GAME DESIGN PROJECT
THE INFIRMARY MUSEUM

DRAFT RELEASE v4

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Contents

Game Title

The Infirmary Museum

One-line Pitch

You wake up in a hospital room and when you exit someone tells you to escape or else, what do you do?

Genre

Side scrolling platformer game

Synopsis

A young boy wakes up in the hospital after an accident involving a horse but has no memory of how he got there or what he is doing there. After leaving the room to investigate what is going on and to find someone that will answer his questions he is greeted by an old man, who is dressed strangely. The old man introduces himself as "Old Man Burt" and then proceeds to tell the boy that he has to get out of the hospital as soon as possible or else but doesn't explain further. A nurse starts to walk towards them and Old Man Burt warns the boy to avoid them at all costs, then he jumps over the nurse, his action went unnoticed by the nurse which confuses the boy. Taking the old man seriously the boy then avoids the nurses and gets what he needs to get off the floor that he is on. After picking up the item he needs he gets a quick flashback of his life. When the boy reaches the basement level that has the door he has to escape out of the Matron comes behind him and shouts at him to come back. Running away from her the boy makes his way dodging through and over everything in his way to the safety of the outside world. Once he makes it through the door there is a bright white light and he wakes up a second time in another hospital room but one in the current century with the sun up. He is informed that the doctors didn't think he was going to make it and that he was in an induced coma. He is left with the feeling of what would have happened if he had been caught in the dream he had and if it really was a dream?

Systemic Description of the Game

Core Gameplay

The game will be mostly mechanical based as we want to focus on the hospital and the items that were used back when it was a running hospital. The hospital has four floors and the game will also have these four floors with the player starting on the top floor and having to work their way down.

The game will have a small story that will be shown to the player with small flashback images when they pick up an item to unlock the next floor. It will be flashbacks of the main characters life and how they ended up in the hospital.

The game will increase in difficultly as the player progresses through the levels. The first level will be easy and hold the players hand while they learn the mechanics of the game and how they should

play it. There will always be an NPC to help the player with getting the pieces of the puzzle that the player needs by pointing them in the right direction.

Once the player reaches the end of the level with everything they need for the puzzle the puzzle will then activate for the player to complete. If the player does not have everything that they need to complete it then they will be prompted with a message to say that they don't have everything.

To save the game we will implement a checkpoint system which will trigger after every item is found or a manual save button.

The player will know that they are progressing throughout the game as with each completed level the difficultly will jump from easy to medium too hard on the final two levels, it will feel like a smooth curve flowing. This will make it feel like the player is slowly getting better at the game instead of it jumping quickly between difficulties.

Lamps will be used to show the player the patients and the safe zones that they can go to. This will be mainly helpful in the last level as the player will be chased by the Matron and the lamp will show the room in which they can enter, to escape the building, as the others will be locked. It will also show, on the last level, the tunnel in which the prison used to get to the hospital, but this will be an easter egg for the player.

Game Context

The game will start with the players character in one of the rooms on the top level of the building, where the wards are based, it will be based at night when most of the patients are sleeping but only a few are awake. A patient will talk to the player once they walk out of the room and tell them that the best way to get out is the basement level because the main door is usually always watched. The patient will explain to the player that if they don't get out alive they will be considered unclaimed and be experimented on. The patient will then explain to the player that all the stairs are locked, and they will need to find the pieces of the item to be able to go down to the next level.

The patient will inform the player to avoid getting caught by the nurses, doctor or matron. If they get caught they will be sent back to their room.

Game Goals

The main goal of the game is for the player to escape by reaching the basement level and getting out the main door leading to the outside in the basement level.

Key points

As we want the game to be as close to how it was, within the art style, which is a higher resolution pixelated art style, that we have picked, to how it looked when it was a hospital we will focus more on the visual aspect of the game. This will make the player want to visit the Infirmary museum to see what it all looked like out of the art style that we are using. We will also have to focus on the gameplay so that the game will run smoothly and be enjoyable for the player as there will be no story aspect of the game.

To unlock some easter eggs within the game the player will also have to go to the Infirmary museum in order to get the information or code that is needed. For example; on the last level of the game the tunnel connecting the hospital and the prison will only be unlocked with a code that can be found at the Museum. This will not affect the player completing the game but if the people decide to unlock it will give them a different ending.

At the end of the game the player will receive a message that will tell them that if they wish to unlock different hidden secrets within the game, they can travel to the Museum to be able to unlock them.

Characters

Main character

The character that the player will play as generic boy character that will be young and dressed to fit the era that the game will be set in.

Before he woke in the hospital on the dark rainy night he was a young age of sixteen, a blacksmiths boy. He had finished school and was about to start working with his father in the shop. After an accident at the shop involving a horse, he ended up knocked out and unresponsive. His parents being of the more wealthy side ended up being able to pay for a private room in the expensive hospital.

Starts off in a dark private room very confused about what is happening and why he is there. Once he leaves he is approached by an old man patient that warns him if he doesn't get out now he will never be able to leave. This adds to the confusion and slightly shakes the character. After the old man tells the player this a nurse starts walking towards them so the old man tells the character to run and not let anyone catch him.

