RULES

The game level is a closed environment set in a dungeon where the player is chased by cult fanatics and their demon deity. The player will have to be **discreet** when moving so as to not be discovered by the enemies.

In the different levels, there are different spawn points for each type of room, which the enemies will come from randomly at the beginning of the game. There are three types of

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enemies, each with a different behavior but all trying to find the player.

The player **score points** are calculated from the **time** spent in a level to find all the objects.

GAME STATE TREE

```
( Cinematic ) → Title
                screen → ┤ Play    → Game,     → Brainwashed
                         │            Level 1
                         │                     → Found by
                         │                        Alpha
                         │ Options → Option
                         │           screen    → Recovered    → Game,
                         │                         all objects    Level 2
                         │ About   → About                         ↓
                         │           text                        Game,
                         │ Quit    ✕                            final level
```

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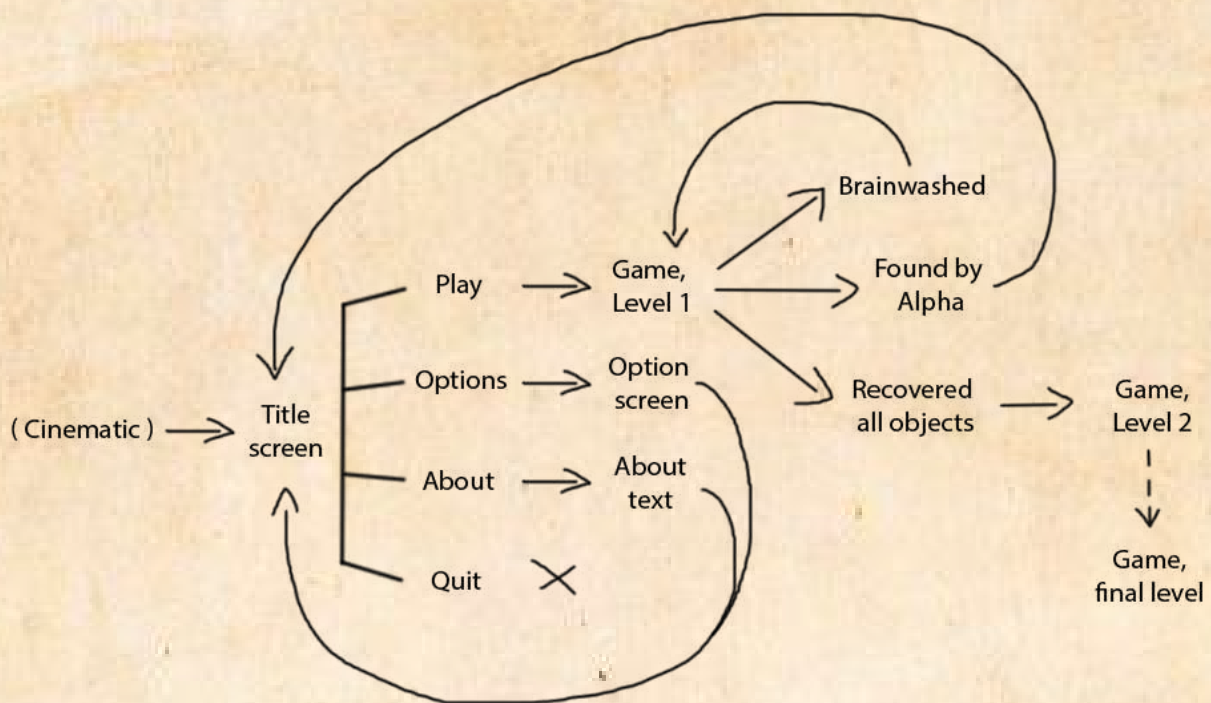
GAMEPLAY

