

Fictitious

Game Design Document

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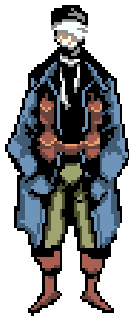
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Story

The great war is over... but yours isn't. The world outside the asylum is worse than you remember. You know what you saw was real, and now it's time to prove that you're sane. Travel through the village and enter the crypt, collect various items to help you along the way, battle asylum guards and villagers attempting to send you back, and gather the evidence you need. When you're ready, return to the asylum to face the head doctor. Just remember, the asylum employees are the least of your concerns compared to what's waiting.

Characters



Jim

You, the player character. Injured as an infantry officer in the war, now imprisoned for the terrible things you have witnessed the doctor commit. Now you've escaped and are determined to prove both your own sanity and that of your fellow imprisoned soldiers. But perhaps you're not really as sane as you think.



Inmate

A fellow wounded soldier who escaped alongside you. He can be found in the woods by a tent where you can converse with him. Unfortunately he is too injured to move, and it's in your hands to save everyone still held in the Asylum.

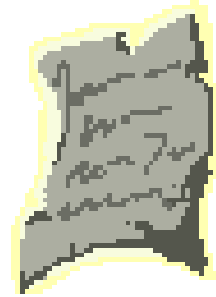


Doctor Mendoza

The head doctor of the Asylum. He was in charge of "healing" your shellshock, but held you hostage after you saw his remedies, and declared you to be insane when you resisted. His journal entries give a deeper look at his psyche, and will be useful to confront him about the kind of doctor he really is.

Objectives

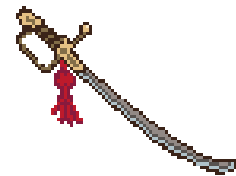
Your goal is to collect three evidence papers to prove your sanity to Doctor Mendoza. One can be found in each area: the Forest, the Crypt, and the Village. Some of these are guarded by a powerful enemy that must be defeated. You will also encounter smaller enemies such as common rats, vicious wolves, ghostly hooded skulls, and hulky asylum workers. You can choose to avoid them if you want, but fighting them can give you important resources for your survival, and might be necessary to reach the evidence locations. Just remember, your escaped friend is looking out for you and won't let you enter the Asylum without all of the evidence.



Survival Tips

Weapon Uses

At some point, all things must come to an end, including your weapons. Improved weapons you find have a limited number of uses before they break. Try to make the most out of them. If things ever get dicey, though, remember you always have your trusty survival knife, and your pistol if you can spare the ammo.



Shadows

Shadows conceal you from others. Use them to hide from enemies, or land a sneak attack on them. However, enemies in shadows are also harder to see, so be wary. Mastery of this mechanic is required to successfully confront Doctor Mendoza.



The Forest



Sewer Rats

These small enemies are most commonly found in the Forest, and some have also found a home in the Crypt. They aren't very dangerous alone, but they have strength in numbers.



Wolves

During the war, wolves would scavenge battlefields for dead or wounded soldiers, and they haven't stopped looking. These Forest beasts are as large and powerful as their deep growls would suggest. Avoiding injuries from them requires careful use of the terrain.

The Crypt



Hooded Skulls

Minions of the Horseman and spiritual guardians of the Crypt. These ghastly enemies will screech at you while launching projectiles and chasing you down. Maintaining distance and stealth are the keys to defeating them.



The Horseman

The defender of souls for those buried in the Crypt. His lantern is the source of his power, which he always keeps behind him. In order to damage the Horseman, you must find a way to sneak attack from behind to hit the lantern. Using shadows in the area is key to evading the Horseman's wide vision.

The Village

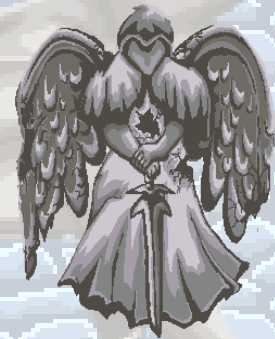
Flying Guardians

The favored children of the Fallen Archangel, they monitor the village for threats day and night. These statues have tough stonework and can only be chipped away from behind. They come in different sizes, but all are dangerous.



The Fallen Archangel

As the centerpiece of the Village, it watches over all. It can be taken down if its two arms and head are targeted and broken off. Beware, this statue can move very fast while also using its immense weight to attack.



The Asylum

Asylum Workers

You're quite familiar with these foes. Mendoza sent them to hunt you down after you escaped from the asylum. They can pack a punch and take one as well. The workers move slowly, but will take you out in a flash if you make the mistake of letting them corner you.



Doctor Mendoza

The head of the asylum and the reason for all the misfortune that has befallen you until now. Doctor Mendoza throws syringes that give you unknown ailments if you are struck. He also chases you down with his knife, which is specially designed to be particularly damaging. You also suspect he doesn't feel pain, so make sure to prepare well before entering the asylum.

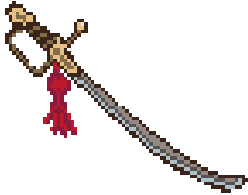


Weapons & Items



Tactical Shovel

Once a tool, now a weapon in the right hands. This shovel has seen better days, but don't underestimate its utility. The shovel is much longer than the survival knife but not as sharp, and looks like it will fall apart after 40 swings.



Saber

Used by infantry officers and cavalry for close-quarters combat outside the trenches. This weapon allows you to attack in a circle and hit enemies all around you. These sabers weren't made for extended use however, and tend to break after 45 attacks.



Modified Musket

This heavy gun was previously kept in the asylum where the workers added several modifications. The Musket's bullets now split into 3 parts, allowing you to hit multiple targets at once. However, some of the modifications are very janky, and the clip of 25 bullets usually gets jammed inside as a result.



Flashlight

This tool can be used to blind enemies in order to stun them for a short time. It doesn't come with extra batteries, though.



Morphine

Leftover narcotics from the great war, used to heal wounds and to treat injured soldiers. It boosts your health by a small amount.



Cocaine Pills

Used as an anesthetic with chloroform for surgeries during wartime. It increases your movement speed temporarily.



Syringe

This syringe contains a medication known only to God and Doctor Mendoza. It gives you extra strength for attacking.

Fictitious

The Great War is over...

but yours isn't.

Fight monsters and
manage resources.

Collect evidence, then prove
your sanity to Dr. Mendoza.

Controls

W

Move

A

S

D

Left Click - Swing Weapon

Right Click - Shoot Gun

Q

Use Item

Number Keys - Select Item