



Game Design Document

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Overview

Are you dead yet?
Puzzle game 2.5D
12+ years / PC
Unity - #C

An alien calls you, the one and only Death, to help him get back home. The only way? By destroying his body!
Try to decipher the alien's puzzling weaknesses, and send him to an early grave back to the stars.

Gameplay

Core mechanics and goals

Goal: Death (player) has to kill a (not so) immortal Alien.

Mechanics:


The player interacts with different objects in the house to kill the Alien and makes a series of unsuccessful attempts (loop). Some objects give clues about the alien weaknesses. Find the correct sequence to kill the Alien once and for all.

Winning condition	Find the correct sequence of deaths in the right order
Losing condition	Wrong way to kill the Alien


Controllers

Mouse - point & click	Walk	Interact	Collect	Combine
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Playable character


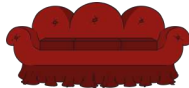






Name	Health Points	Move
Death 	N/A	Point and click. Walk to the direction.
	Capacity	Death condition
	Interact with objects (point and click).	N/A

The Alien

Name	Weaknesses	Move
Alien 	<ul style="list-style-type: none"> - Emotional - Lose his body water when crying 	Follow Death in each room. Walk to the object interacted.
	Capacities	Death condition
	<ul style="list-style-type: none"> - Can regenerate his body thanks to water - Not affected by poison / choking / drowning / electrocution / beheading / stabbing... 	The right sequence: <ul style="list-style-type: none"> - Step 1: call his ex-wife → cry and empty all his water on the ground - Step 2: solar lamp → dry his tears → no more water left (usually water gets back in his body) - Step 3: put a fork in the microwave → explosion → he's dismembered → no water = no regen → DEAD

Objects

	Room	Interaction	Clues	Asset
Microwave	Kitchen	<ul style="list-style-type: none"> - No fork: [narrative] - Fork but no sequence: explosion but regeneration. - Fork and sequence: explosion and no regeneration (ending) 	<ul style="list-style-type: none"> - No fork: - - Fork but no sequence: it's a start 	
Kitchen counter	Kitchen	[narrative]	No disease	
Plastic bag	Kitchen	Choking	-	
Blender	Kitchen	[narrative]	Something more efficient	
Fridge	Kitchen	[narrative]	No poison	
Board	Kitchen	Post-its phone numbers: <ul style="list-style-type: none"> - Pizzeria - Ex-wife - Dr. Gooripple 	Unlock the phone numbers on the phone	
Trash can	Kitchen	Beheading	Regeneration	

Phone	Living room	After finding the post-its phone numbers: - Pizzeria - Ex-wife - Dr. Gooripple	- Pizzeria: - - Ex-wife: cry and empty all water - Dr. Gooripple: told about regenerative abilities	
Sofa	Living room	Choking with pillow	-	
Chandelier	Living room	[narrative]	-	
TV	Living room	Electrocution	-	
Coffee table	Living room	Stabbing	No sharp thing	
Fork	Living room	[pick up]	-	
Bathtub	Bathroom	Drowning	Love water	
Toilets	Bathroom	Drowning	Love water	
Hairdryer	Bathroom	Bashing	-	
Javel bottle	Bathroom	[narrative]	No poison	
Ex-wife drawing	Bathroom	[narrative]	Call his ex-wife	

Winning condition

Step 1:

- Find the post-its on the fridge to unlock the ex-wife phone number
- Call the ex-wife
- The Alien cries and empties all his water on the ground

Step 2:

- Find the solar lamp in the bathroom
- Use it to dry the tears
- The Alien has no water left

Step 3:

- Find and pick up the fork in the living room
 - Put the fork in the microwave and turn it on
 - The Alien explodes and can't regenerate because of no water
 - The Alien dies
-

Narrative design

Intro

Death: You called?

Alien: Phew, you got here fast, Death. Thanks!

Alien: So, you know I've been on Earth... for a thousand years and some bananas.

Death: I ain't sure what "and some bananas" means... but yes. I do.

Alien: Well, I think I saw all I wanted to see.

Alien: I'd like to go back to my planet, now.

Alien: And as you know, the guide in the pod I crashed in here with read...

Death: You need to destroy your corporeal envelope to go back.

Death: An awful thing to write on a cradle, really. Even one that's carryin' your baby through space.

Death: Hmmm... I ain't have the faintest idea of how to "destroy" an alien, though.

Alien: Aww... I guess we should start getting creative, then. Let's go!

