

Game Design Document

Pacifica

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I - Game Overview

1.1 Intentions

Simple and uncluttered gameplay
Insert an ecological message without forcing it too much
Non-dirigiste game that lets the player experiment as he wishes
Accessible to the widest range of people
Peaceful and non-oppressive world

1.2 Game specifications

Name	Pacifica
Type	Exploration / Contemplation
Theme	Sea and Water
Camera	3D, Third Person
Number of players	1
Target	Any audience
PEGI	7+
Game completion time	15 to 30 minutes
Device	PC
Engine	Unity 2019 2.3f1

1.3 Core Pillars



1.4 Pitch

Pacifica is a 3D contemplative/exploration game on the theme of sea and water. You play as a mysterious entity which is able to take control of marine creatures. Discover the seabed through the eyes of different animals and use their abilities to help and protect the fauna and flora.

1.5 Objectives

There aren't any explicitly suggested objectives in the game. However, the player will be brought to understand that the entity's goal is to help every living creature within the ocean.

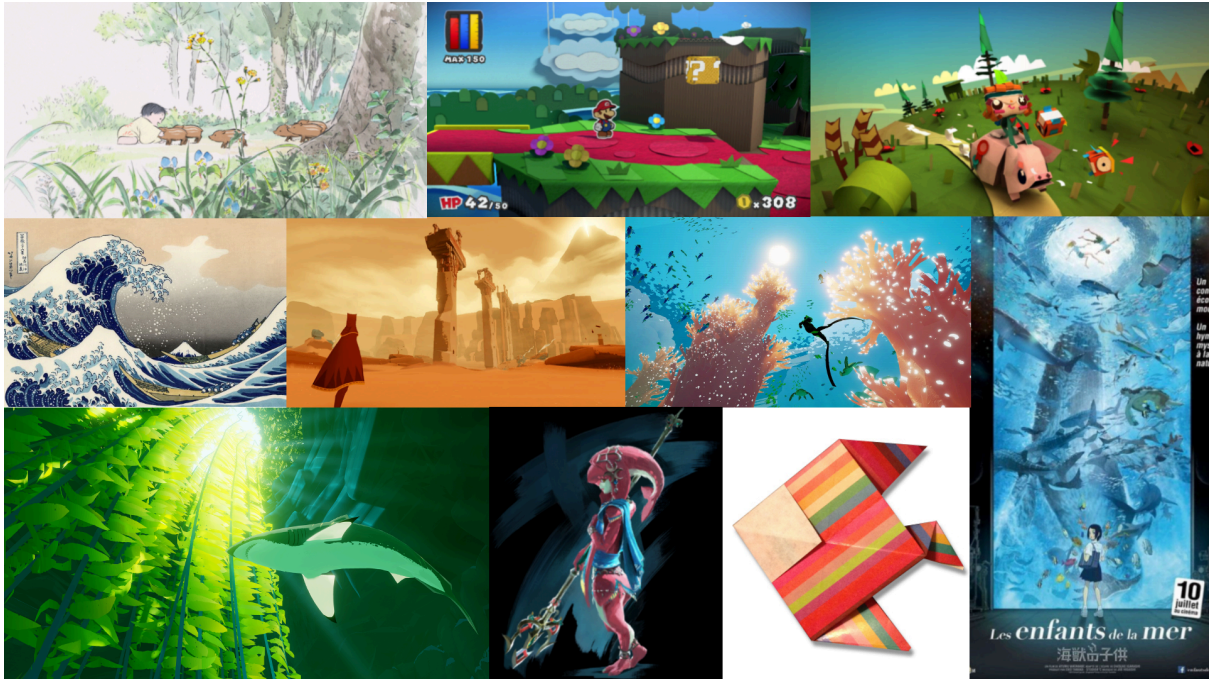
1.6 Conditions of Victory and Defeat

As for objectives, there are no real conditions of victory or defeat. The player cannot die and is free to help the other creatures or simply explore the seabed. What comes closest to a victory is the completion of missions within the sub-levels that may positively affect the ocean.

1.7 Artistic direction

Low Poly	Stylized	Colorful	"Sin City" Style
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Moodboards:



Artworks:



by Florent Vilbert

1.8 Unique Selling Point

- Contemplative game in the ocean
- Discover the underwater flora and fauna
- Sensitization to marine pollution and poaching
- Play a large variety of aquatic animals

1.9 References



II - Gameplay:

2.1 Character



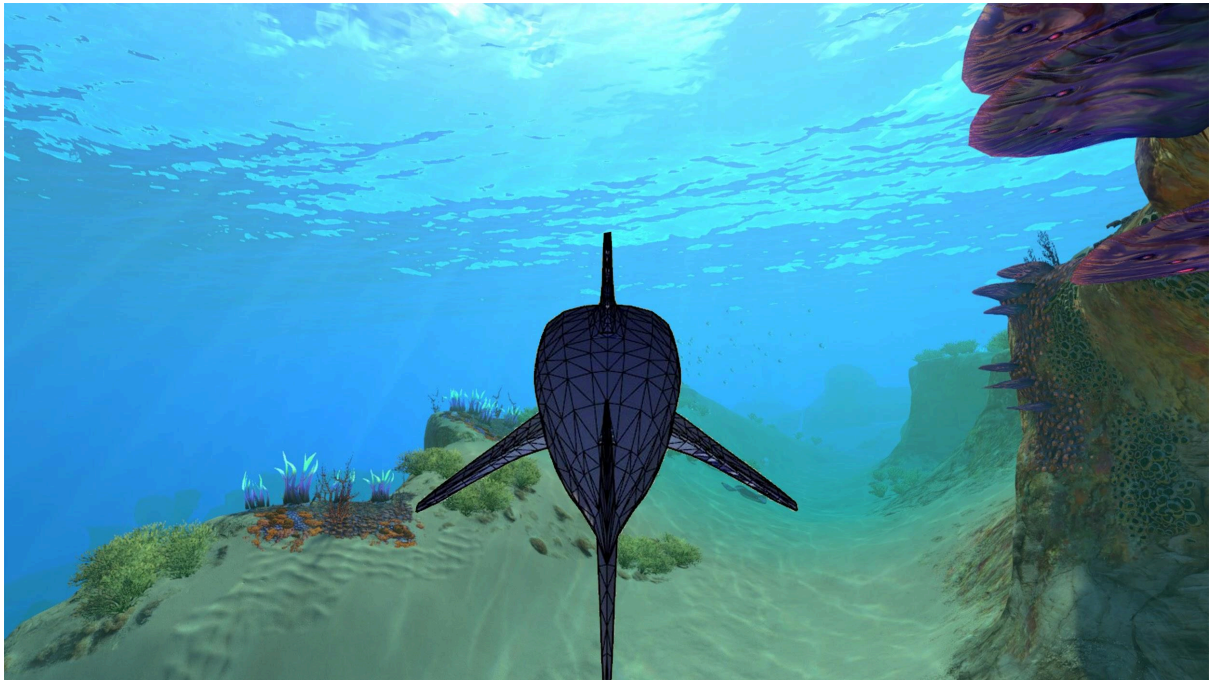
The player controls a mysterious entity who evolves in the ocean and has the power of taking control of certain marine creatures. Some of these will have a special ability that will allow the player to face different situations.

What the player can do:

Move/Swim forward	-
Pitch and Yaw	to orientate the creature in the desired direction
Use Special Ability	<ul style="list-style-type: none">- <u>Entity</u>: Take control of a creature- <u>White Shark</u>: Dash straight ahead- <u>Angler Fish</u>: Flash his light- <u>American Lobster</u>: Pinch with his claws- <u>Giant Pacific Octopus</u>: Grab objects and move on all surfaces

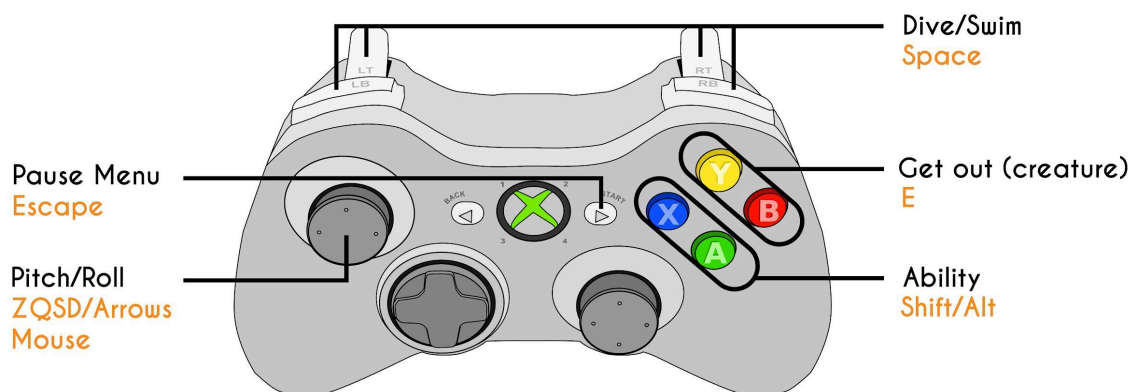
2.2 Camera

Overview:

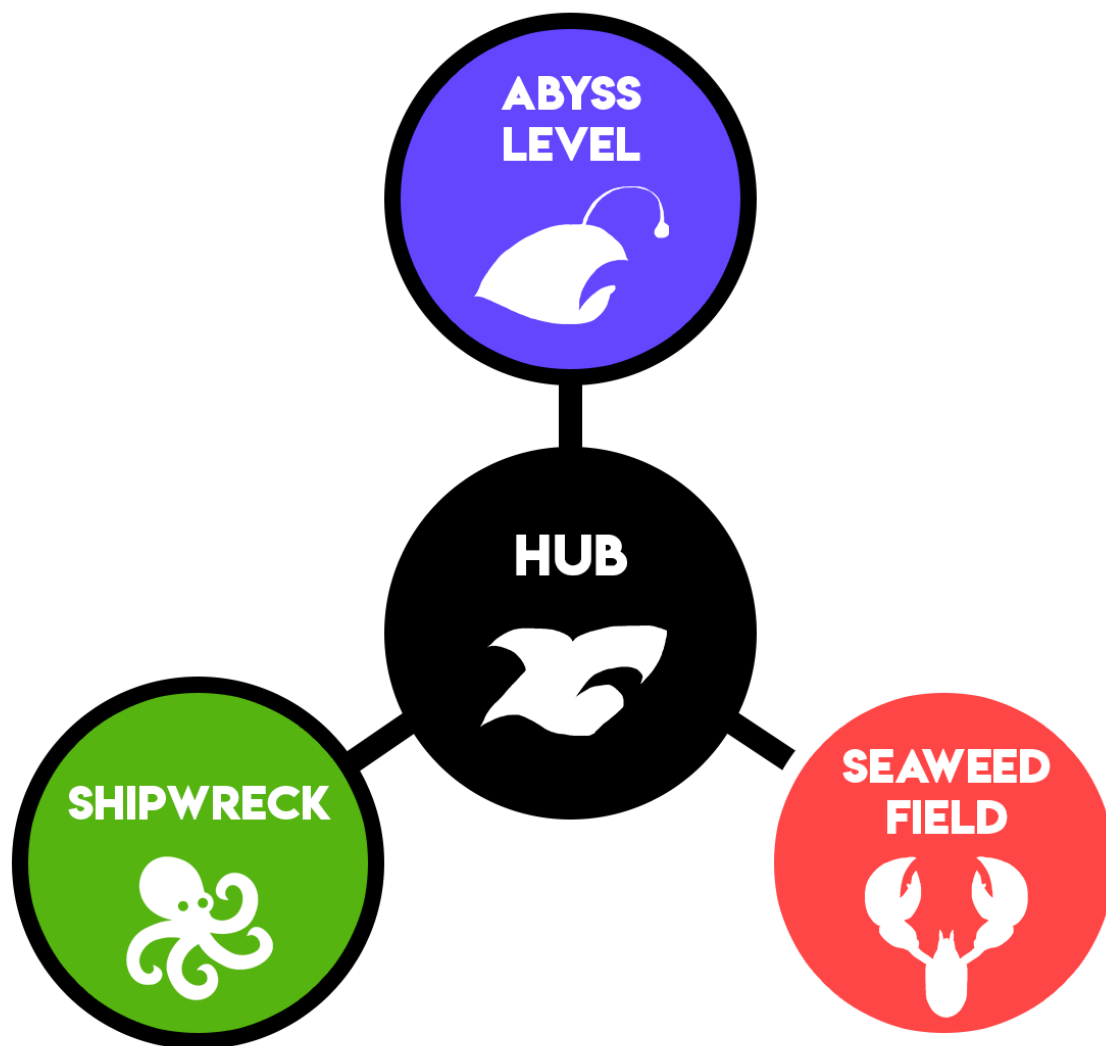


No HUD	Third Person	Cannot be moved independently
3D	Fixed to the back of the player	Automatically oriented (follow the direction in which the player faces)

2.3 Controls



2.4 General Game Structure



The game is structured around three sub-levels connected by a HUB. Each level offers a different environment, gameplay, main character and quest. The transition between worlds is seamless, there is no loading and you can enter every level at any time and order by taking control of a “Key Level Creature” in the HUB. The player is free to exit sub-levels whenever he wants without having to finish or even begin the quest.

Color Filter:

The game will start with a greyscale rendering called “Based Filter”. As the player progresses through the game, he will be able to unlock new colors by completing all the quests of a Key Level Creature. Each one of them corresponds to a color.

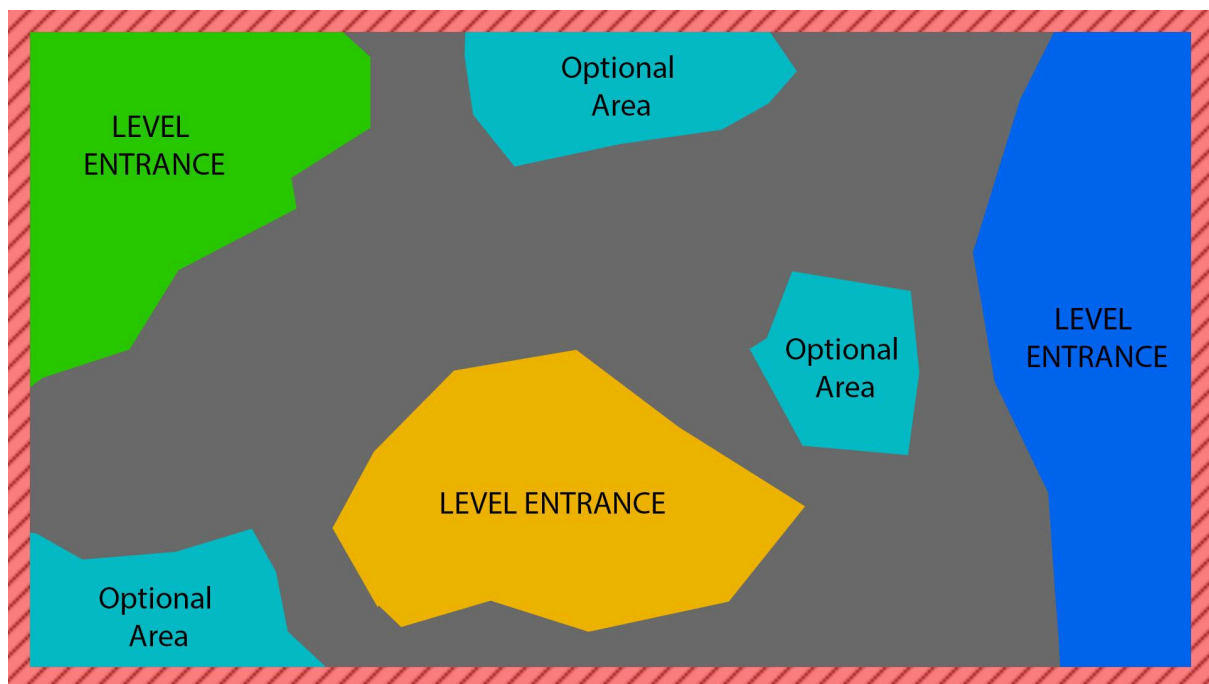
Shark	Angler Fish	American Lobster	Giant Pacific Octopus
Blue	Green	Red	?