The time that the boy spends in the hospital is a dream like state. He is still in a hospital in present time but suffered head injuries which has left him fighting for his life. The hospital is a state between life and death, if he gets caught by the Matron he will die. If he is able to get out of the hospital safely through the basement door he will wake up in a bed in the present time hospital.

Non-playable characters

Nurses

There will be 2 nurses throughout the game. They will be dressed in the same outfit that they would have worn in the era, which would be a white dress with a white apron. The hair styled to fit in as well, but their other features will be generic. One of them will appear on the first level then another on the second but both will appear on the same level once the difficultly is increased. If the player character gets caught by the nurses the player will be brought back to their room and locked in it for the night.

The two nurses will be twins who have always wanted to help people.

Matron

There will only be one Matron throughout the game, she will be the one in charge of the nurses. She will wear a blue dress and a white apron; her hair will match in with the era but her other features will be generic. As the Matron will only appear on the harder levels she will be the tougher enemy that the player will face as she will chase the player through the final level. She chases the player on the end level because by the time the player has gotten to the end of level 3 the Matron will then have been told by the nurses that one of the patients have gone missing from their room. This will be shown to the player with an audio cue and by a display of text across the screen of the nurses and her conversation. It will then go to the Matron appearing behind the player and shouting at them to get back to their room. This will make the player start running from her because she will start to chase them.

The matron is a kind women, who is stern and tough but does what is best no matter what. She has been the matron for a while and is highly respected throughout the hospital. Her mother was a matron as well as the other women before her from her family so she is following in her families footsteps.

Doctor

There will only be one doctor within the game. He will be dressed in a suit but without a tie as well as a white blood-stained apron as he will be based on the level that will have the surgery room. The doctor is on two levels, level 2 and 3, he walks out of a room in front of the character player but ignores him and continues down the stairs and then into his office. If the player walks into the doctor the doctor will briefly pause while the player is pushed away then continue on his journey.

Old Man Burt

Old Man Burt will be there in the game to help the player throughout it. He will run up to the player once they enter the hall to tell the player to escape before it's too late. He will then see one of the nurses approaching the two of them and tell the player to run and to not let them catch him and that the keys to escape are within the rooms, the character just needs to remember. The way out is in the basement. After that Old Man Burt will then runs past the nurse.

Old Man Burt is a wise old man but no one really knows why he is at the hospital, the nurses, matron and doctor ignore him and it is unclear as to why they still let him roam.

Core Game Rules

The player will be able to travel to most areas in the building and on the level. A prompt will appear if the door is locked to which the player will be unable to go there. They will be able to jump on most objects, e.g. bookcases, tables, beds.

They must avoid getting caught by the nurses as then they will be put back to the start of the level and have to go through it all again. If they get caught on the final level by the Matron then it will trigger a game over meaning the player will get a bad ending as they failed at getting to the door. They cannot fight the enemies and will only be able to avoid them by using the environment to jump around them.

Level Design

The amount of rooms on each level will change with how many rooms where on that floor within the hospital and with how many rooms we are able to show within the view of the game, which is a side view. Level one, which is the top floor in the building, will have four rooms. Level two will have three doors. Level three will have three doors but only one will be open which will be the board room. Level four, the final level, will have five doors, all will be locked but for one which will be the room with the exit door.

Level one will hold all the patient rooms. Level two will have two patient rooms and then a surgery. Level three will have the matron's office, the doctor's office and the board room. Level four have a single room that will have a door on the other side that the player is able to get through to get out.

All nurses will grab the player if the player gets too close, this will trigger the game over screen and the player will be sent back to their room.

The nurses will have a viewing range will be:
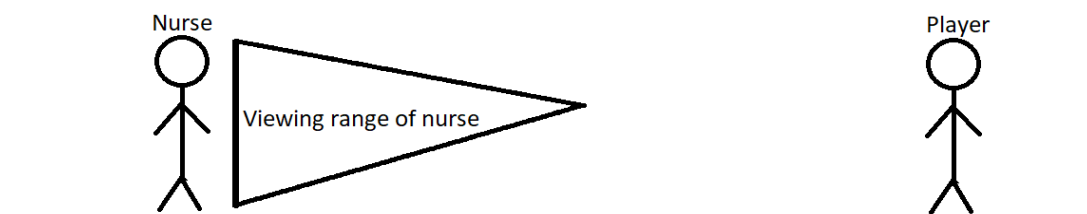
There will be no indictors of where the nurses are looking or their viewing range. Their walking pattern will be back and forth within the width of the hall, patrolling. When the player gets seen and the chase starts, if the player hides within one of the rooms with enough time that the nurse will not notice a sound will play indicating that they are walking past the room and that it is safe to walk back out.

On the third level there will be two enemies and a NPC doctor. The two enemies will be a nurse that will move the length of the level and, at a faster rate than the other nurses and then once the player finishes the level the matron will then come out of her office. The doctor will then be moving out of the surgery on the second level then into his office on the third level. If the player moves into the doctor, the doctor will ignore them, but the player will bounce away from him.

