DLD Design Doc

Game Pitch

A dark isometric puzzle adventure where the player can morph from 3D to 2D, allowing them to slip through tight passage ways, avoid detection, and unlock strange devices. As the player progresses, the story of a disturbed explorer will unravel...

Design Pillars

1. Player should be able to discover solutions through environmental hints
2. Gameplay focused on changing the player's dimensional state
3. High attention to mood and atmosphere

Gameplay/Mechanics

1. Camera: 3D isometric, mainly fixed on player. Some ability to shift camera to top view
2. Movement: Player can move on 4 axes (forward, back, left, right). No diagonal movement/turning. Dexterity should not be a factor in challenge.
3. Challenge: Three main types of challenges include:
    1. a) Explore and observe environment around puzzle
    2. b) Solve environmental puzzles with player's dimensional ability
4. Character Interactions: Characters will appear in various Acts based on Story or Procedural events. They will request help for Short-Term Quests or Long-Term Quests.
5. Story Events - Happen in Story Acts and progress the main story. These happen in specific Stages and swill depend on previous Story Events and Character Interactions completed.

Art Style / Aesthetics

1. Old-school low res 3d - mid 90's
2. Isometric
3. Gold, brown and red tones with some purple and green for more mysterious aspects
4. Small qty of semi-detailed 3D models for key puzzles and re-usable assets for level-building
5. Environment:
   a) Dark tomb, scarcely lit by torches, a thick cloud of dust floating in the air
   b) A slow, deep tone emanating throughout the tomb, the sound of ancient mechanisms clanging with every step
   c) Notes strewn and environmental clues