

# Game Design Document



Peter Mervart

# DARK ROSE

## CONTENTS

---

<b>OVERVIEW</b>	<b>3</b>	<b>CONSUMABLES</b>	<b>15</b>
<b>GAMEPLAY</b>	<b>4</b>	<b>ENVIROMENT</b>	<b>16</b>
<b>CHARACTERS</b>	<b>7</b>	<b>STORY</b>	<b>18</b>
<b>ENEMIES</b>	<b>9</b>	<b>CONTROLS</b>	<b>19</b>
<b>MATERIALS</b>	<b>11</b>	<b>INTERFACE</b>	<b>20</b>
<b>BARRICADES AND TRAPS</b>	<b>12</b>	<b>ART STYLE</b>	<b>24</b>
<b>WEAPONS</b>	<b>14</b>	<b>TARGET AUDIENCE</b>	<b>24</b>

## OVERVIEW

---

### Introduction

Dark Rose is a metaphor for life laden with despair and misery. It presents a first-person 3D experience, portraying a doctor as an uncomprehended outcast forced to survive entirely on their own. It's a cycle of tragedies that the main character must grapple with throughout the game.

### Gameplay Summary

The conceptual cycle of tragedies depicted in Dark Rose comprises two phases. The first phase unfolds during the daylight, focusing on preparing for the brutality that the second phase brings. Here, the player concentrates on gathering resources and readying themselves before nightfall.

The second phase occurs at night, during which the player's sole aim is to survive. However, this objective won't be straightforward, as grotesque creatures, crafted by human hands, will hinder their progress. To achieve this goal, traps, barricades, and weapons will assist the player.

### Description

Dark Rose places the player in a position of uncertainty within a cluster of desolate and somber villages, evoking feelings of hopelessness, emptiness, and fear. However, the fear experienced by the player is subject to influence through their decisions. Consequently, it solely rests upon the player how they confront the challenges presented within Dark Rose.

### Genre and Platform

Dark Rose embodies a classic survival horror experience, narrating its story primarily through the environment and the main character's internal monologue. This survival horror is being developed specifically for the PC platform.

## GAMEPLAY

---

### Movement

Movement in *Dark Rose* is deliberately simplistic, devoid of functionalities such as jumping, crouching, and other advanced movements. It maintains a deliberate slow-paced nature, aiming to evoke a sense of isolation and the inability to escape. This deliberate choice in movement speed plays a significant role, especially in combat scenarios, where a calculated, deliberate movement is critical and any misstep is penalized. *Dark Rose* employs a first-person perspective camera, adding to the overall anxious and tense atmosphere. In essence, the movement mechanics closely resemble those found in *Resident Evil Village*, emphasizing the deliberate and cautious nature essential for survival within the game.

### Fighting

Fighting in *Dark Rose* draws strong inspiration from the game *Darkwood*, with the main differentiation lying in the use of traps and barricades. While *Darkwood* predominantly relies on melee and ranged weapons for combat, *Dark Rose* emphasizes the player's reliance on barricades and traps. As a result, weapons are comparatively less effective or constrained by limited ammunition. Players also have access to a melee weapon, which is unlimited but operates with attacks based on a winding technique similar to *Darkwood*. This approach necessitates the player to take risks when using it, compelling them not to rely solely on this form of attack.

### Looting

*Dark Rose* integrates a straightforward looting system aimed at obtaining vital items crucial for a player's survival. By interacting with various objects in the game environment, players can acquire items. After a specific duration (Looting time), looted items are automatically added to the player's inventory, which notably has no limitations. Additionally, the looting system introduces a chance-based mechanism where each looted object offers the potential to yield 0, 1, 2, or 3 items. These items vary in type, with individual probabilities assigned to each: wood (35%),

# DARK ROSE

Peter Mervart

nails (35%), metal (20%), and health kits (10%), all totaling to 100% to determine the probability of item acquisition. The randomness of acquiring specific items is based on these assigned probabilities, as further detailed in the items section.

## Crafting

Crafting in Dark Rose is straightforward, operating on the principle of using looted items to create new ones. The player needs to access the menu for crafting, and the creation of a single item takes a few seconds. Crafting is possible during the night as well, but due to the extended time required, it exposes the player to significant danger. Further details regarding the cost of crafting are mentioned in the Barricades and Traps section.