2.5 The Hub

Environment	Beautiful, bright and colorful coral area filled with many sea creatures.
Main Character	White Shark
Special Ability	Can dash straight ahead
Objective	None
Other creatures	School of Fish ; “Key Level Creatures”

Central area of the game where the player is free to explore without constraints (quest or enemies). Regular sea creatures will eventually become available for the player to control. They are randomly swimming in the environment. However, the three “Key Level Creatures” which allow the player to enter the sub-levels are only located near their respective entrances.

[HUB Structure: \(example\)](#)



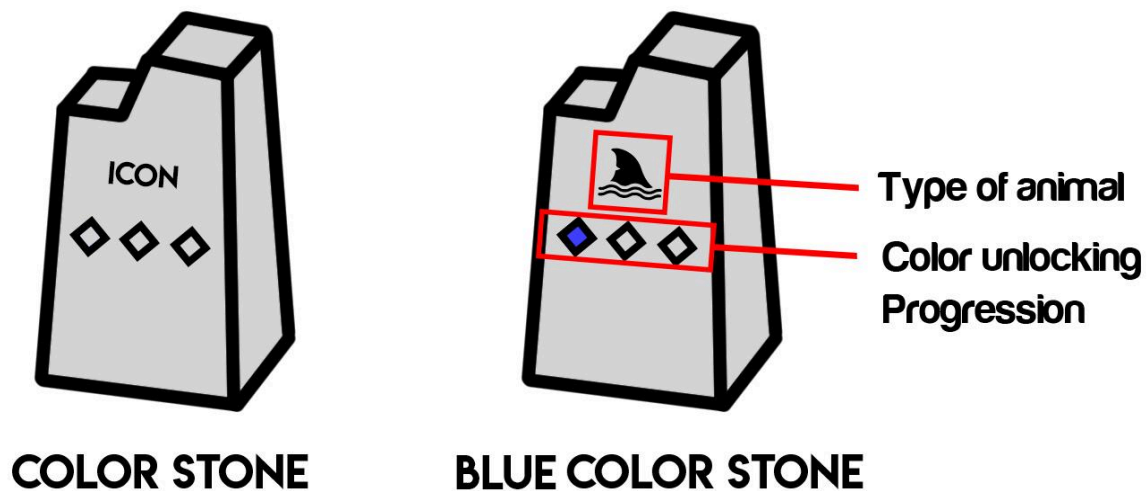
The HUB may contain a few optional areas that require “Key Level Creatures” abilities to access them. For e.g. using the Angler light to enter a dark area.

HUB's Evolution:

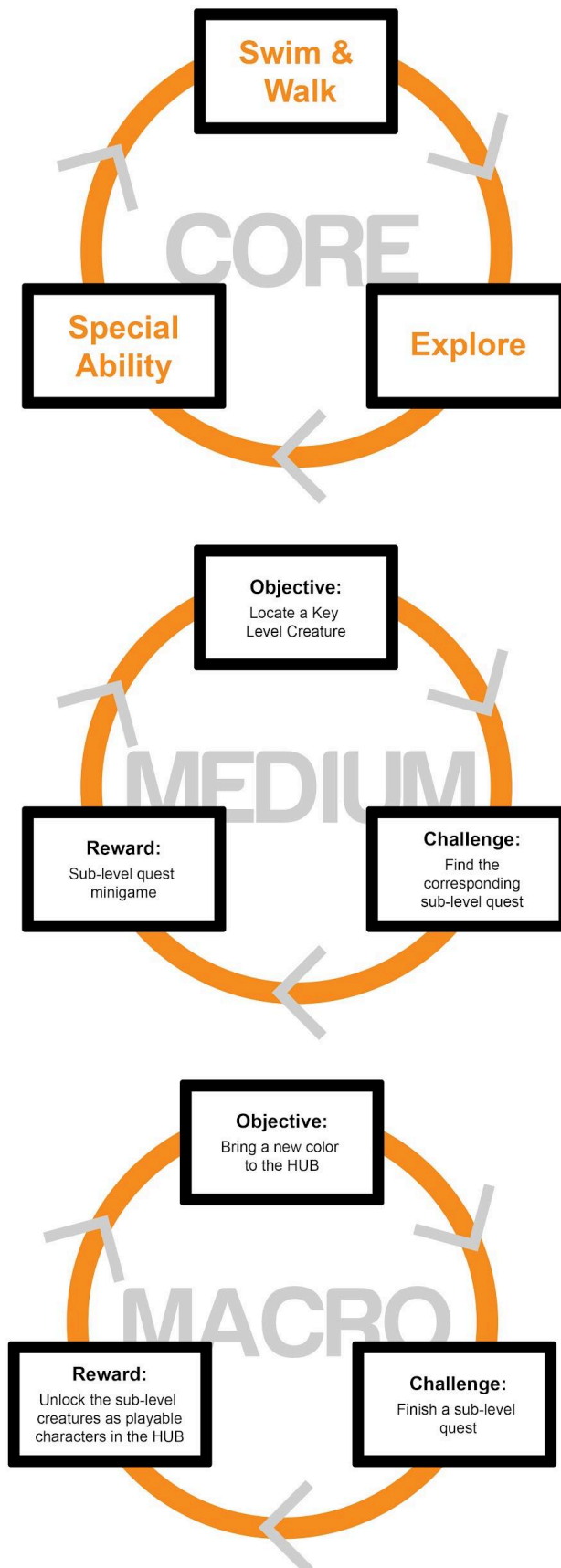
The HUB will evolve as the player progresses through the game and completes quests. Each time a quest is finished, every creature of the corresponding sub-level will be unlocked as controllable characters in the HUB. The environment may change too, objects will appear and disappear indicating to the player his actions have a positive impact on the ocean.

Color Stone:

A color stone is an object used to unlock a specific color filter. Each one of them will be bind to one specific main creature. (shark + key level creatures). To unlock the stone filter and add it to the “Based Filter”, the player will have to use the corresponding creature ability and complete all his quests. When color's progression reaches 100% a new color will be added to the filter.



2.6 Game Loops



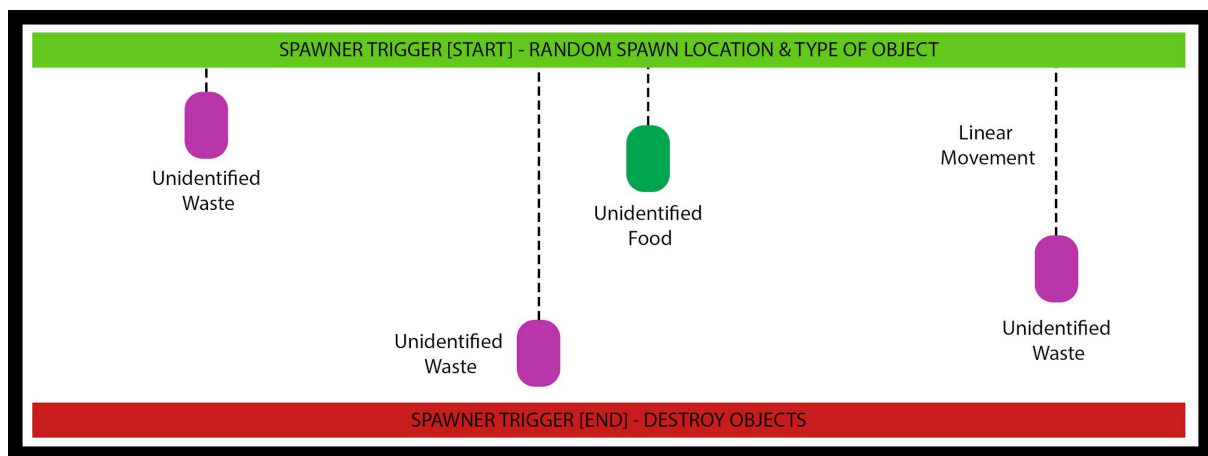
2.7 Luminescent Abyss Level

Environment	Area located in the Abyss, somewhat dark but partially illuminated by luminescent elements (coral, jellyfish, etc...)
Main Character	Angler Fish
Special Ability	Can flash his light (cooldown)
Objective	Help an Angler Fish family by bringing them food.
Other creatures	Luminescent Jellyfish ; Pelican Eel

Quest description:

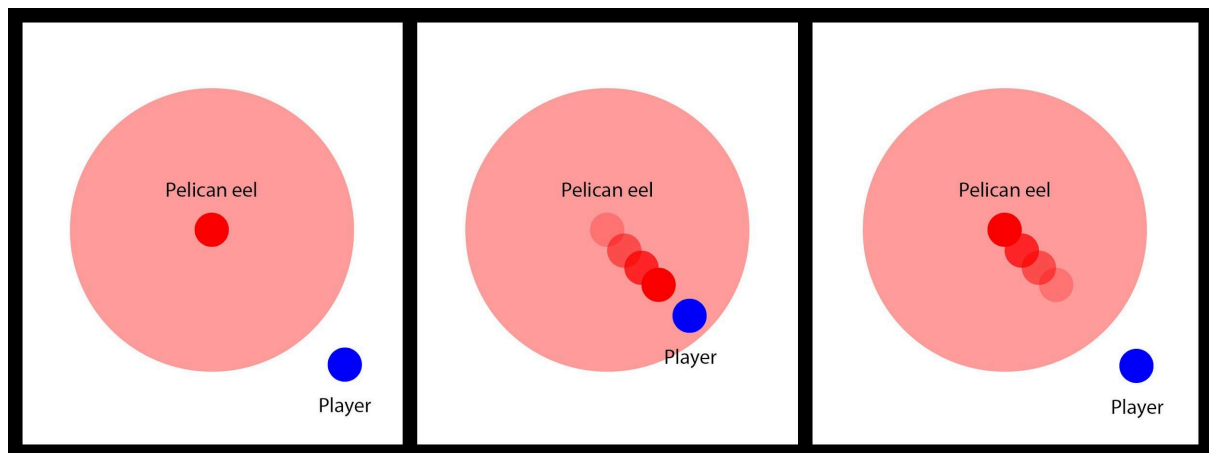
When you arrive in the Abyss Level, you will see a group of angler fish standing still and asking for food. Your goal is simple: make your way through the darkness using your light and find them something to eat. However, be careful to not get too close to the pelican eel, or they will attack you. But that's not all, finding food could be tricky too, since you have to avoid the waste.

Food and Waste:



After being spawned, the unidentified object will have to be found and flashed by the player in order to determine if it's a food or a waste. Food or waste can be collected simply by swimming into it. If the player picks up a waste, he will be immobilized for a few seconds. The Angler fish can only hold one food at a time.

Pelican Eel Behavior:



This enemy has a simple behavior that makes him attack the player within a certain area. If he manages to hit you, you'll lose control of your animal and come back to the Entity form. The Angler fish can cast his flash ability when the pelican eels are very close and make them run away.

Luminescent Object Behavior:

The Abyss Level has the particularity of being filled with Luminescent Objects (Jellyfish, Coral...) that will light up when the player gets close to them. Beyond the general illumination it will cause, it could be used by the player as landmarks and act like a RTS game fog of war.

2.8 Seaweed Field Level

Environment	Sandy area covered with many tall Seaweeds. Kind of looks like a dense forest.
Main Character	American Lobster
Special Ability	Can pinch with his claws
Objective	Rescue the fish from their nets.
Other creatures	Tasmanian Giant Crab (or Bad American Lobster) ; Regular Fish

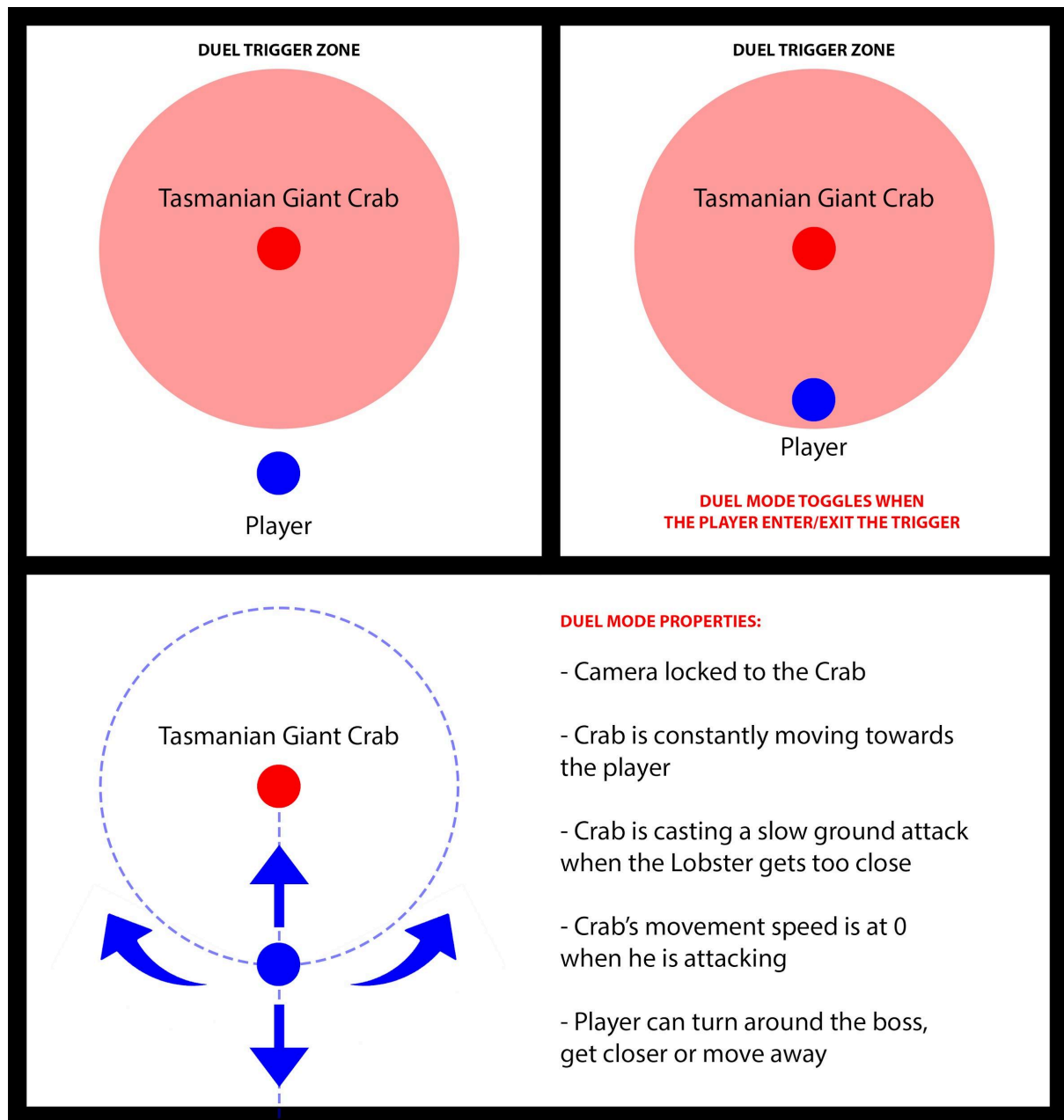
Quest description:

After entering the Seaweed Field, a fishing net will fall from above, near your position. Right when it touches the ground, you will be able to use your Lobster ability by cutting the net and releasing the fish. Your objective is to find every other net that might be in the area and free the animals in it. This isn't going to be that easy though: Tasmanian Giant Crabs are roaming around and often try to eat trapped fish. In this case, you will have to fight them in order to access the nets.

Fishing Net:

Nets are stationary objects that Lobster can get close to and cut using his special ability. However, it can't be used if a Tasmanian Giant Crab is guarding it. (until he is defeated) Once it has been cut, the fish that were inside will slowly swim towards another uncut net. When the last fish has been released, every creature you saved will exit the level and enter the HUB.

Tasmanian Giant Crab Duel:



When a fishing net is guarded by a Tasmanian Giant Crab, you will not be able to rescue the fish until you get rid of him. Fight this giant creature in a duel, avoid his attacks and hit back using your special ability. After a few pinches he will eventually leave the area.

Important Note:

- During a duel, the player can move without using the Swim Inputs (LS Only)
- A duel can only be started if the player controls an American Lobster

2.9 Shipwreck Level

Environment	Sandy area with a cut in half shipwreck in the middle. The player can evolve both in and outside the wreck.
Main Character	Giant Pacific Octopus
Special Ability	Can grab objects
Objective	Help the whale shark by removing the harpoon from his body
Other creatures	Whale Shark ;

Quest description:

At the beginning of the Shipwreck Level, you will see a Whale Shark gesticulating on the ground in a fish net. When you get close to him you will have to use your grabbing ability and rip off the net by pulling it. Once it's done, the Whale shark is going to swim away from you and start to wander around the level. His body is covered with a few harpoon spears and your goal is to remove them using your tentacles. However, he is surely not going to make it easy for you, and you'll have to catch him on the road to help him.

Whale Shark Behaviour:

The shark will randomly choose between a few handmade patrol patterns and follow its path. Every path will cross the wreck at least one time and the whale is going to swim slower near it. Conversely, he will get progressively quicker as the harpoon spears are removed. Finally, the shark will naturally try to avoid the player when he gets too close by momentarily accelerating.

Harpoon spear:

To engage the harpoon removal, you have to be close enough and press the special ability button once (with the octopus). However, when the process begins you will have to mash it repeatedly for a given time, and if you don't press it quick enough you will get stunned and have to catch the spear again. If you manage to remove it, you will get stunned too.