On the final level the only enemy will be the matron who will chase the player from one end of the level to the other end. The only way the player will be able to escape the matron will be if they can make it into the open room and out the back door. If the player lingers for too long the matron will

grab them and drag them back to their room which will trigger a game over, this is the same if the player ends up failing a jump because the matron will then catch up to the player.

General game layout

Draft 1
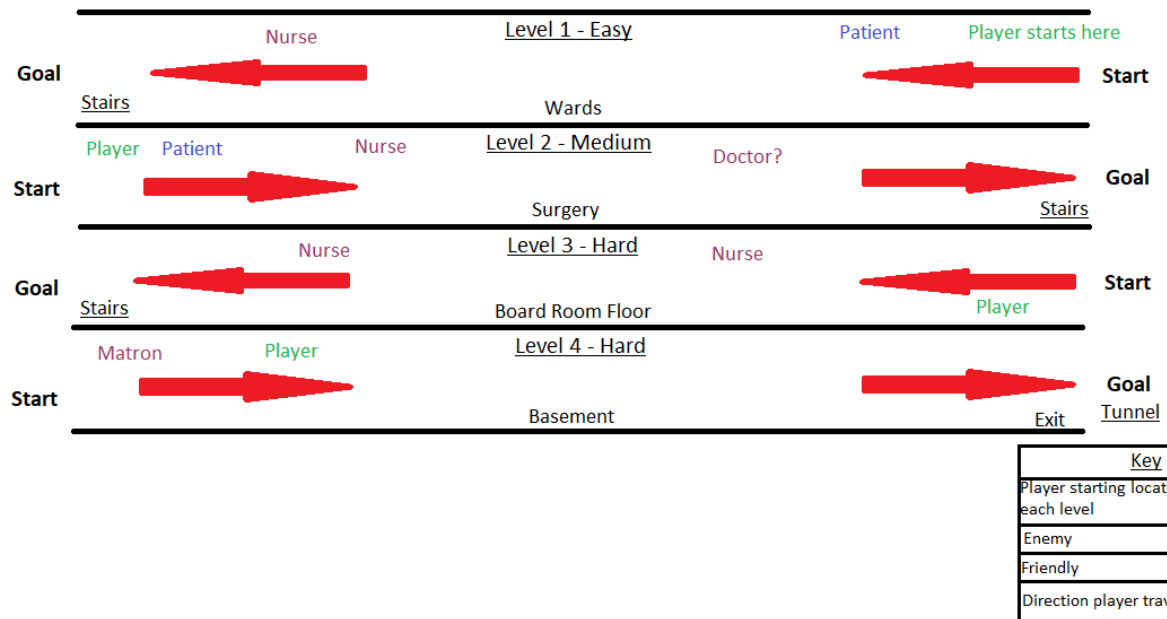
For the general layout of the game the player will start at the right hand corner of level 1, as they make their way towards the left of the level they will go in and out of the rooms to find the item they need to unlock the stairs. Once they are down the stairs they will then start the level on the left hand side and have to make their way towards the right. The game will more from right to left, left to right, right to left then left to right as the player makes their way down. The goal is in a room on the basement level of the game and a hidden way out is the tunnel. The names of the enemies are put in their starting position, the doctor will start on level 2 but make his way to his office on level 3. The nurses will patrol around their starting position and the Matron will chase the player on the basement level, level 4, from the players starting point at the left hand side.

Level design – level 1 – 3 Draft 1
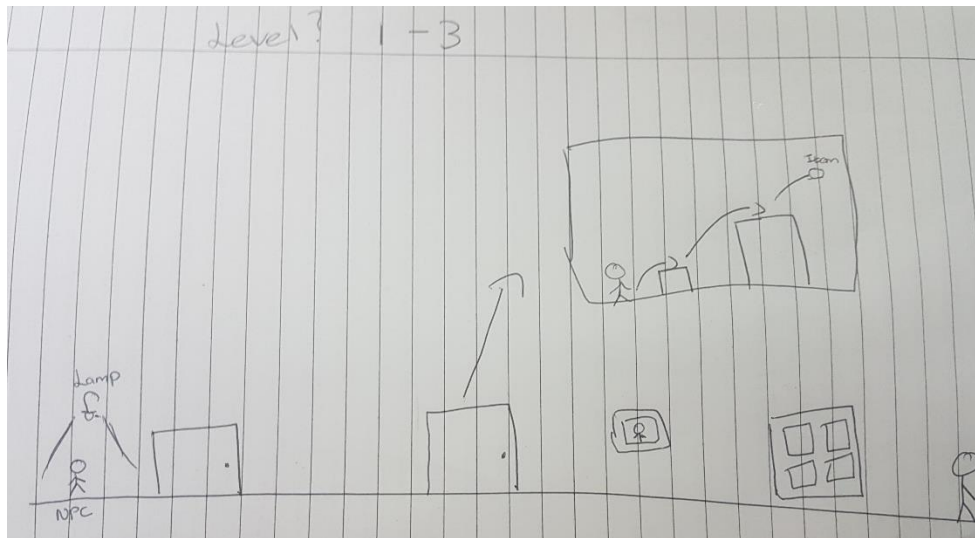
Level design – level 4 Draft 1
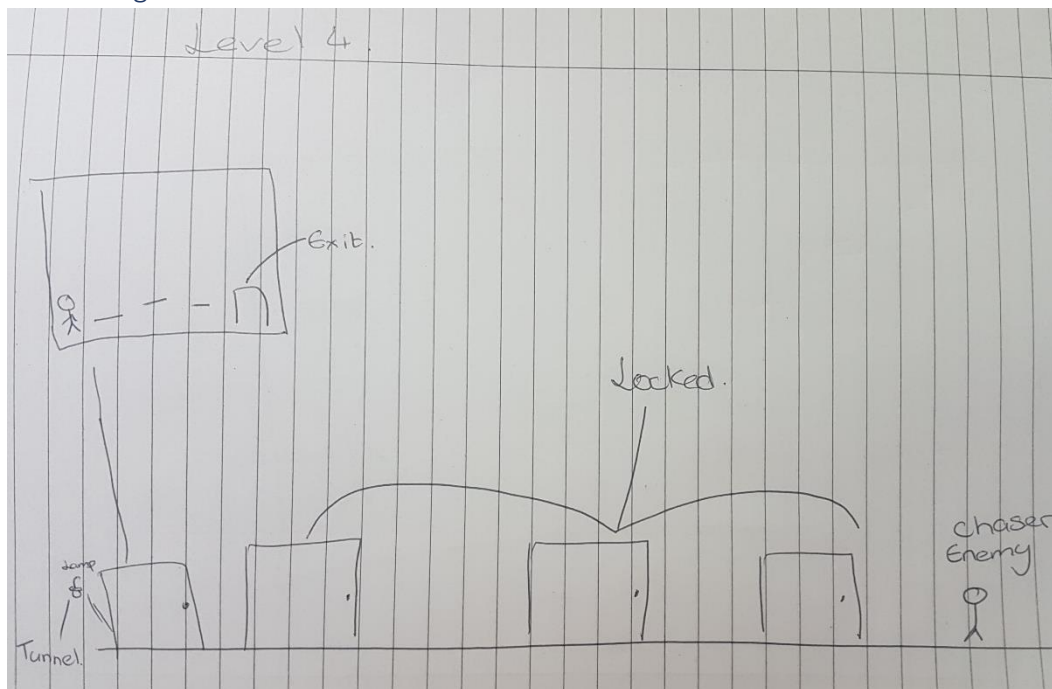
This was also a prototype of the games level designs.

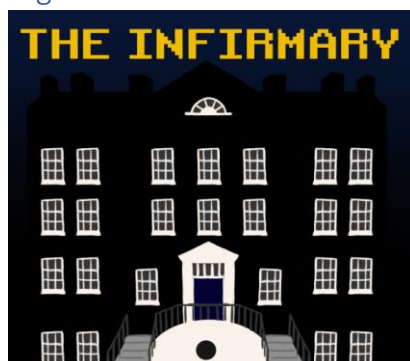## Items and Assets

Assets

Items

Logo

Screens

Title Screen

Game Over Screen

Pause Screen

This will be "Paused" written in white lettering over the current screen that the player is one.
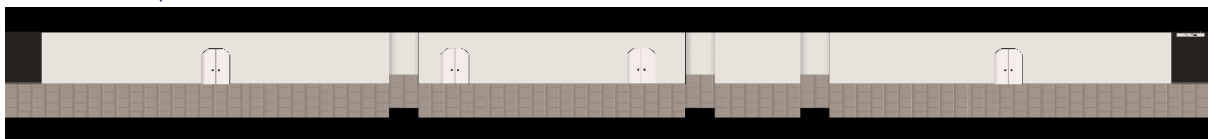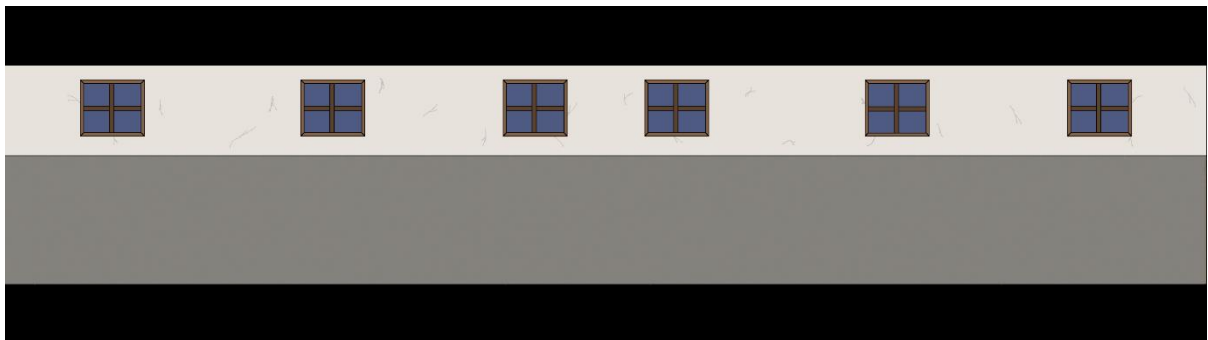
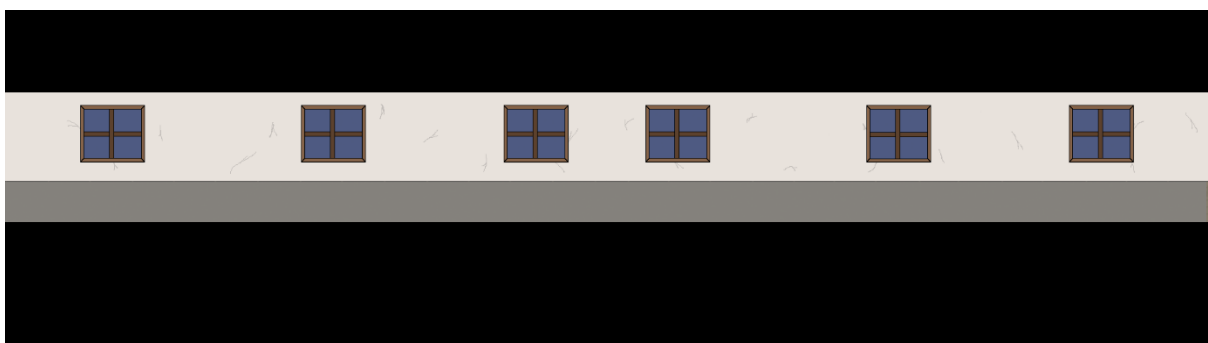# Backgrounds