CONTROLS
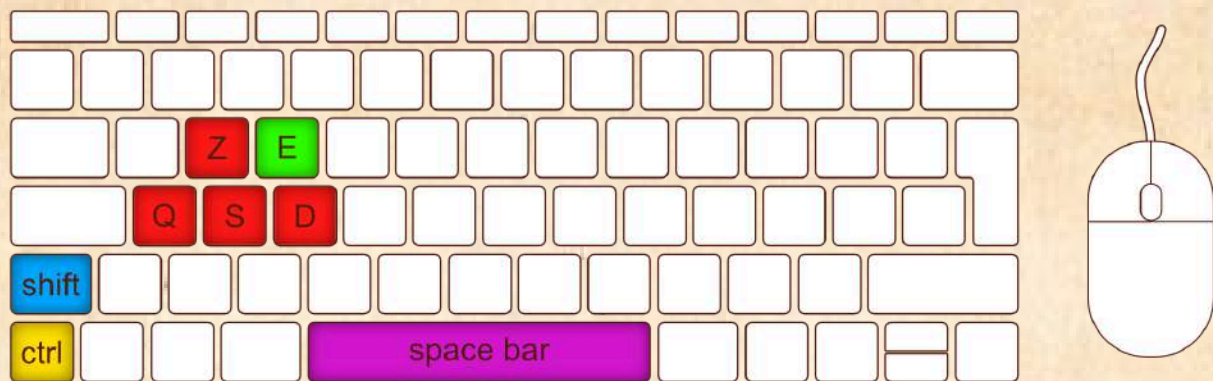
The gameplay requires using both hands :

Arrow keys & WASD : Move

CTRL : Run

Shift : Crouch

Tab : Open minimap (requires a fuse, usable for only one level)

E : Interact

CAMERA
The game is played from a **top-down view**, with a **perspective** effect and a fixed camera that centers on the room as the player explores.

HUD
A **minimap** displays discovered rooms and hidden doors, which the player must find by searching behind tapestries and other obstructions.
An icon representing the player is also located in the current room.

ENEMIES

LIST

Omegas: Cult members who stun the player for **3 seconds** and can call their superior if they catch them. They remain in the room, posing a persistent threat

   -> red hooded figures, humanoid, with the symbol of an eye crossed on top of the hood in black

Betas: Cult leaders who can brainwash the player, resetting their progress in the current level if captured. They respond to Omegas' calls, adding to the chaos. If the player gets brainwashed a second time, it's game over.

      -> black hooded figures, humanoid, with the symbol of an eye crossed on top of the hood in yellow

Alpha: The demon. If the player approaches, they will face instant death. The Alpha's proximity distorts the mini-map and creates a chilling heartbeat sound, heightening the tension

      -> floating pyramid in three parts, turning in different directions, with 2 arms sticking out of the different parts holding tiny flames, a tiny top hat floating at the pyramid's peak, a bow tie at the front of the middle part rotating with it, and a big eye in front of the top part

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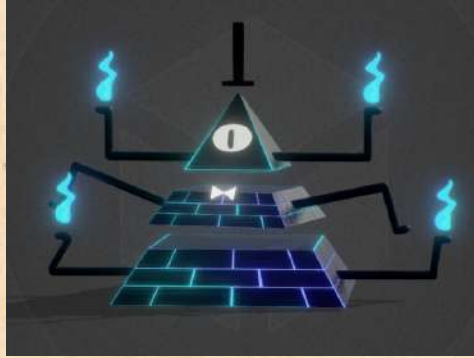
STATES

The Alpha will have 3 states:

¤ Asleep, its movement is reduced and he won't be aggressive
    -> color palette = black and blue

¤ Alerted, when he will move freely in different rooms, almost at the same speed as the player
    -> color palette = yellow and black

¤ Enraged, when he will chase the player, moving faster
    -> color palette = red and yellow