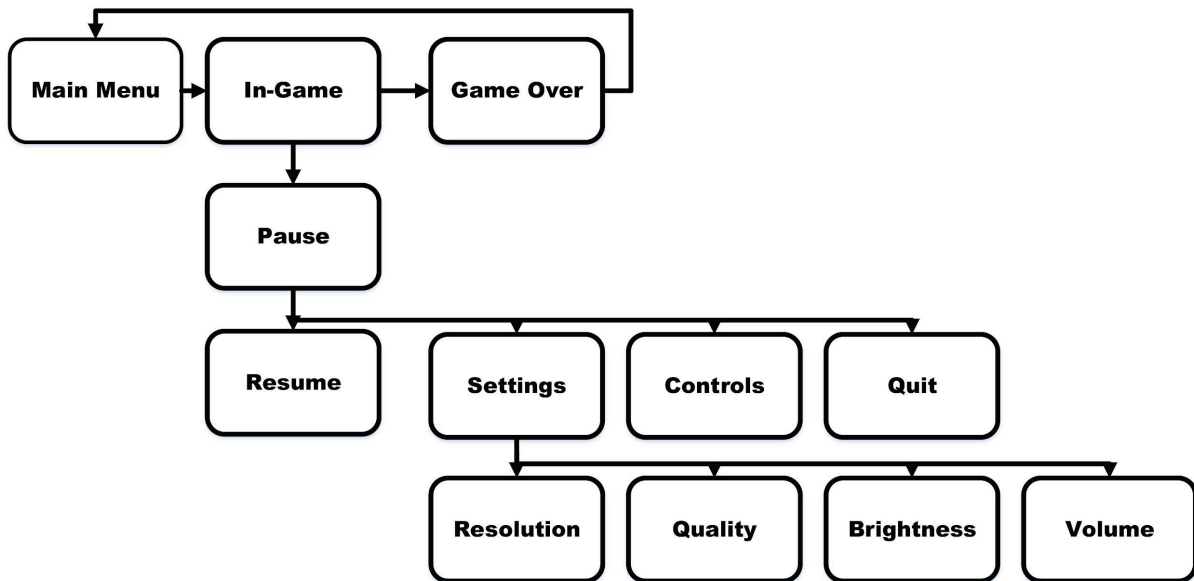
2.10 Creatures Characteristics

Main Creatures				
Name	Movement Speed	Turning Speed	Is Playable	Size
Entity	1.0	1.0	Yes	Small
Shark	0.5	0.75	Yes	Medium
Angler Fish	0.75	0.75	Yes	Small
American Lobster	0.5	0.25	Yes	Small
Giant Pacific Octopus	0.5	0.5	Yes	Medium

Secondary Creatures				
Name	Movement Speed	Turning Speed	Is Playable	Size
Pelican Eel	0.5	0.5	Yes	Small
Jellyfish	0	0	No	Medium
Tasmanian Giant Crab	0.25	0.5	Yes	Medium
Regular Fish	0.75	1.0	Yes	Small
Fish Shoal	0.5	1.0	No	Medium
Whale Shark	0.25	0.25	Yes	Large

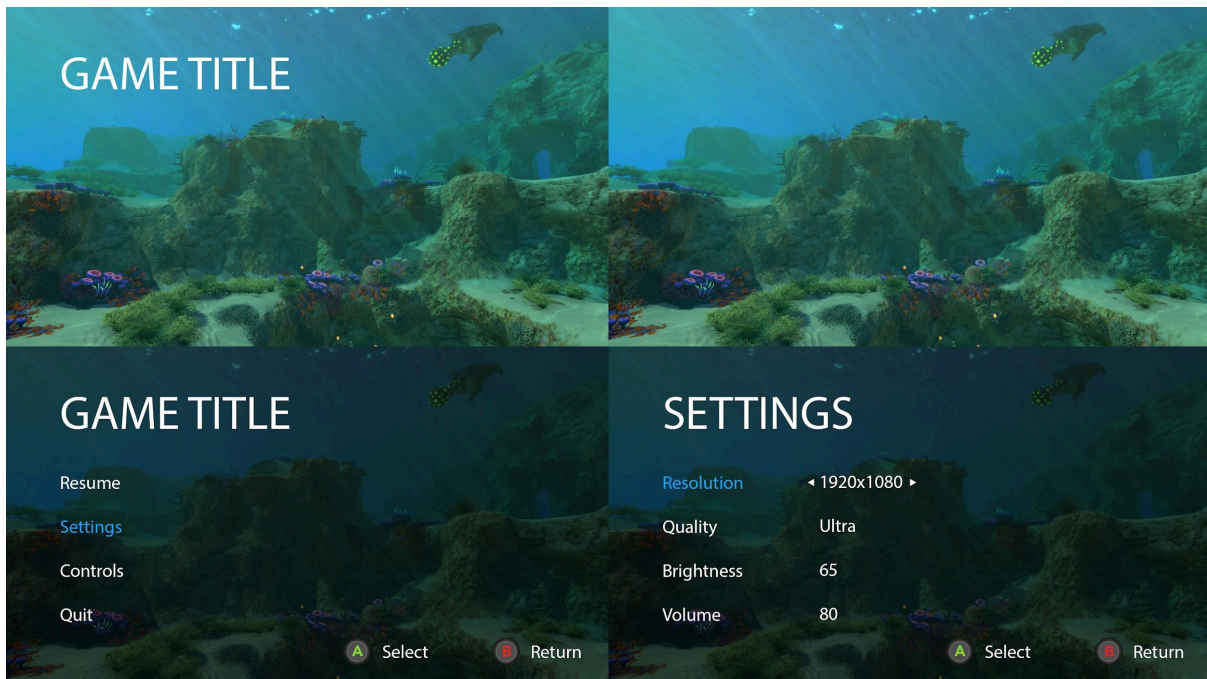
III - Gameflow :

3.1 Navigation



3.2 UI

Menu Overview



Main Menu



In-Game (No HUD)



Pause Menu



Sub-Menu



3.3 UX

Menu Controls:

