



Design document

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## Vision

### Game logline

A new way of seeing.

### Synopsis

Echo is a horror exploration game that takes place outside Valencia in Spain. The player controls Alejandra Javier, a 26 years old woman who gets kidnapped on her way home from the bar one night and gets her eyes changed to a pair of bat eyes so she only can see when the eco comes back from her sound.

The game is played with a headset which is used to control her vision. When saying something in the headset the environment gets visible and depending on how loud or quite the player speaks more or less of the environment is shown. The movement is done with the analogue sticks of the gamepad.

The game starts of in the basement of a large mansion where Alejandra is kept hostage by Dr. Emanuel Troccaz, a biology scientist who is specialized on human and animal autonomy and have put together different creatures from different parts of the animals from his barn as well as those he have hunted down in the woods around the mansion. The player's task is to escape the mansion and find help so she can get back to the civilization and hopefully get her eyesight back.

The mansion is really old and in need of repairs, the inside of it are dusty, messy and most furniture are worn out. The garden have been growing on its own the last ten to twenty years which results in a dry, wild grown garden with bushes and trees that can live on the small amount of water that rains down. There is a barn where some of the mutants have their stables; there they also get their food that Dr. Emanuel Troccaz feeds them.

## Marketing information

### Target Audience

Echo targets the group of people who wants to try something new in video games and who likes horror games. The target age is from 18 and up of both gender and the concept targets people in Europe as well as Asia.

### Platform

Echo is made to run on Sony Playstation 3 or Microsoft Xbox 360. The specific platforms are chosen because they both are powerful platforms with support for headsets. With each Microsoft Xbox 360 there is a headset that comes with the package and for Sony Playstation 3 you have to buy them separate. Both platforms also have online shops where the game is to be sold, Xbox Live Marketplace on the Xbox 360 system and Playstation Store on the Playstation 3 system.

### System requirements

The game requires a Sony Playstation 3 or a Microsoft Xbox 360 system together with a headset to be used with the sonar vision that the game introduces. Also a gamepad is required to play the game.

### Top performers

Resident Evil 4, developed and published by Capcom, released March 18, 2005<sup>1</sup> for the Nintendo Gamecube and later on Sony Playstation 2, PC and Nintendo Wii. Today, March 2009, the game have sold over six million copies since it was released which makes it the best selling Resident Evil game ever but then it is the only one that have been made for four systems as well<sup>2</sup>. On March 13, 2009 Resident Evil 5, the sequel to Resident Evil 4, will be released for Microsoft Xbox 360 and Sony Playstation 3 and is counted to sell really good as well.

Resident Evil 4 takes place in the north of Spain where Leon S. Kennedy is sent to save Ashley Graham, the president's daughter, who has been kidnapped by the cult "Los Illuminados". The player controls Leon in a third person perspective and the player have to stands still to be able to aim and fire his weapon. The game let you explore a rather big map and put you up against hordes of people infected by the Las Plagas parasite and also a number of bosses.

Siren: Blood Curse, a remake of the first Siren game, Forbidden Siren, released on Sony Playstation 2 in March, 2004<sup>3</sup>, was released on Playstation Store on Sony Playstation 3 in twelve episodes on July 2008 and later on a blu-ray disc.

Siren: Blood Curse puts the player in control of different characters for each episode, and the episodes intersect each other from time to time. The story is about a village where human sacrifices is said to have taken place thirty years prior. The story focuses on a television team from America that has come to the village to document and investigate the phenomenon.

What the first Siren game got known for was that the player could put the camera in the eyes of a Shibito, the enemy, to see where they were and how they moved. This is also a part of Siren: Blood Curse and is a unique feature of the serie.

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<sup>1</sup> European release date

<sup>2</sup> [http://en.wikipedia.org/wiki/Resident\\_Evil\\_4](http://en.wikipedia.org/wiki/Resident_Evil_4) Date: March 10, 2009; Time: 09.35

<sup>3</sup> European release date

### **Feature comparison**

The differences between Eco and the two games mentioned in Top performers, Resident Evil 4 and Siren: Blood Curse, are the sonar vision. Eco only shows the environment when the player activates the sonar by speaking in the headset. When the player doesn't do that the screen is black and the player has to move around and listen to the environment. This is a new take on the horror genre and will be the unique feature of the game that will get the interest up around the game and in the end be the thing people would like to see when they purchase the game.

### **Sales expectations**

Somewhere around 100 000 units in total.

## Game play

### Overview

The player starts in a room inside the mansion and has to make her way out of it and then find a way out of the courtyard and from there find help to get her back to civilization. The player uses the headset to activate the sonar vision which let the player see the environments and with its help try to figure out which way is the right one to the front door.

The player also has to watch out for mutants who can hear her when she uses her voice to see. Mutants react on sounds and will come hunting for the player if they hear something and if a mutant is closing in on the player s/he has to hide somewhere.

Hiding can be done under tables, inside wardrobes or behind curtains or furniture. While hiding the player has to listen to the footsteps of the mutants to know when they are going away or where they are.

### Game play description

The player controls Alejandra Javier through a first person perspective, the movement can be done in any direction but it should feel like there actually is a body “under” the camera. Alejandra can climb up or over things and she can crouch behind furniture, bushes and similar stuff. Alejandra is also able to crawl which can be useful when hiding under a table or wardrobe. Alejandra is able to open and closing doors, as well as moving furniture to maybe barricade certain doors. She is also able to turn on or off lights.

The mutants are wandering around both inside the mansion and out in the garden, some of them stand in their stables in the barn as well. They all vary in size, origin and look, not two mutants should look the same. The mutants react on spoken words and are nice when they hear Dr. Emanuel Troccaz voice and not as friendly when it is someone else voice. When they hear Alejandra, the player, using the sonar vision they will start looking for her in the direction where the sound came from. The mutants don't have perfect hearing abilities thou so they won't hear everything but it depends on what ears they got.

If the mutants catch a sight of Alejandra they will start hunting her and then the player must either hide out of sight of the mutant or close the doors that the player run through and maybe barricade one of them and hide and wait for the danger to end.

The mansions inside will be random generated for each new play which means that the rooms will be different as well as the furniture and the doors place, although the start area will always be the same every time.

Some rooms should be without light which makes the mutants blinded and which result in the player having the advantage, the player could also turn off the light if inside a room to make the mutant lose its eyesight.

The yard is randomized in the part of where the trees and bushes are placed and the paths that are going through or around the bushes will be put in the right places. The yard will contain a barn that the player can enter through different entries.

## Controls

The player controls Alejandra Javier's movement with the two analogue sticks on the gamepad. The right one moves her head and the left one moves the body; normal first person control.

The headset is used to see the environment, when saying something the line of sight increases inside a special "cone".

## Interface

The screen will be black when the player is quite only showing her breathe going in and out which generates a small cone of vision. When the player says something the cone will grow and show more of the environment, each word generate a unique cone.

The environment will be shown in simple models, textures can't be seen, and so everything is shown as flat models; although cracks and bumps on the models are still visible. The models should be green with a bright green close by that gets darker further away. If the player is inside a light up room the colors will be lighter than when standing in a dark room.

There should be no health bars or similar on the screen, some things like a compass nail showing you where to go should be optional and standard on the easiest difficulty. The player's arms should be seen when closing doors, pushing things and anytime they would have been used in real life.

## Rules

The game contains three difficulties; easy, normal and hard, where easy gives the player hints on where s/he should go and also increases the power of the sonar vision and decreases the amounts of mutants the player can meet.

On the hardest difficulty there should be one mutant in each or every second room making it really hard to come by. The compass isn't optional on this difficulty so it is all up to the player to find the way out.

Mutants should hear when the player uses the sonar vision, if the player screams more mutants will hear than if the player speaks in a normal voice; a normal voice is the voice you use when speaking to someone else. When speaking in a normal voice the rooms with doors to the player's room will hear him or her.

The sonar vision should approximately show when:

Whispering	50 – 100cm
Talking	1-4 meters
Screaming	4-10 meters

All numbers depends on how high or low you whisper/talk/scream and they are all figurative numbers; they have to be play tested to be more accurate.

When caught by a mutant they will wrestle down the player and start attracting more mutants. If the player is fast and the mutant is medium sized or smaller, the player can slip away from it.



If the player is seen by a mutant and the player turn of the light in the room, the mutant will search in the vicinity of where it last saw the player. If the player shuts a door in front of a mutant it will try to get it open by brute force or by using the doorknob.