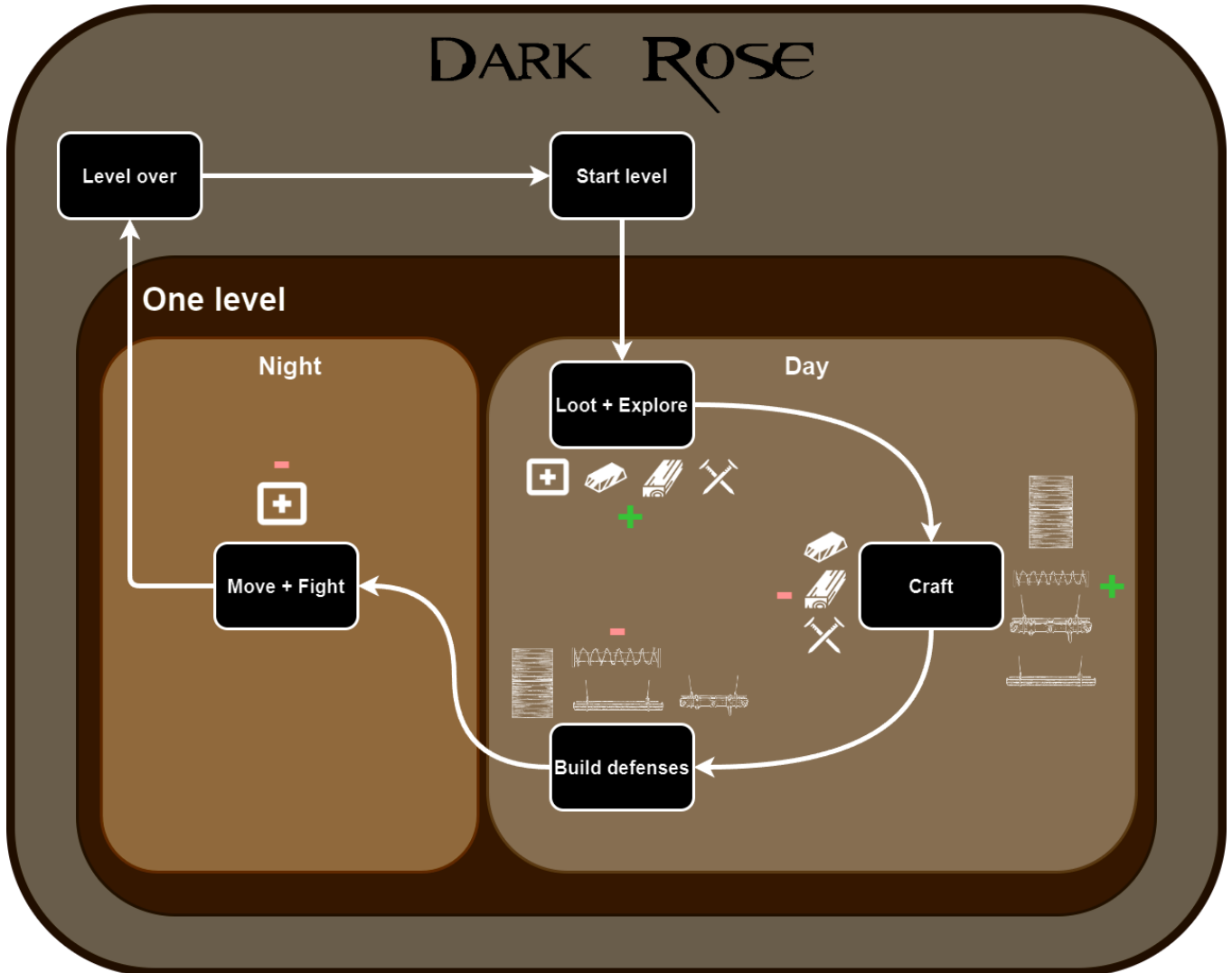
## Building

In Dark Rose, players can build barricades and traps, specifically designed as door-based mechanisms. This means that these defenses can only be placed on doors. Therefore, during the night, it's crucial for the player to move within the interior to fully utilize this mechanic. Throughout the night, the player can also build in order to better his chances of survival. More information about barricades and traps can be found in the Barricades and Traps section.

## Day/Night Cycle

In Dark Rose, players will need to navigate around the mechanics of day and night. Daytime lasts 15 minutes, while nighttime lasts 5 minutes in real-time. During the day, there won't be any attacks, allowing the focus to be on looting, crafting, and building. We recommend that 10 minutes be dedicated to looting and 5 minutes to building, but how the player spends this time is entirely up to them. The approaching night is signaled by the main character's internal monologue. The first alert occurs 5 minutes before nightfall, indicating that it's time to start building. The second alert arrives 1 minute before night, serving as both a warning of the impending night and an opportunity to prepare mentally.