The Alpha will change state the more time passes, or if he sees the character, to go to the next state.
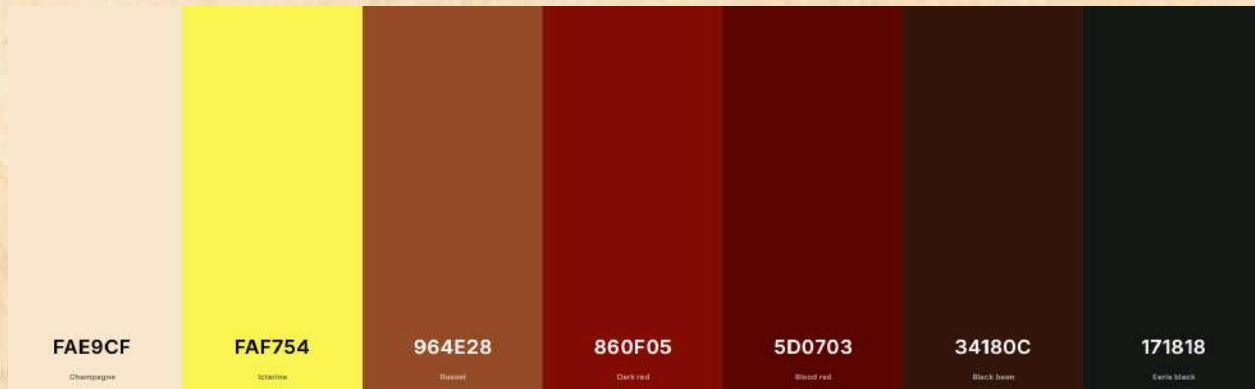
SPAWNING

Each room will have spawning points for the Omegas, Betas and the Alpha, from which they will spawn randomly at the beginning of the level.

The amount of enemy spawned depends on the difficulty (Easy, Medium, Hard)

ARTISTIC DIRECTION

MOOD

FAE9CF	FAF754	964E28	860F05	5D0703	34180C	171818
Champagne	Icterine	Russet	Dark red	Blood red	Black bean	Eerie black

INSPIRATION

Alpha:

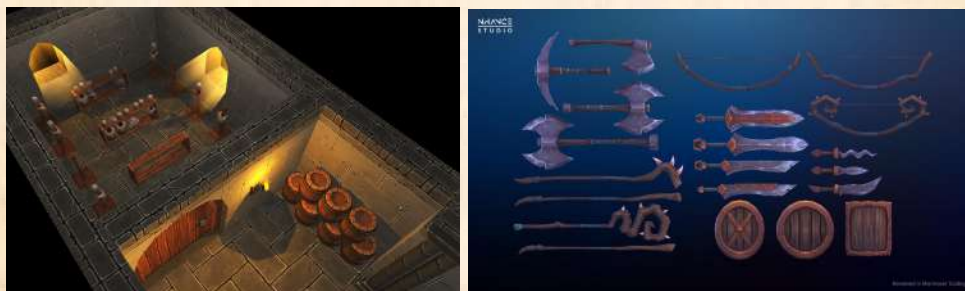https://sketchfab.com/3d-models/bill-cipher-gravity-falls-free-download-983ae4e56e17423b95e7cb52c0a6d3d4

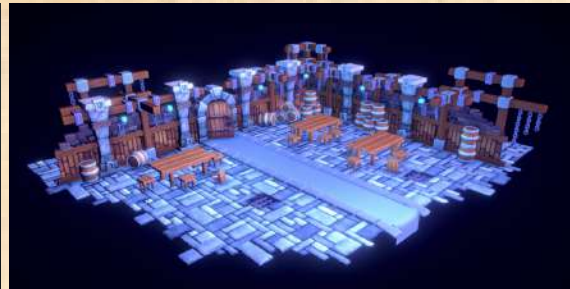https://sketchfab.com/3d-models/bill-cipher-model-f72dcb79c4204a75b31a22806bd874ea

https://sketchfab.com/3d-models/bill-cipher-gravity-falls-weirdmageddon-2401f7d6d7674896866f1ded2f3ed29d

Camera and room form:

https://mobilgamer.hu/hir/masked-mint-a-the-binding-of-isaac-3dben

Low poly stylised:

https://assetstore.unity.com/packages/3d/environments/dungeons/modular-castle-121360