Concept 1
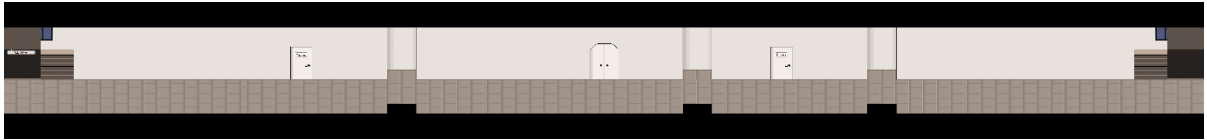

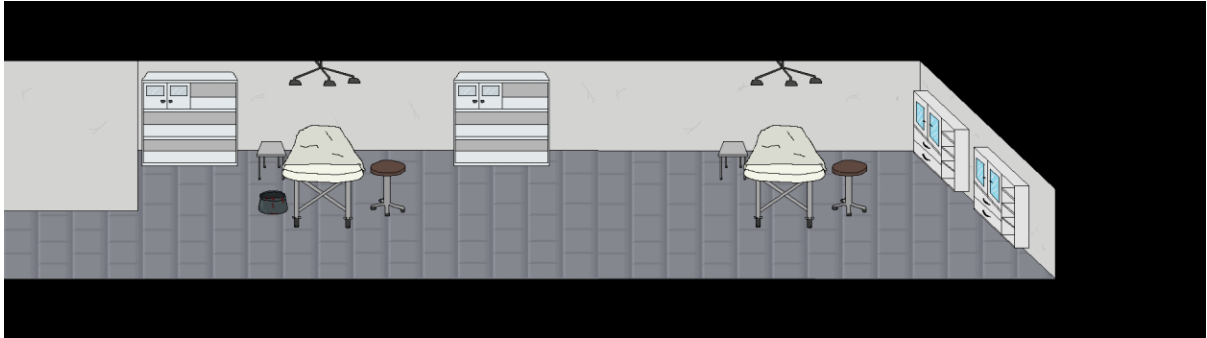## Final Levels without the items

Level 1 – Top Floor

Ward

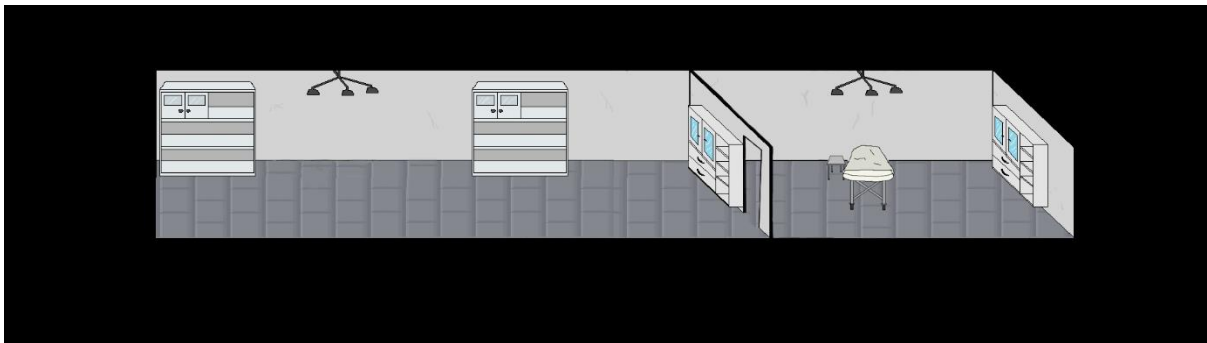

Ward – Final

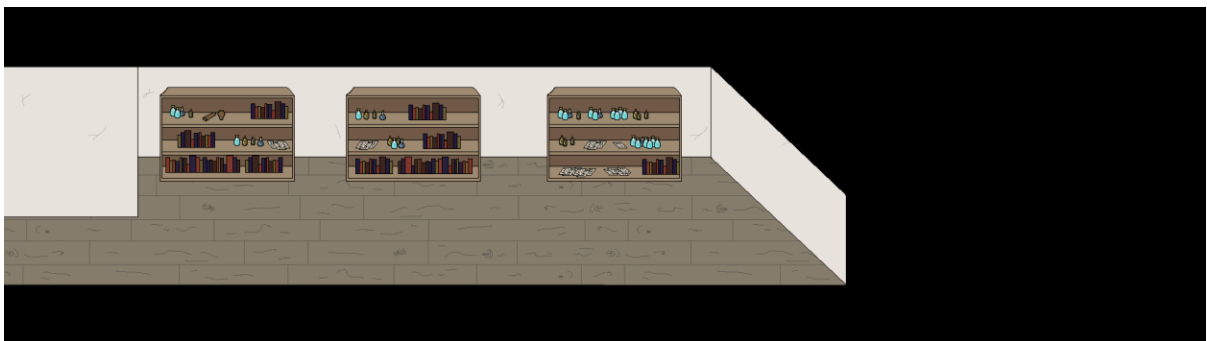## Level 2 – 1st Floor

Surgery