### Winning conditions

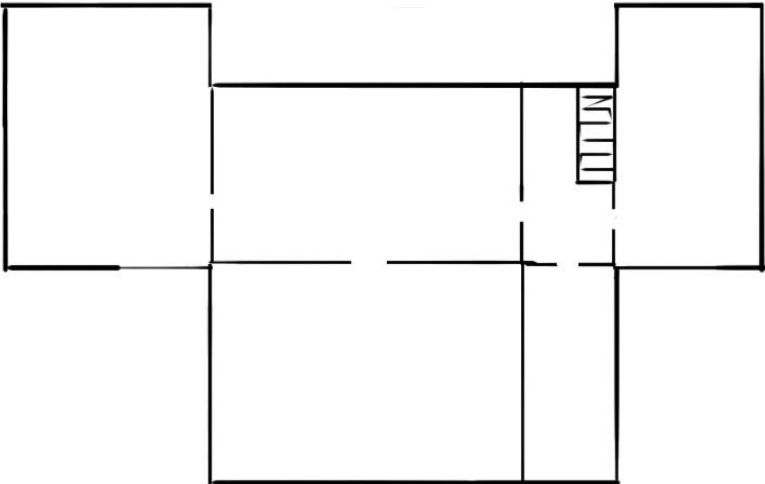
The game is finished when the player have made it out of the garden and found the road. At that point a cut scene will begin and the game will be finished.

### Modes & other feats

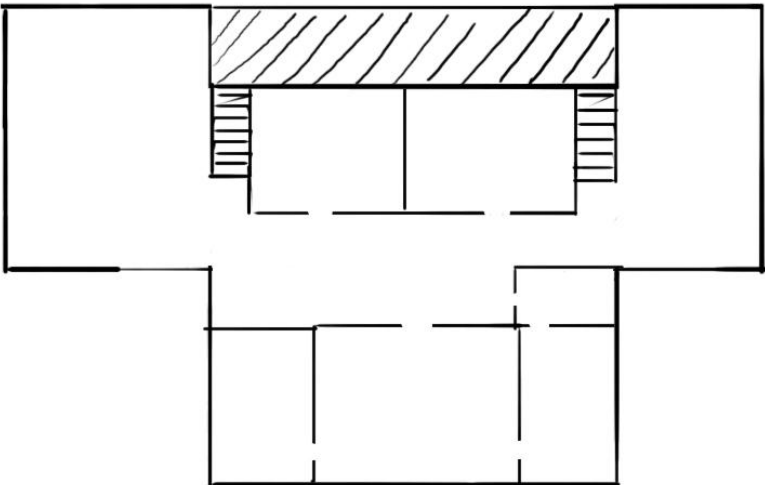
The game only supports single player game in story mode. The replay value is although high since the map is random generated from each play through.

### Levels

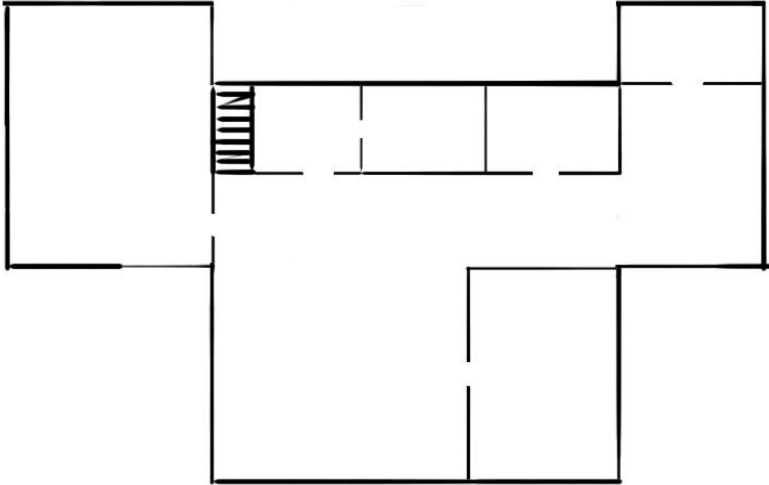
Picture of the mansion.



*The top floor of the mansion*

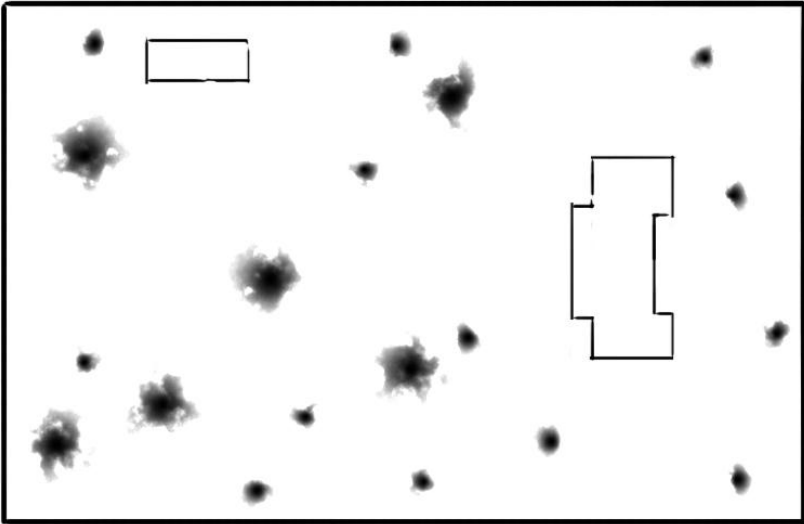


*The ground floor of the mansion*

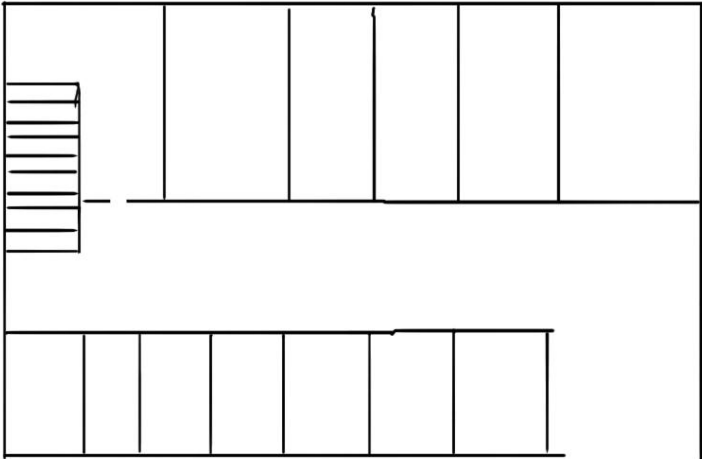


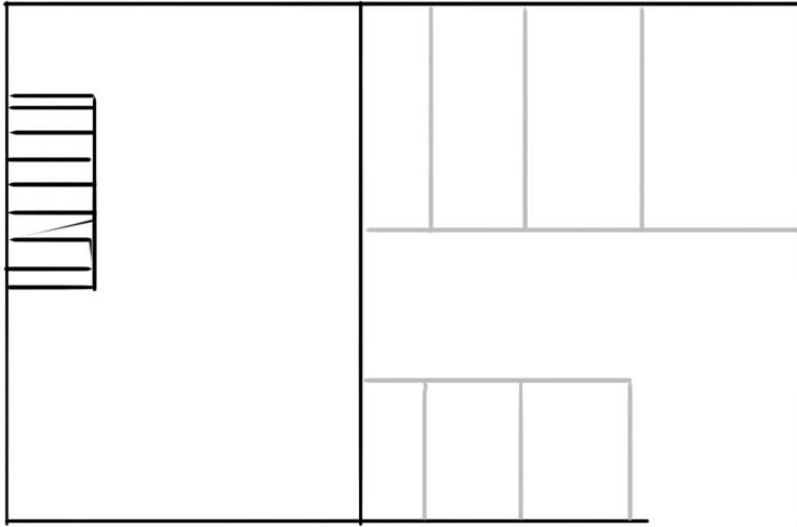
The basement where the game starts.

Picture of the garden



Picture of the barn





The loft in the barn.

### Flowchart

Here is the flowchart for the main menu

- Start screen
- Main menu
  - New game
  - Load game
  - Options
    - Video
    - Sound
      - Microphone/Headset
    - Control
    - Help
  - Credits

This is the flowchart for the pause menu that appears when the player presses the *start* button in game.

- Options
  - Video
  - Sound
    - Microphone/Headset
  - Control
  - Help
- Exit game



Personal Motivation: the dream of one day having her own store.

Weakness/Flaws: might take a while to get comfortable

Strengths: fast learner, outgoing.

What causes fear: spiders

anger: when not listened to

happiness: being with friends

Lesson to be learnt: listen and you will be listened to as well

Favorite color: blue

food: paella

drink: Rioja wine

music: brass band music

Art: Photographs of Fernando Fernandez Navarrete

Hobby/Sports: photographing, hanging with Veta and other friends on local bars and cafes, traveling.

Other things: Was last seen wearing a pair of brown cargo trousers with pockets far down the legs and a white/blue sweatshirt together with a red t-shirt.