## Gameplay Loop



The core gameplay loop in Dark Rose revolves around one level. Within this level, the player must first loot items and explore the area. After collecting the necessary items, they begin crafting barricades and traps, setting up a defense. Once the setup is complete, their task is to survive the night. Success leads to advancing to the next phase of the game, while failure requires them to replay the same level.

Currently, the prototype features only one level. The subsequent phase will present the same level but with increased difficulty. In the full game, the progression through levels starts from the hometown, moves onward to a specific point, and then retraces back to the hometown.

## CHARACTERS

---

### The Doctor



The protagonist of the game, we see the world through his eyes. Quiet, reserved. A man on a mission. Trying his hardest to save his home village and the people in it. Despite his efforts, he's met with disdain and becomes an outcast.

### The Professor

The main antagonist of the game. A former colleague and friend of the Doctor. His skill in biology and unwavering curiosity, a potent combination, lead him down a dark path. He's responsible for the monstrosities roaming Duskvale. Creating the most unnerving beings one can imagine. He resides in the Factory, his lair, in which he conducts his experiments on the villagers.



# DARK ROSE

Peter Mervart

## The Villagers(Dimmbrook)



Average people turned into wild beings. Consumed by madness, they see everyone as an enemy, especially the Doctor, since they blame him for causing the plague, even though it wasn't his fault. They were the reason the Doctor had to leave Dimmbrook, his home village.

## The Villagers / The Lurkers (Duskvale)

Townfolk turned into living nightmares by the hands of the Professor. Amalgamations of flesh, human and animal features, these creatures stalk the plains of Duskvale. During the day, they keep to themselves, hidden in the shrubbery or in the treeline, but during the night, they move about, seeking out anything that doesn't belong in their territory.



## ENEMIES

---

### Spherebrute



The Spherebrute is the primary enemy encountered by players in every level of the game. It attacks from close range using its fists, delivering moderate damage to the player's health. Its movement is moderately swift, slightly slower than the player's movement.

Effectiveness of traps and weapons	
Barbed Wire	-50 % speed
Spike Swing Trap	-100 % health
Pipe Swing Trap	20s stunned
Shovel	-25 % health
M1911	-35 % health
Sawed-off shotgun	-100 % health

### Swinebreaker (Not in prototype)

The Swinebreaker serves as a tank-like character, making rare appearances in the game to disrupt the player's comfort. It's a disruptor because it doesn't attack the player directly but focuses solely on destroying the defensive mechanisms prepared by the player. Its movement is extremely slow as its impact on triggering traps and demolishing barricades is substantial.

Effectiveness of traps and weapons	
Barbed Wire	-50 % speed
Spike Swing Trap	-50 % health
Pipe Swing Trap	30s stunned
Shovel	-10 % health
M1911	-17,5 % health
Sawed-off shotgun	-50 % health



## Clawhound (Not in prototype)



The Clawhound is designed to balance the "evading" style of play, emphasizing the avoidance of using traps and steering clear of interior areas within the level. Its increased speed, significantly faster than the player's, prevents this strategy. It attacks using its teeth, delivering weak attacks.

Effectiveness of traps and weapons	
Barbed Wire	-75 % speed
Spike Swing Trap	-100 % health
Pipe Swing Trap	10s stunned
Shovel	-35 % health
M1911	-50 % health
Sawed-off shotgun	-100 % health

## Artificial Intelligence

In *Dark Rose*, enemy AI operates through a simplified state machine model, offering a limited range of behavioral states. The intentional absence of an Awareness system grants enemies inherent knowledge of the player's position or targeted objects through pathfinding techniques. This design fosters high-pressure gameplay, encouraging direct confrontations and survival strategies during enemy encounters, minimizing the reliance on stealth or evasion tactics.

The enemy AI exhibits remarkable uniformity across all adversaries, employing similar behavioral patterns except for the Swinebreaker. The Swinebreaker distinguishes itself by focusing primarily on disrupting barricades and traps rather than directly targeting the player. This unique behavior differentiates the Swinebreaker from the standard enemy AI, presenting diverse challenges in gameplay strategies.