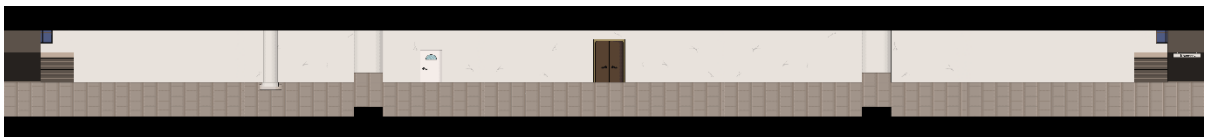
Surgery – Final

Medicine Room

Level 3 – Ground Floor
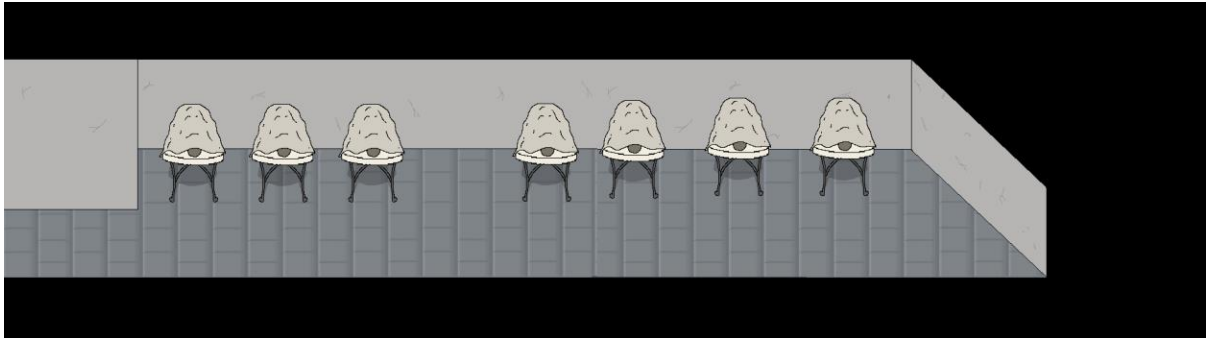
Matron Office

Boardroom
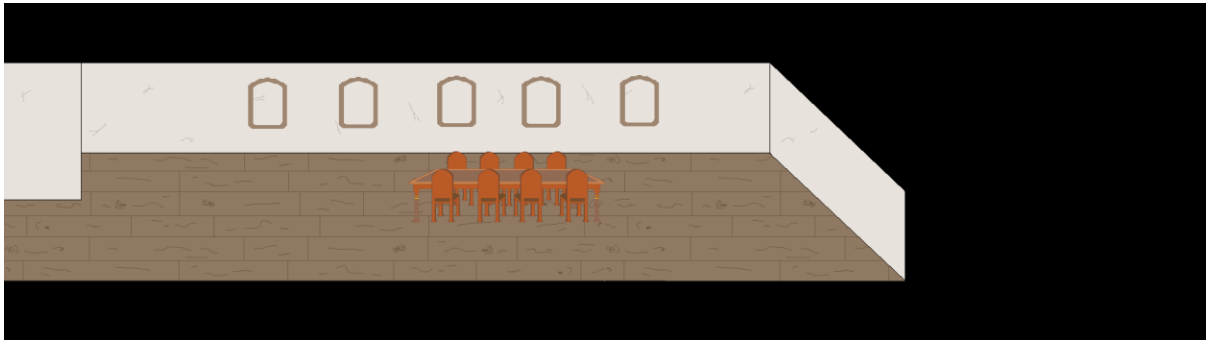
Level 4 - Basement

Morgue

Sprites

Main Character

Jumping animation.