### **Emanuel Troccez**

Role: Antagonist

Name: Emanuel Troccez

Age: 67

Date of Birth: December 14, 1943

Gender: Male

Height: 1.84m

Weight: 62 Kg

Hair color: White

Skin color: pale caucasian

Eye color: green

Physique: thin, emaciated.

Distinguishing marks: misses a piece of his right ear.

How did they get there? The ear got bitten off by a strange cat that snuck into their house when Emanuel was young.

Clothing style: worn out cloths, lab coat, shoes, a pair of beige trousers and a blue cotton shirt.

Material:

Accessories: Wears a hat when outside the house, always wear glasses. He wears a wedding ring from his long lost wife, Esmeralda Lopez.

Mothers name: Isabella Troccez

Fathers name: Juan Troccez

Place of Birth: Huesca, Spain

Details of birth: it was a long birth which took place at Juan and Isabella's own house without any help from doctors. They lived a strict life at home and Emanuel often got beat up by Juan.

Siblings: none

Education: Elementary school for 9 years, 3 years in upper secondary school and 4 years on the University to become a scientist in biology.

Languages: Spanish

Occupation: Scientist in biology

Skills: well known in the human and animal autonomy

Economic Status: economical independent but takes it share of the Spanish science subsidies

Religious belief: Darwinism

Ambitions: To make the world known of the upcoming threat of total darkness where only the manipulated will be able to see.

Other philosophies: He will help save the world from total blindness.

Personal motivation: Trying to make the world ready for the upcoming darkness

Weakness: have problems with finishing his projects to 100 percent

Strengths: see possibilities in things

What causes fear: large amount of people around him

anger: when experiments doesn't go the way he like them to go

happiness: successful experiments

Lesson to be learnt: You always learn something when things doesn't go as planned.

Favorite color: green

food: eggs

drink: milk

music: classical music like Beethoven and similar

art: Leonardo da Vinci for his thinking

hobby: creating different mutations of spare parts

Others things: Lives in a large mansion in the woods outside Valencia. No one ever comes there and the villages close to it is afraid of the place. He eats what he can gather in the barn on the backside of the mansion where he keeps different animals.

## Types

### Player chars.

The player controls Alejandra Javier throughout the entire game.

### NPCs

The non player characters are Dr. Emanuel Troccez and different mutants.

### Mutants

The mutants should vary in origin, size and look. The animals that have contributed with parts to the different mutants are barn animals like cows, chickens, goats, pigs, horses and then some wild animals that can be found in the nature like dears, snakes, frogs, spiders, rats, ants, fishes and boars.

There are different types of mutants, some are small and other is bigger and depending on size they walk in different areas. Small mutants means dog sized mutants, mutants that could work as a pet for someone. Large mutants are those who are bigger, those who might not fit through a door inside, like horses and cows. The large ones are found outdoors or in the barn in their stables. The small ones are found everywhere, indoor, outdoor and in the barn.

### Behavior

The mutants should react on sounds. When the player uses the voice to see the environment the mutants hear that and tries to locate the origin if they are close enough. Else the smaller mutants wander around in the mansion or outside on the yard as any normal pet animal would do. The larger ones are found outside on the yard, wandering around looking for food.

## Story

### Synopsis

Alejandra is out partying with her friends one night in Valencia. When it is time to go home she decides to take a walk home instead of a cab since she doesn't live so far away. She takes a short cut thru an alley when she gets knocked down by two figures. They put her in their car and drive away to a mansion outside the city where Dr. Emanuel Troccaz lives and works. He examines the girl and then starts to perform surgery on her. When Alejandra wakes up in the morning she can't see anything and she scream in fear. At that moment she gets a look of what the environment looks like and she stop yelling and the darkness falls over her again.

### In game story

#### Intro

*This is what the intro should be like.*

It's a bar, people sitting and talking and listening to a live performance of a Flamenco band, they are playing typical Spanish music. The camera slides through the bar and zoom in on a table where a couple of people are sitting. They are chatting with each other, drinking some wine and having a nice time. When the camera stops; the girl in the center watches her clock and says that it is time to go since she has to work tomorrow.

The group walks out of the bar, the camera showing the outside of the bar and when they get out. They say goodbye to each other and then they split up, Alejandra walking one way and the rest of the group either walks the other way or calling a cab to get a ride home.

The camera follows Alejandra when she's walking home, she goes into an alley and when she is half way thru it, she gets assaulted by two figures. They wrestle her down, send her to sleep and pick her up to put her in the car that has arrived in the end of the alley.