## MATERIALS

---

### Drop Rates

35 %



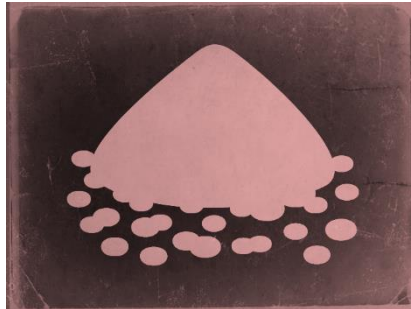
35 %



20 %



Not in prototype



Not in prototype



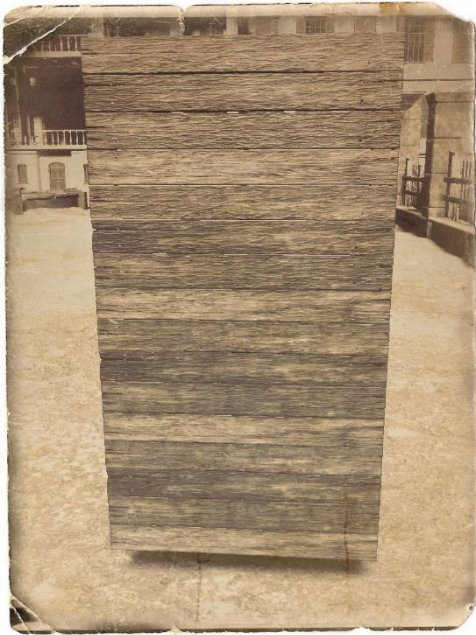
In Dark Rose, there are three main materials used for crafting barricades and traps. Each material serves a specific purpose and influences the player's crafting decisions. Metal is the rarest material and is crucial for making traps. It determines how many traps a player can create, as each trap needs at least 1 piece of metal. On the other hand, barricades don't require metal, posing a choice to the player about what to prioritize for crafting.

Within the full game, two additional materials exist: gunpowder and batteries. Gunpowder operates similarly to metal for traps but for ammunition. Hence, gunpowder governs the number of ammo available to the player. Batteries serve as fuel for flashlight, which remains non-functional without them. This mechanic mirrors aspects seen in games like Outlast, where batteries aren't essential but can significantly impact the game's outcome.

## BARRICADES AND TRAPS

---

### Door Barricade



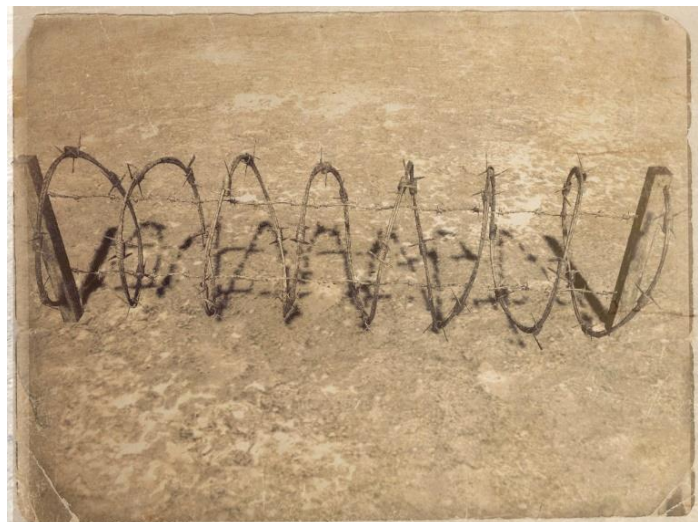
The Door Barricade serves as a fundamental defense mechanism, impeding enemy passage. While it's generally robust, it's particularly vulnerable to the Swinebreaker, the sole enemy capable of swiftly dismantling it. Nonetheless, its presence can also be detrimental to the player, rendering the doors impassable and leaving the player with no means of escape.

Effectiveness of enemies	
Spherebrute	-20 % health
Swinebreaker	-50 % health
Clawhound	-10 % health

### Barbed Wire

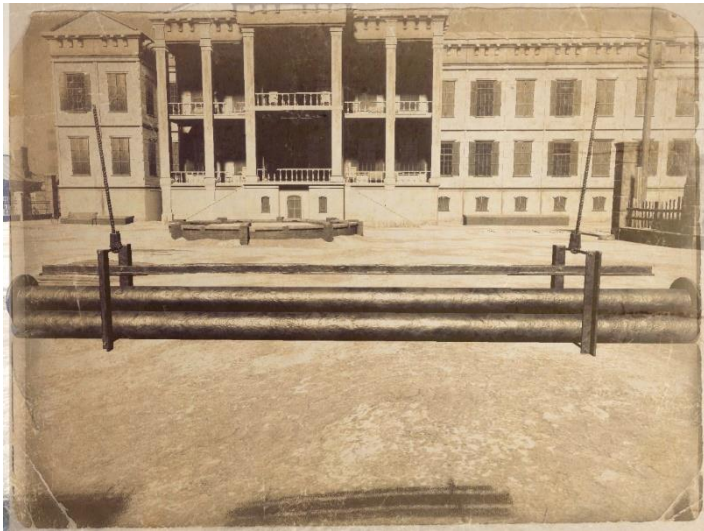


Barbed wire serves as the primary method to slow down enemies in Dark Rose. It's indestructible and affects all types of enemies, making its utilization highly effective. Its main purpose is to counter the speed of the Clawhound enemy type.