Old Man Bert

Jumping Animation.

Nurse One and Two

Doctor

Matron

User Interface (UI)

Full Health

Half Health

Low Health

Inventory

Sounds

For sounds we will have copyright free sounds within the game. The sounds will be: a heart monitor, footsteps, thunder and rain and the sound of a busy hospital.

The thunder and rain will be combined with the heart monitor, everything the thunder strikes the heart beat coming from the monitor will spike. This will be the background sound; it will be low enough that it doesn't interfere with any other sound within the game and so that it can keep playing throughout the whole game.

The background sound of a busy hospital will play at random times when the player enters a room, it is not a specific room as it will happen at different times throughout the game and when the player goes to investigate the noise will stop but if they go back into the room it will not play again.

The footsteps will for when the player is evading one of the nurses, if they go into a room the footsteps will be used to let the player know when they have moved past and that it is safe to leave the room.

Controls

"A" and "D" is how the player moves right and leftl throughout the level.

Space bar to jump.

"E" is to interact.

"Esc" key is to get the menu up.

Target Players Profile

Our players will be 14 -25 year olds who have an interest in platforming and side scrolling games. They will hold an interest into the history of the Charles Hastings building. This age range was the minimum and maximum age range given to us by the client so using it we looked into our biggest competitors, sticking to the PC market because that was what our game was going to be on.

Game Appeal

Reference Materials

Games – *Mad Father, IB, Super Mario, Sonic the Hedgehog, Hollow Knight, Dear Alice*

Mad Father, *IB* and *Dear Alice* are the art style that we would like to do within the game. *Mad Father* and *IB* have the same type of pixel like backgrounds that we would like to do. *Dear Alice* has the character designs that we want to use within the game.

Super Mario, *Sonic the Hedgehog* and *Hollow Knight* are all side scrollers with more of a cartoon like art style and feel to them. The game will be a side scroller like these games and have the more cartoon style and feel to them that all the game inspirations have.

Books – *The Sleep Room* by F.R. Tallis, SCP Entry 2564

The Sleep Room by F.R. Tallis is a book about a man called James Richardson who is a psychiatrist. It is set in a hospital setting where they are testing a new project in which patients are kept asleep for months. As the story develops he starts to question things about the human mind. The story ends on a twist of him being one of the sleeping patients and the reader is left to question if it was all a dream that he had as people are alive who had died earlier on in the book. For the game we want to use the dream aspect. Having small hints throughout the game play of it being a dream and then by the end not completely stating that it is a dream. The game is to start like it is a reality but as it grows closer to the end it will bring more questions for the player to be able to answer.

SCP Entry 2564 is a short story based which is hospital, a psychiatric ward. It is a series of events that both are logical to explain what happened but have a sort of strange unnerving feeling to them. It is not clear on how things happened or who caused them. It gives the Entry a ghostly feel. The inspiration from this that is within the game is how somethings cannot be explained. The game will always have a strange feeling to it.

Infirmary Museum, Charles Hastings building

The game will be based within the Charles Hastings building and will look as closely like it as we can get it.

The items that we are using within the game are all from the Infirmary Museum because we want to encourage the player to want to visit the Museum. We will let them know that they will be able to see the items and the whole building in person within the Infirmary Museum, as well as unlock a secret area within the game by getting a code from the Museum.

Market Analysis

From looking at the market the 3 biggest competitors for this game would be:

Hallow Knight. 7+

The Escapists 2. Teen 7+

This War of mine. 18+

These three games are all popular games and only three of our highest competitors that are on PC. *This War of Mine* came out in 2014 and still has a high player base according to steam spy (SteamSpy - All the data about Steam games, 2018). Hollow Knight and The Escapists 2 both came out in 2017 and also still have a high player base according to steam spy (SteamSpy - All the data about Steam games, 2018).

This War of Mine and Hollow Knight are about platforming side scrollers which is what our game shares with them. This War of Mine has different endings which depend on how the player plays the game because this seems popular, we have decided to give our game two different endings that have to do with our overall story. These two games have both fighting in them but because it doesn't fit well with our game, so we avoided doing that. The art style between these two is somewhat similar because of the dark style which matches the art style that we are also going for.