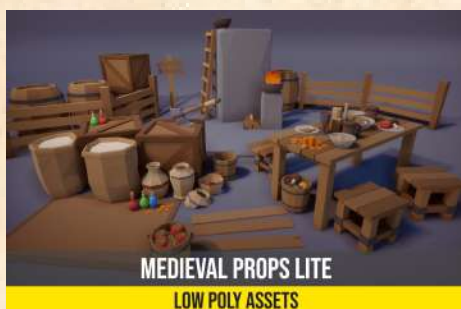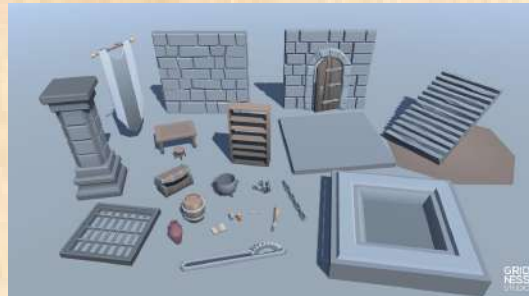https://assetstore.unity.com/packages/3d/props/weapons/stylized-newbie-weapons-pack-200709

https://assetstore.unity.com/packages/3d/props/interior/3d-stylized-hairs-239383

https://assetstore.unity.com/packages/3d/environments/fantasy/lowpoly-dinner-table-55180

https://assetstore.unity.com/packages/3d/props/furniture/alchemy-lab-props-41758

https://sketchfab.com/3d-models/stylized-dungeon-environment-682f5e0aaf744a9f80b4a7d3502e2b70

https://sketchfab.com/3d-models/dying-torch-game-assets-e0e1b0c9dac144caa17b9a86c1a22aab

Low poly visible:

Low poly cartoon:

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LEVEL DESIGN

As the levels are created procedurally using a Depth-First algorithm, the rooms are randomly placed with opening doors for each connected room.

