

Home Away

DESIGN DOCUMENT

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Game Summary

Game Away is a 3D, first person game, about a man trying to have dinner at a restaurant in the year 2021 where Covid masks are still required.

Platform

The game is being developed to be released for GGJ 26 on Windows.

Game Mechanics

The main mechanics of the game will be:

1. Hold **Space** to put mask on, when someone coughs
2. Press **E to eat**
3. Finish eating before you or your food get Covid (10 coughs for food, 4 coughs for you, RNG Time)
4. When someone coughs, and you don't wear the mask, the Covid bar goes up.
5. If the Covid bar reaches the top, you get Covid and lose.
6. If the Food bar reaches the top, you get Covid and lose.

Details:

Genre

Single-player, casual, one button, first person, 3D.

Target Audience

Casual players/non-players, timing enjoyers, silly humans

Softwares & Engines

Development Softwares

- **Unity 6000.0.56f1** – Main game engine
- **Blender** – For assets
- **Krita** – For UI
- **Google Docs** – For GDD

Credits

Sfx: freesound_community, nematoki, spinopel, u_hn60smked5, DenielCZ

Music: Italians

Luigi Boccherini: Minuetto

Maurice Larcange: Happy Day in Paris

Luigi Ricci: Italian Tarantella