# DARK ROSE

## Pipe Swing Trap



For slowing down enemies, there's also the Pipe Swing Trap, which, unlike the Barbed Wire, is single-use and doesn't cover an area but instead targets individual enemies. Its effect, however, is notably potent, stunning enemies for several seconds. Therefore, it's crucial where the player places it to maximize its effectiveness.

## Spike Swing Trap



The only trap directly affecting the enemy's health is the Spike Swing Trap. It's more costly to craft compared to all other traps and uniquely utilizes all three types of materials. Its price reflects its effectiveness, where it immediately neutralizes Spherebrute and Clawhound enemies, while it takes half of Swinebreaker's life upon activation



## WEAPONS

---

### Shovel



The sole melee weapon in Dark Rose is the Shovel. We use the Shovel to inform the player in advance that its effectiveness won't be the highest when wielded. This weapon is more of a last resort, yet in the hands of experienced players, it might be the only weapon used during gameplay. It's most effective against the Clawhound enemy due to its excessive speed, requiring a careful balance of its effectiveness during close combat encounters with the player.

### M1911 and Sawed-off Shotgun (Not in prototype)



## CONSUMABLES

---

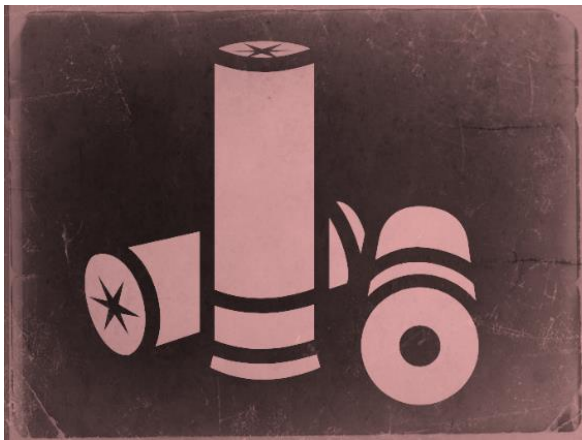
### Med kit

Drop Rate = 10 %



The only item directly used by the player is the Med kit, which replenishes 50% of the player's full health. This item cannot be crafted and is solely obtainable through looting. The usage of this item is not limited by movement or animation, providing an immediate effect. Its occurrence is relatively rare, aiming to prevent players from easily completing levels by relying solely on healing.