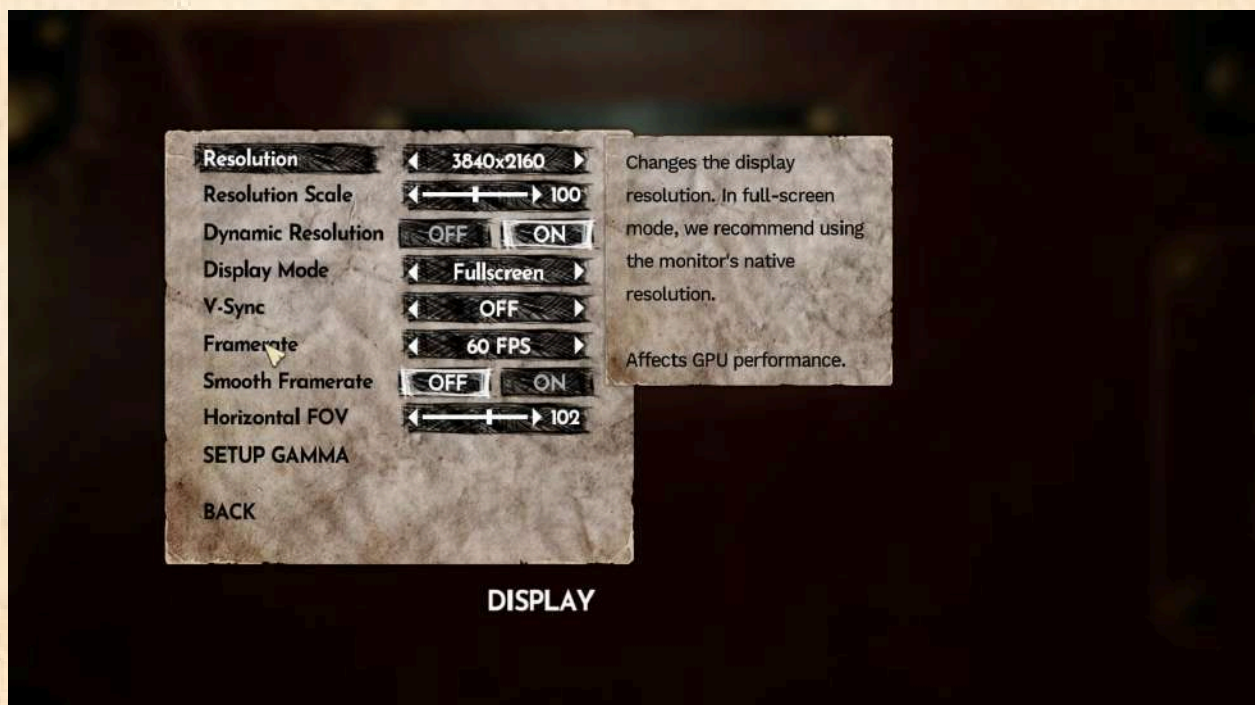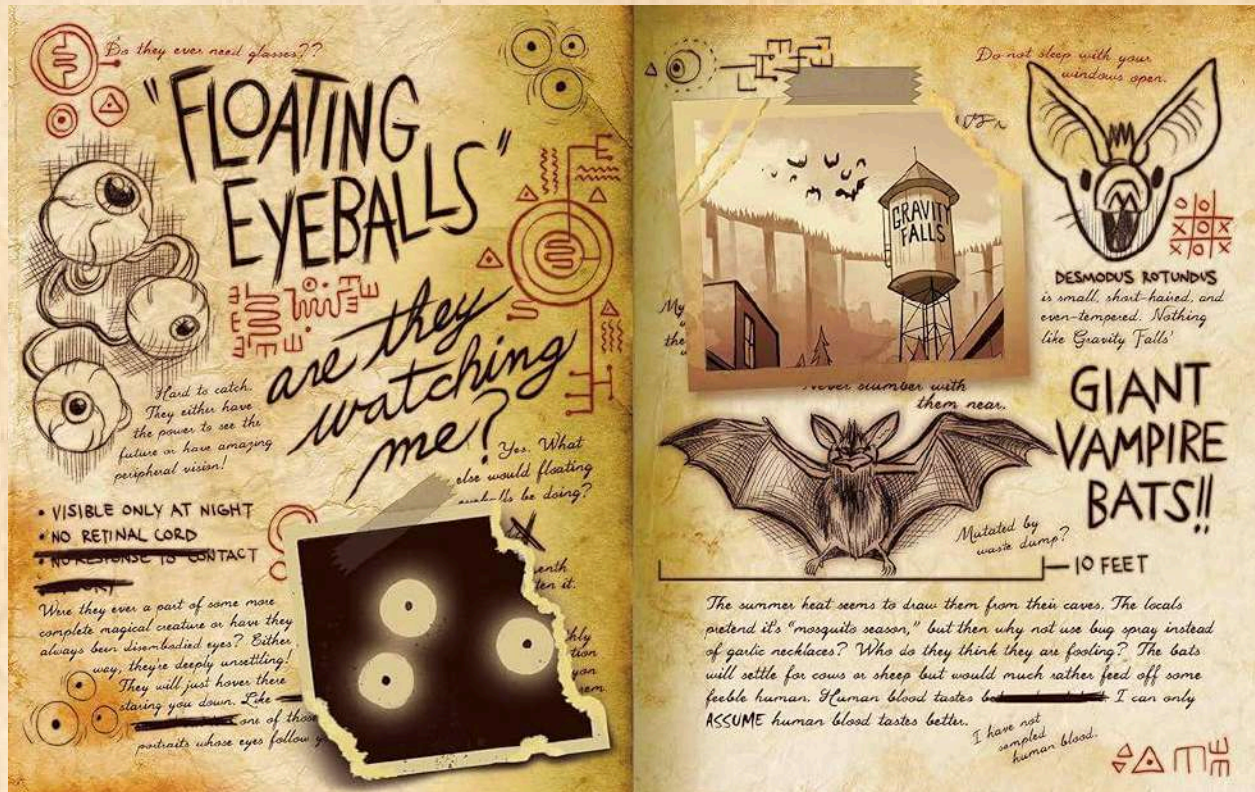To simplify the algorithm, only square rooms are created.

Additionally, the artifacts, fuse boxes to charge up the lamp, trapdoors & more can be included in the rooms.