Hollow Knight and The Escapists 2 have both patterns that the player can learn to either help them with the game and improve the experience, this is similar to our game were the nurses have a set pattern that they do which the player will learn. Unlike Hollow Knight, The Escapists 2 is more of a bright game and more pixelated. We were originally going to go for a more pixelate art style but

instead we have decided to go for a slightly higher pixel rate, like This War of Mine but not to the same extent.
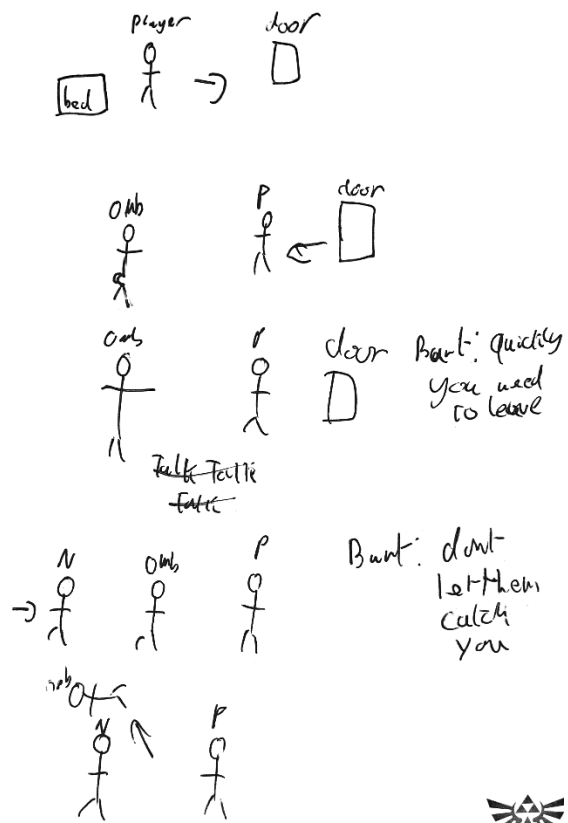
Protypes
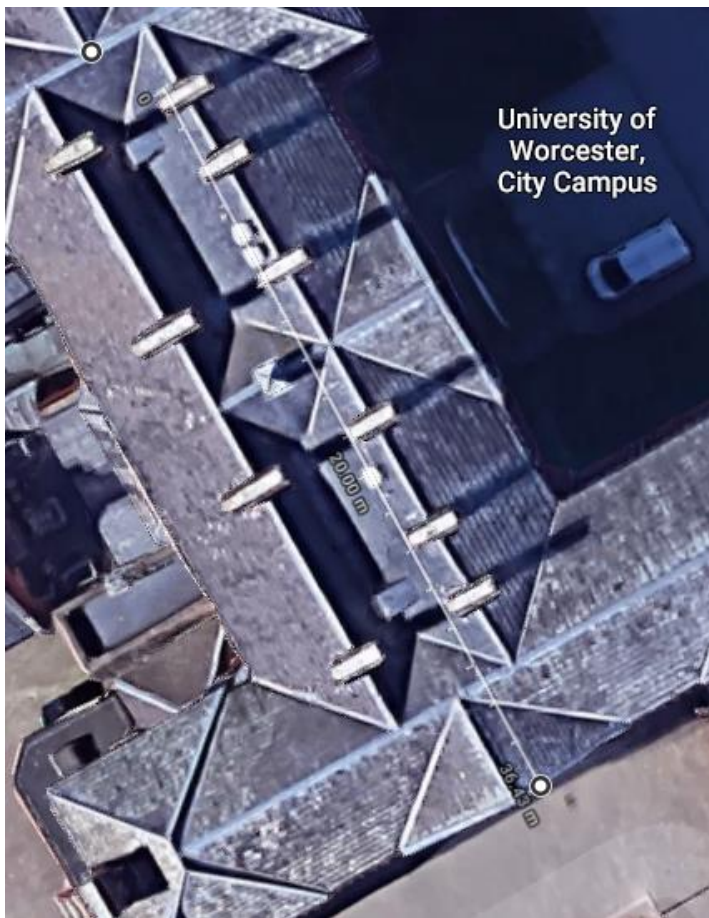
This shows the length of the corridor at 36.43m.

Length of hallways in real life when rounded up – 40m

Length of hallways in game – 1300 pixels

Storyboard of first encounter

References

Market Research References

SteamSpy - All the data about Steam games. (2018). *This War of Mine*. [online] Available at: https://steamspy.com/app/282070 [Accessed 4 Dec. 2018].

SteamSpy - All the data about Steam games. (2018). *Hollow Knight*. [online] Available at: https://steamspy.com/app/367520 [Accessed 4 Dec. 2018].

SteamSpy - All the data about Steam games. (2018). *The Escapists 2*. [online] Available at: https://steamspy.com/app/641990 [Accessed 4 Dec. 2018].

Sound References

Benboncan (2019). *Steady Heart Monitor To Flatline.wav by Benboncan*. [online] Freesound. Available at: https://freesound.org/people/Benboncan/sounds/61792/ [Accessed 24 Apr. 2019].

Sagnik_Basu (2019). *Hospital Busy X-Ray Room tone by Sagnik_Basu*. [online] Freesound. Available at: https://freesound.org/people/Sagnik_Basu/sounds/398868/ [Accessed 24 Apr. 2019].

FlatHill (2019). *Rain and Thunder 4 by FlatHill*. [online] Freesound. Available at: https://freesound.org/people/FlatHill/sounds/237729/ [Accessed 24 Apr. 2019].

mmaruska (2019). *FootstepsOnaDock.wav by mmaruska*. [online] Freesound. Available at: https://freesound.org/people/mmaruska/sounds/180650/ [Accessed 24 Apr. 2019].