### M1911 and Sawed-off Shotgun Ammo (Not in prototype)



# DARK ROSE

## ENVIROMENT

---

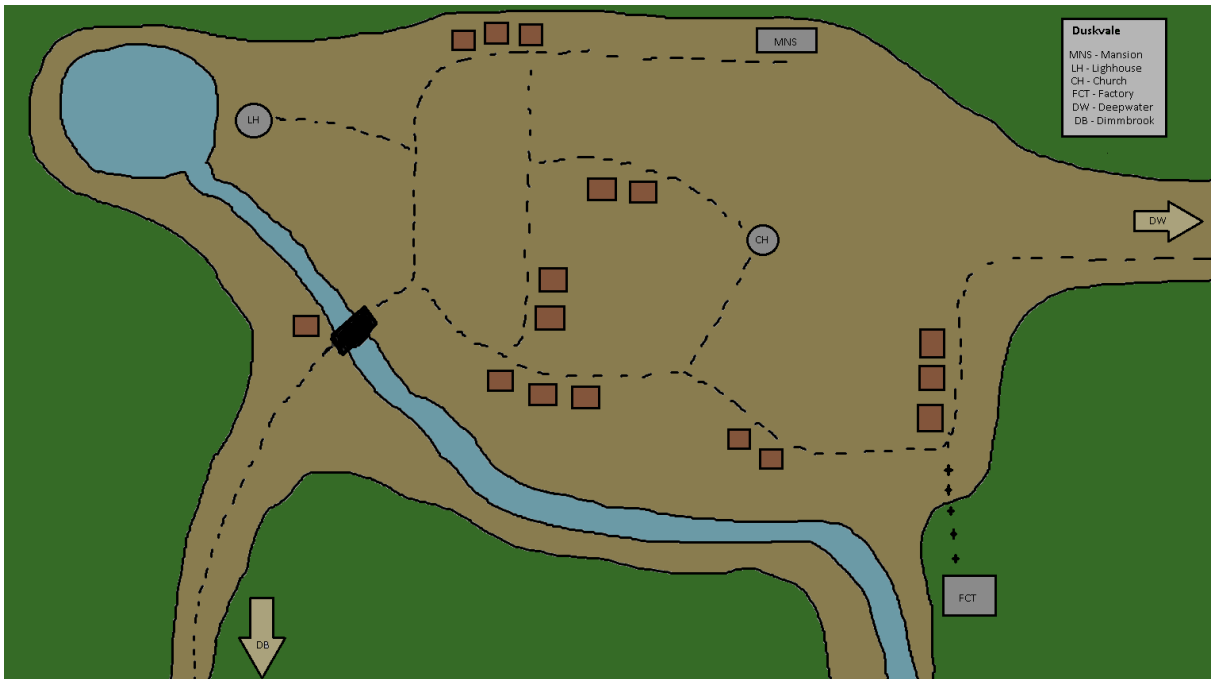
Day



## Night



## First Level Design Mock Up



## STORY

---

### Main Plot

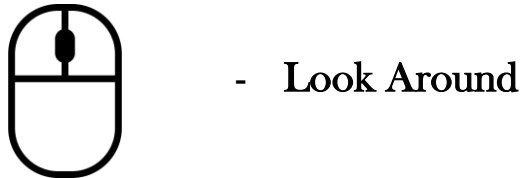
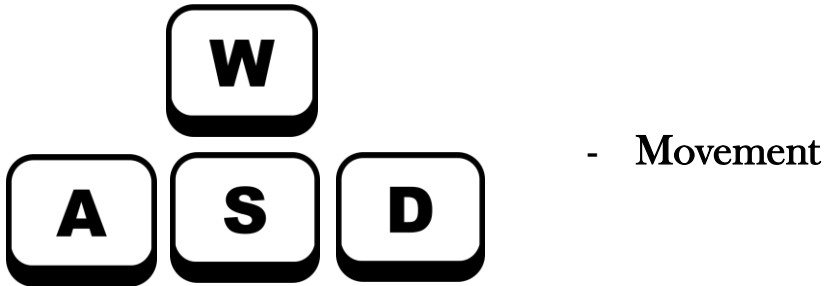
Dimmbrook, a quiet little village, resting in the Sunderland Valley, a collective of 3 smaller villages (Duskvale, Dimmbrook, Deepwater) The home of our protagonist, the Doctor. The year is 1985. An unknown sickness is spreading its tendrils along the valley. A plague. The villagers of Dimmbrook are affected first. The plague causes madness, hysteria, aggression and other terrifying symptoms. The Doctor is trying his best to help his fellow villagers, managing to create a cure. However, the madness of the villagers becomes too strong and his efforts are seen as a threat, leading to him being exiled from his home. The Professor, a former colleague of the Doctor, steals the cure from him. The Doctor is left alone and without purpose. Thankfully, his hope for a brighter tomorrow remains unchanged. With a new objective, to find the cure and survive in an unknown land, he makes his way to Duskvale, the neighboring village, where the game takes place. During this time, the Professor is already hard at work, creating his twisted experiments. Using the people of Duskvale as his canvas, the Lurkers are what remains of the former inhabitants. Creatures of the devil walking without thought and purpose.

### Ending

After countless trials, the Doctor manages to survive, defeat the professor and reclaim his stolen cure. As he's heading back to Dimmbrook, with a hopeful glimmer in his eyes, he's met with the cruel reality of the world around him. A gunshot enters his chest and the light fades to black as he is looking at the destroyed vial with the cure. Killed by the people he swore to help and protect. The inhabitants of Dimmbrook.