SOUND DESIGN

As time passes and when switching from a state to another, the enemies can play 3D spatialized sounds.
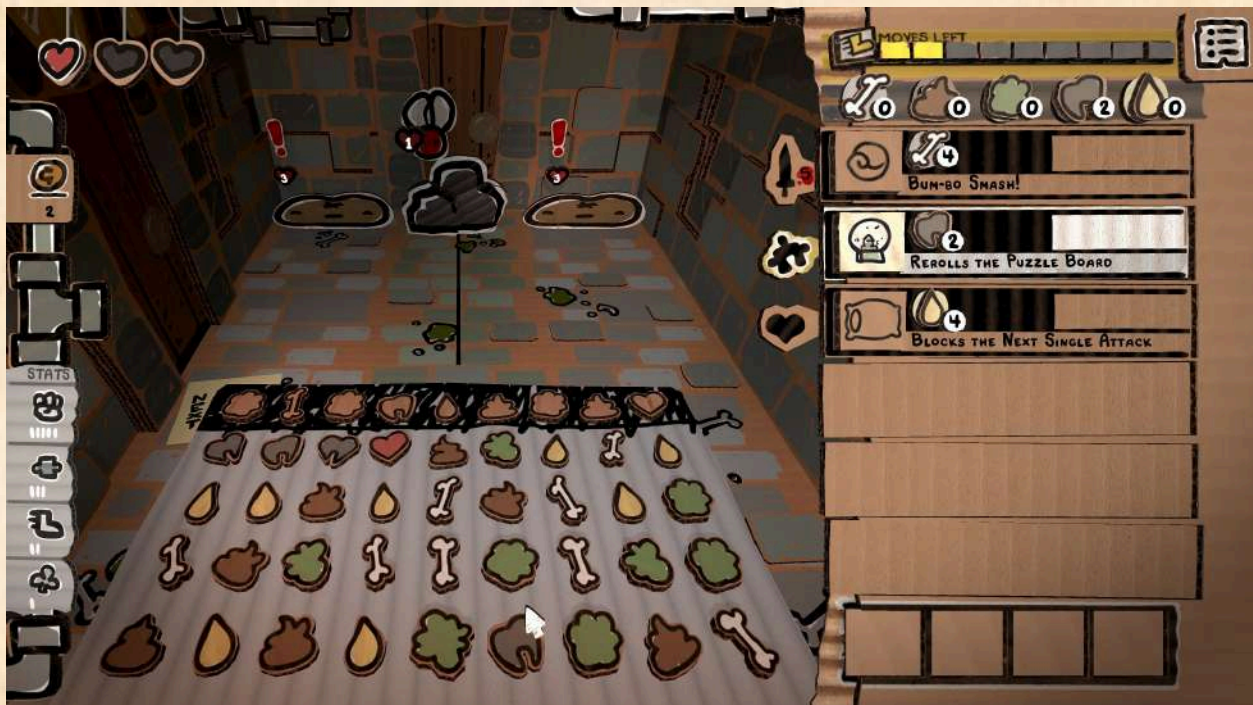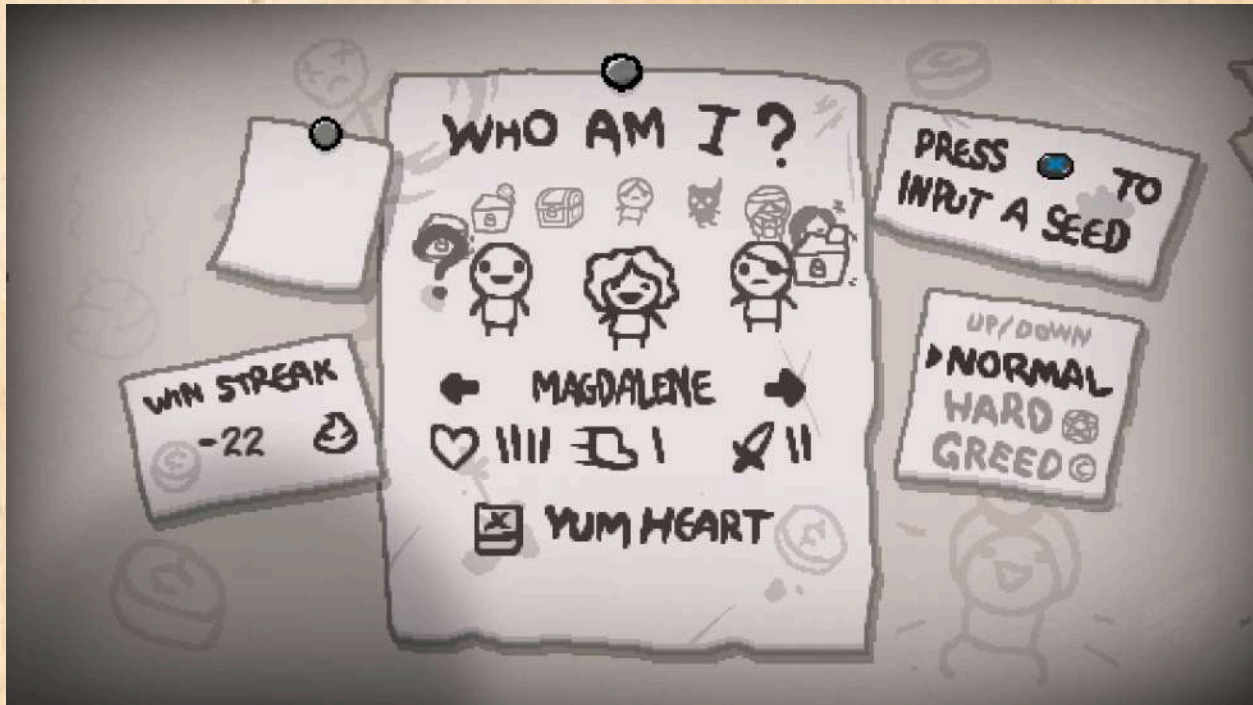
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USER INTERFACE

INSPIRATIONS

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Display options, Amnesia: Rebirth

Thanks to https://www.gameuidatabase.com/index.php?tag=64

FONTS

Jacksonville by Creatype Studio [↗]

THE BROWN DOG JUMPS OVER THE LAZY FOX

Scratchy by Creatype Studio [↗]

The brown dog jumps over the lazy fox

Thanks to https://www.dafont.com

VISIBLE ELEMENTS

-   Current score
-   Additions to the score (fading with time)
-   UV-lamp
-   Current alpha state
-   Pause button
-   Image of the player's current face (anxious, terrorized, brainwashed, sweaty, sneaky)
-   Circle of 10 collectibles
    -   Glasses
    -   Question mark
    -   Ice bag
    -   Fez
    -   Small pine tree
    -   Star
    -   6 fingered hand
    -   Lama plush
    -   Shooting star
    -   Sewn heart

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All elements will be placed on a small cut piece of journal, and will shake when the alpha is nearby. An animation where all papers fall down will play when the player gets brainwashed.

PROTOTYPE

NOMENCLATURE

From the git repository

OBJECTS NAMING CONVENTIONS

Assets

Types	Prefix
Static Mesh	SM_
Skeletal Mesh	SK_
Animation	AN_
Animation controller	AC_
Shader Graph	SG_
Sub Shader Graph	SSG_
Materials	M_
Decals	D_
Textures	TX_
Prefabs	PF_
Prefabs Master	PFM_
Lighting Settings	LS_
Presets	P_
Images	IMG_
Fonts	FT_
Sprites	SP_

3D texturing assets

| Types	Prefix
Albedo	_ALB
Mask (R-Metallic, G-AO, B-Detail Map, A-Smoothness)	_MASK
Normal	_NRM
Emissive	_EMI
Thickness	_TKS
Height	_HGT
Alpha	_A
Cubemap	_HDRI
Metallic	_MTL
Ambiant Oclussion	_AO

CODE NAMING CONVENTIONS

Programming naming conventions

- ALL custom scripts must start with SC_.
- Class attributes must start with m_.
- Parameters must start with p_.
- Local scope (methods & functions) variables must start with l_.
- Enums name start with E and interfaces with I.
- [SerializeField] indicator should almost always be used.

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CLASSES

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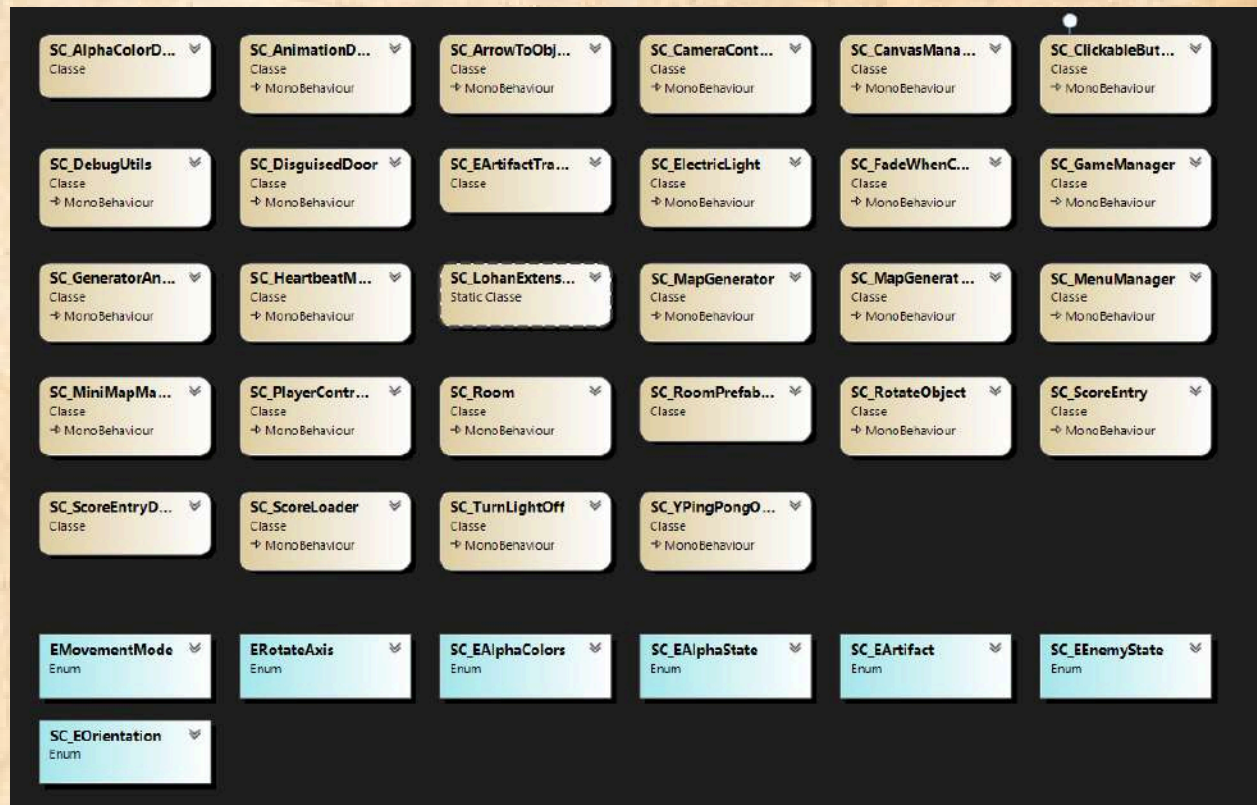
VERSIONS

POC

- Procedural generation of N levels depending on the number of artifacts
- HUD
- Camera logic
- Player movement
- Light system
- Scoring

MVP

- 3 enemies that can navigate through rooms and chase the player at sight
- Enemies state management with audio & visuals
- Switching between levels
- Difficulty modes
- Title screens
- Minimap
- Stealth elements and interactions
- Player model
- Scoreboard
- Cutscenes
- Dark dungeon-like render
- End Sacrificial circle

WISHLIST

- 3 enemies that work/communicate together to find the player
- Interactable map elements to increase stealth experience
- Full UI & art for win/lose conditions
- Various scoring options
- Firebase score database
- Complete horror game sound design

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