Phone

When using the phone but you have no numbers to call:

Death: Aah, how nostalgic. A cord, like how they used to be!
Death: Mayhaps I could strangle ya with it?
Alien: Oh yeah, sure! They tried hanging me in 1962!
Death: Hm. Ain't sufficient, then.

When using the phone for the first time and you have the numbers:

Alien: How do you plan to kill me with that?
Death: Gimme a second, will ya? I've got someone to call...

When using the phone again:

Alien: Who are you calling this time?
Death: Hmmm

Phone calls

Pizzeria

Pizzeria: No. No. NO!
Pizzeria: Leave us alone! I'm begging you!
Pizzeria: We can't deliver 64 pizzas in a day, you monster!
Pizzeria: Please, sir, stop calling us... We can't fulfill your orders... we just can't...
[The phone hangs up]
Death: What did ya do to that poor woman?

Ex-Wife

Death: Here, hold this.
Ex-Wife: I? Seriously?!
Ex-Wife: Don't you dare call this number! After everything you did, I can't believe you have the guts to contact me!
Ex-wife: Do you really think I want to speak to you?
Ex-Wife: You're pathetic. Truly pathetic.
Ex-Wife: If you think there's any chance we'd get back together, you're wrong.
Ex-Wife: I hate you. I hate you!
Ex-Wife: If you ever call me again, I'm calling the police.
Ex-Wife: Lose my number.
[The phone hangs up]
Alien: But... But I...
[He begins to cry]

Doctor Gooripple

Death: Go on, ask your doctor if he has any idea on how to kill you.
Alien: Hi, yes, Doctor Gooripple? It is me, I. Hi.
Gooripple: I! Hi!
Alien: I'm callin' on behalf of Death.

Gooripple: Ah, yes, I know her very well. You'll forward my greetings!

Alien: Sure. Say, do you have any idea how to kill me?

Gooripple: Hmm, well, as we've established, explosions can spread your particles far enough.

Gooripple: The problem is that your regenerative abilities would render this useless.

Gooripple: And we haven't figured out how to get rid of them yet.

Alien: Okay, thank you for the help, doctor! Bye.

Gooripple: Bye, I!

[The phone hangs up.]

Death: All right, we have to make you explode, then...

Couch

Death: Woudcha be a dear? Lay down and hand me a pillow.

Alien: Why?

Death: Just checkin' if that brain of yours needs oxygen.

[Fade to black]

Alien: Aaah! Sorry, I took a little nap.

Death: I saw.

Alien: Wait, did you nap too?

Death: I did.

Alien: That was a great nap, wasn't it?

Death: A real great one.

Chandelier

Death: Real diamonds?

Alien: No, they're all fake. Maybe it's sharp plastic?

Death: Tsk. That thing's real useless.

TV

Alien: Already had a TV fell on me, but it was when they used to have a big behind.

Death: The good ol' days...

Death: That's not why we're. Bite on these cables.

Alien: Okay!

[Fade to black, electrocuted Mr I appears briefly]

Alien: That tickles, like when I got struck by lighting.

Alien: Twice!

Microwave

Death: Hmmm...

Coffee table

Death: Hmmm, if you tumped that table over... we cut off one of the wooden feet to sharp--

Death: Dadgummit! You ain't a vampire, right?

Alien: Let me think... Witch... Werewolf... nope! No one ever accused me of being a vampire.

Death: Then this wooden stake is useless. Any ol' sharp thing would do the trick.

If no fork:

Alien: I can fit in it.
Death: You ain't gonna fit.
Alien: I can fit in it.
[Fades to black]
Alien: I can't fit in it.

If fork, but missing the two previous steps:

Death: And the fork goes in the microwave...
Death: Here, start that thing.
Alien: Will do!
[Explosion, but the pieces of I come back together]
Alien: It didn't work...
Death: Hmm, but ain't that a start? You blew up!
[Fade to black. When we come back, the microwave is fixed]

If fork, but missing the two previous steps and you already exploded the microwave once:

Death: Come on, now. There ain't no time for that. You'll explode later.
Alien: All right...

If fork and two previous steps completed:

Death: All right, the fork's in the microwave. I'm pretty sure this is it.
Alien: Okay, I have to turn on the microwave and then...
Death: Kaboom.
Alien: Kaboom.
[Alien approaches the microwave and explodes with it, leaving pieces of him everywhere. A ghostly version of him appears.]
[Goes to **ENDING**]

Kitchen counter

Alien: Hey! Don't go in there! That's where I keep my... stuff.
Death: What stuff?
Alien: My food and... stuff.
Death: Mh-hmm?
Alien: The cockroaches and rats that share my food...
Death: So, immune to diseases, hm?

Death: That bag. Put your head through it and wrap it around your neck.
Alien: Like this?
Death: No... but that's a lovely bowtie on ya.
Death: Here, lemme show you.
[Fades to black]
Death: At least you got a pretty accessory outta this.

Plastic bag

Blender

Alien: Maybe you could put me inside that?
Death: Too much meat on your bones, dear.
Death: We need to find something better to rip ya into pieces.

Fridge

Death: Care to explain that smell?
Alien: What smell?
Death: Swat my hind with a melon rind! You're kiddin', right?
Death: All your food's rotten! Have you been eatin' that?
Alien: Yeah?
Death: Goodness gracious, poison ain't affecting you either.

Plants and UV lamp

If not crying:

Death: UV lights, hm?
Death: Hmmmm, lemme try somethin'...
[Animation]
Death: There's no use! Your skin is too thick to burn!
Alien: I feel like we were getting somewhere, though.

Death: Yes, let's circle back here later.

If crying:

Death: Here, here, let it all out!
[Animation]
[Fade to black. Dry Alien]
Alien: I feel... thirsty?
Death: Ah ha! Those were the last few drops of water in ya body.
Death: We're almost there.

Trash can

Death: Here, put your neck on the trashcan. I'll slam it shut repeatedly. We're gettin' rid of that pretty head of yours.
Alien: Okay!
[Fades to black]
Death: Nothing. Hm.
Alien: Should have told you beheadings don't work on me. I thought you knew that already.
Death: You been decapitated before?

Alien: Yeah, the French Revolution got pretty weird, for me.

Fork

Death: What's this fork doin' here? This place's a pigsty!
Alien: Sorry...
Death: I'm takin' it. Remind me to clean this out later.
Alien: Okay!
Death: Thank you.
Death: You forgot already, right?
Alien: Forgot... what?..
Death: Tsk, tsk, tsk.

Bathtub

Death: Aaah, to take a nice hot bath after a hard day of work...

Death: Go on, I, get in, and I'll make sure your head stays underwater.

Alien: Okay!

[Fades to black]

Death: So you absorbed all that water, hmm?

Alien: Looks like it! And I've never felt better, I love water!

Death: Oh, Lord...

Hairdryer

Death: I could strangle you with that one... or electrocute you...

Death: No, I know! Stay put. I'm bashin' your head open.

Alien: Have fun!

[Fade to black]

Javel bottle

Death: Ooh, I could make ya a tasty cocktail with that one.

Alien: Does it taste like mercury?

That one was good!

Alien: Uranium too. They really liked me at rave parties after I tried uranium.

Death: Not even gonna bother...

Toilets

Death: No. I'm not even gonna try killin' you in the toilet. This is below me.

Alien: Oh, don't worry, they're brand new. No one ever used these!

Death: Why, this changes everythin', young man!

[Fades to black]

Alien: I checked while I was under there! Not one stain

Death: I gotta say, it was a little fun, yes.

Sink

Death: You splashed water everywhere.

Alien: I love playing with water. It makes me feel stronger.

Death: Hmm. Good to know.

Ex-wife drawing

Death: What's this abomination?

Alien: That's me! My... my ex-wife drew that on our first date.

Alien: I... sniff... I can't get rid of it, even now. Even after all that happened.

Alien: Isn't it the most beautiful thing you've ever seen?

Death: Mh-hmm. Bless her heart.

Story

Crashed on Earth when he was a baby 1000 years ago, the Alien gets tired now and wants to go home. He lived and saw too much on Earth. He misses his kind.

Back then in his crashed spaceship, he found a message “in case of crash, destroy your carnal envelope to go back home”. Since then he’s been trying to figure out how, as he seems to be immortal.

As a last resort, he asks Death for help, who will have to find his species' weaknesses.

Art

Direction





FX

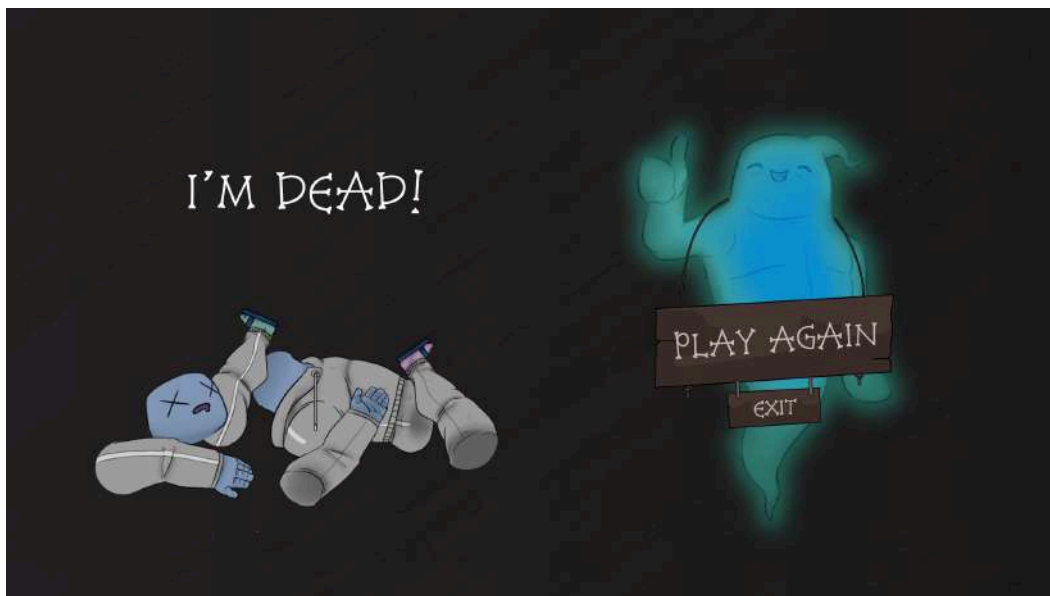
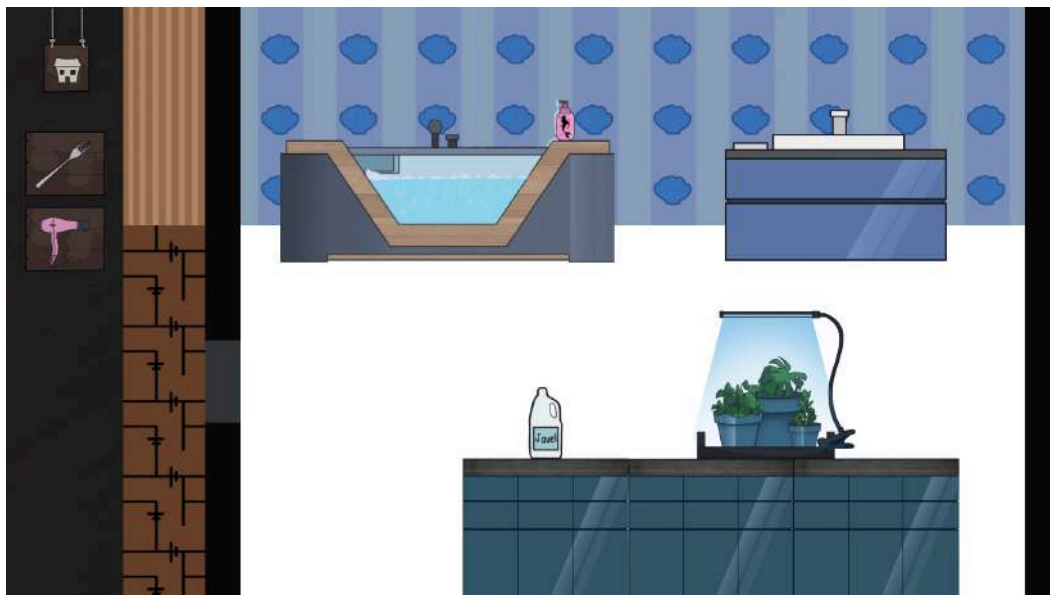
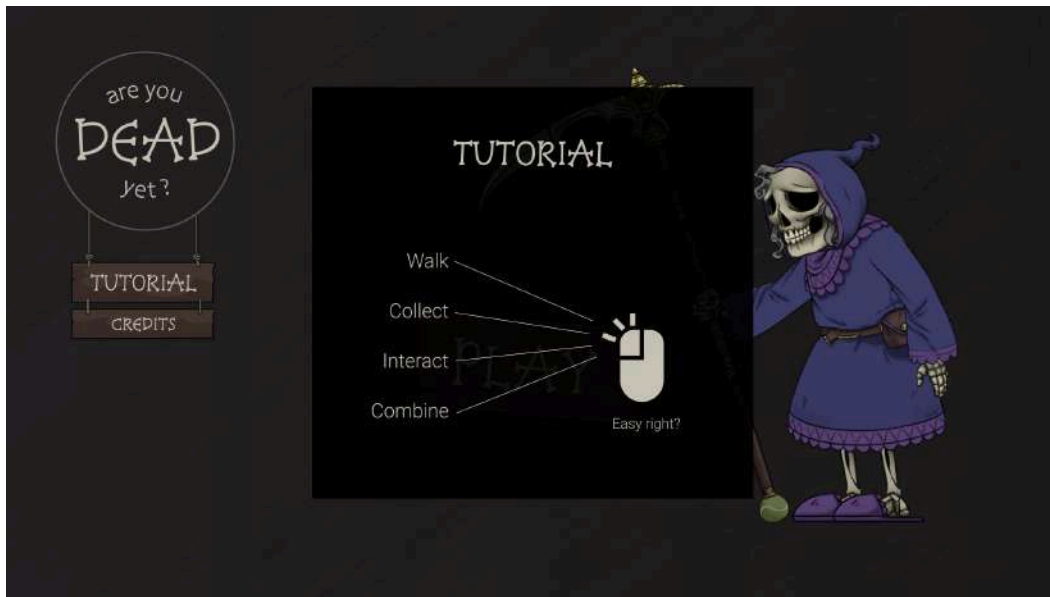
Sound design		
	Nomenclature	Sound
Non interactive object	SFX_T_NotIntObject	Heavy pop
Pick up object	SFX_T_PickObject01	Zioup + pocket
Death walking	C_T_Steps_Death01 C_T_Steps_Death02 C_T_Steps_Death03 C_T_Steps_Death04	Light steps
Alien walking	C_ST_Steps_Mri01 C_ST_Steps_Mri02 C_ST_Steps_Mri03 C_ST_Steps_Mri04	Heavy steps
Buzzing lamp	O_L_Lamp01	Buzz

Pick up post-it	SFX_Postit01	
Drying	SFX_ST_Dryout01	Vacuum suction
Microwave open door	O_ST_OpenMicrowave01	Microwave door 1
Microwave close door	O_ST_CloseMicrowave01	Microwave door 1
Microwave play	O_ST_StartMicrowave01	Bip
Microwave turning	O_ST_MicrowaveOn01	Bvvvvvvvv
Death voice	C_T_Voice_Death01 C_T_Voice_Death02 C_T_Voice_Death03	Aged
Alien voice	C_ST_Voice_Mri01 C_ST_Voice_Mri02 C_ST_Voice_Mri03	Bored
Ex-wife voice	C_ST_Voice_Ex01 C_ST_Voice_Ex02 C_ST_Voice_Ex03	High
Meh Alien	C_ST_VoiceMeh_Mri01 C_ST_VoiceMeh_Mri02	Meh neutral
Pizzeria voice	C_ST_Voice_Pizzeria01 C_ST_Voice_Pizzeria02 C_ST_Voice_Pizzeria03	Desperate
Scientist voice	C_ST_Voice_Scientist01 C_ST_Voice_Scientist02 C_ST_Voice_Scientist03	Deep / serious
Ghost Alien voice	C_ST_Voice_Ghost01 C_ST_Voice_Ghost02	Happy
Ghost flying	SFX_ST_Ghost01	Whouwhouwouwouw
Alien crying	C_L_Cry_Mri01	Sob
		Water running
In-game ambient music	ML_Music_Ingame01	
Start panel ambient music	ML_Music_StartPanel01	
Old phone dial	O_ST_PhoneNumber01 O_ST_PhoneNumber02	Crrr crrrr
Phone call noises	SFX_ST_Phone01	
Hanging phone	O_ST_PhoneHang01	

Pillow suffocating	SFX_Death_Suffocate01	
Electrocution	SFX_Death_Electrocution01	
Get in microwave	SFX_Death_MicrowaveIn01	
Plastic bag	SFX_Death_PlasticBag01	
Hit metal on flesh	SFX_Death_Trash01	
Bloup bloup bubbles	SFX_Death_Drown01	
Flush	SFX_Death_Flush01	
Hit on flesh	SFX_Death_Hairdryer01	Heavy
Explosion	SFX_ST_Explosion01	Boum
		Splatch
Regen	SFX_ST_Regen01	Reversed slurry
Respawn healthy	SFX_Respawn01	Fvvvvvv

HUD





Team

	Function	Responsibilities
Alice	Game designer	<ul style="list-style-type: none">– Mechanics– UI design– Level design– Sound design– Logo design
Romain	Game designer	<ul style="list-style-type: none">– Mechanics– Narrative design– Unity integration– Project management
Julien	Artist	<ul style="list-style-type: none">– Artistic direction– 2D characters– Animations
Séréna	Artist	<ul style="list-style-type: none">– 2D environment
Stefan	Developer	<ul style="list-style-type: none">– Development– Debugging