## CONTROLS

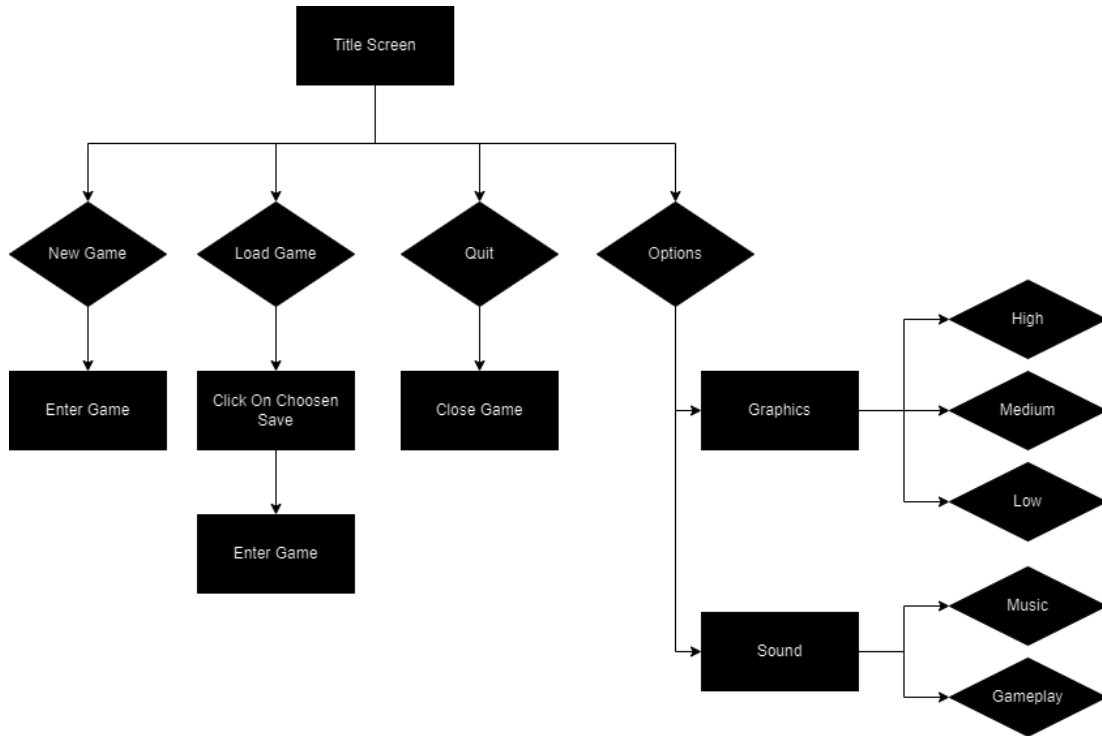
---



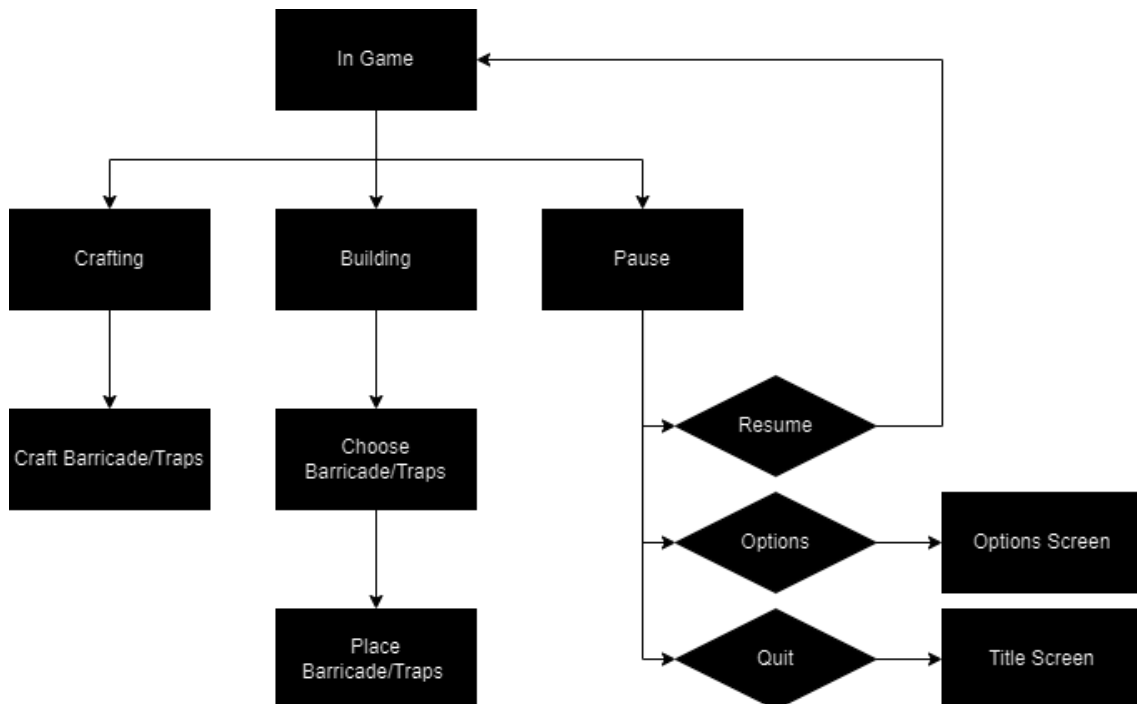
## INTERFACE

---

### Title Screen Flowchart



### In Game Flowchart



# DARK ROSE

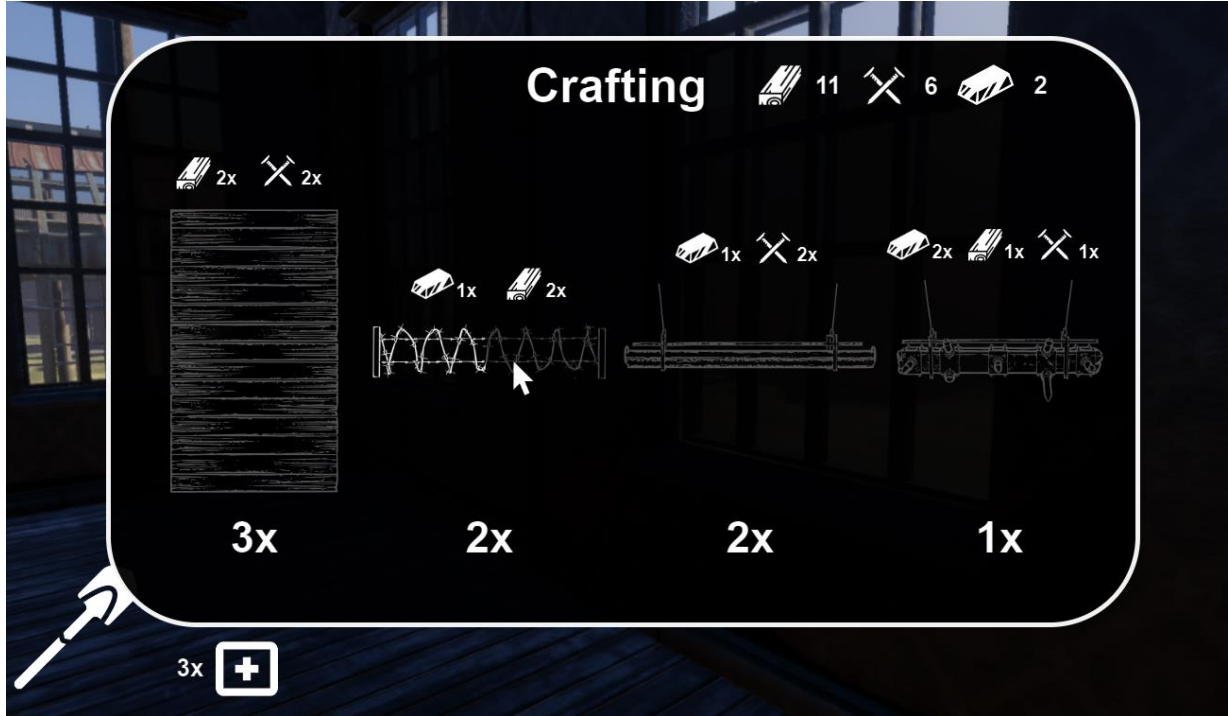
## Title Screen Mock Up



## Looting and Health Bar Mock Up



## Crafting Mock Up



## Building Mock Up



## Pause Menu Mock Up



## Options Mock Up



## ART STYLE

---

The art style in *Dark Rose* is meticulously crafted to deliver a sense of realism, fostering an immersive experience for players. Embracing a predominantly monotonous and dark color palette, the visuals are intentionally designed to evoke feelings of anxiety, despair, and sorrow. This deliberate choice in color tones aims to deeply engage players, enveloping them in an atmosphere that resonates with a sense of gloom and melancholy. The somber and desolate aesthetic serves to intensify the emotional impact, cultivating an environment that captures the player's emotions and adds depth to the overall gaming experience.

## TARGET AUDIENCE

---

*Dark Rose* is a survival horror game primarily designed for PC, crafted to immerse average players in a thrilling and intense gaming experience. Advanced players will find depth and challenges within the game that caters to their skills. Novice players may encounter a more challenging learning curve, offering a deeper dive into the game's mechanics and complexities.

As an indie game, *Dark Rose* is tailored for enthusiasts of the survival horror genre, often found on platforms like Steam, appealing to PC gaming enthusiasts. The game's atmospheric elements, gripping narrative, and intense gameplay aim to engage a broad spectrum of players, delivering an enthralling and formidable horror adventure, especially appealing to those who enjoy this genre.