The next scene is when she arrives at the operation table at Emanuel Troccaz mansion. The camera shows a bat laying on a table and Alejandra on the one behind with a rag over her eyes. After that the screen gets black. <End of intro>

#### Outro

Alejandra runs by the road hoping anyone will stop and help her. A couple of cars passes by but then a car stops and Alejandra runs towards it and look inside the window. An old lady sits there and Alejandra asks if she could get a ride to the nearest hospital and the old lady invite her into the car. They drive away and the credit list starts to roll.

#### Special Outro

*This outro is shown if all of Esmeralda's diary pages are found.*

Alejandra runs by the road hoping anyone will stop and help her. A couple of cars pass by but then a car stops and the passenger door opens. Alejandra run towards the door and without thinking of it she jumps into the car. She closes the door and looks at the driver and realizes that it is Emanuel Troccaz who has pulled up his car besides her.

Alejandra screams and tries to get out but Emanuel calms her down and explains to her why he gave her the eyes. He invites her back to the garden to explain further what will happen in the future. The camera zoom out of the car and it drives away. Credit starts to roll.

### **Back story**

Emanuel Troccaz was born December 14, 1943 in Huesca, Spain. He grew up in a strict family where his father Juan from time to time beat him up when Emanuel didn't do as Juan wanted or made something bad. Emanuel went to elementary school where he often kept for himself and was like a shadow in the class. He barely spoke to anyone but his study results were great.

After upper secondary school Emanuel moved away from home to study at the university where he studied biology. Early on he found autonomy of both humans and animals really interesting and started to read about it on his spare time. Emanuel started to miss lectures after a while when he got into the autonomy and started to do autopsies on animal to see how they work.

During Emanuel's last year at the university he met Esmeralda Lopez who he fell utterly in love with at the first sight. It took a while but after a couple of months Emanuel dared to ask Esmeralda out on a date. The first date led to a second one and the second led to a third one. After a while they were together and after a couple of years they got married in a small church in Emanuel's home town. They lived in Huesca for a couple of years but when Emanuel received a price sum for one of his theories and a new job in Valencia they moved to a large mansion outside of Valencia.

In 1984 Esmeralda dies in a car accident which puts Emanuel in a deep depression when he doesn't leave the mansion and only focus on his passion for autonomy. Emanuel starts to experiment with putting different animal parts together on live animals; he tried it once during his University period on a frog but that time the frog died but he have always wanted to explore the area further.

One night in 1996, Emanuel wakes up and sees Esmeralda in front of him. She tell him that a terrible darkness will fall over the earth and that he could help out by finding a way to make people able to live in the darkness. Esmeralda then disappears as quickly as she appeared and leaves Emanuel thinking of what he just have seen and heard. The next day he starts to read about animals living in darkness to see what he can find out about it.

13 years later, Alejandra Javier gets kidnapped on her way home from the bar and taken to Emanuel Troccaz mansion where he perform the first successful transplant between a bat and a human when he gives Alejandra a pair of bat eyes.

### **Subplots**

Throughout the game the player can find pages torn out from Esmeralda's dairy which tells the reason to why Emanuel does what he do. It gives the player a deeper understanding of why Alejandra received a pair of bat eyes and gives the player a new perspective on Emanuel Troccaz. If the player finds all of the pages a special outro will take place when finishing the game.



## The game world

### Overview

Takes place in an estate outside Valencia in Spain. There is a large house and a barn in the garden. The garden is dry and dusty of sand and full of wild grown plants, bushes and trees.

### Key locations

The mansion: the inside of the mansion should be random generated for each new game. It contains three levels in it, one basement, the entry level and then the top floor. The furnishing in the mansion is messy, the place is full of dust and the tables are filled with books. The furniture is all worn out and there is no new technique inside the mansion. There is an old television from the 80's and an LP player but no stereo with a CD player, flat screen television or micro oven.

The barn: there are multiple entrances into the barn; one is through the front gate which leads the player straight into the main pathway which all the mutants are watching. There is a ladder on the outside of the barn that leads up to the attic which lets you look down on the pathway and some of the mutants. If the mutants are asleep you can even use your sonar voice to explore the entrance floor. Then there is one entrance at the back which lets the player get in unnoticed and lets the player explore the entrance floor as well as long as the sonar vision is used with care.

All the mutants in the barn are in their stables behind doors and won't be able to get the player at once. But if the player uses the sonar vision without care they will break loose and find him or her.

Garden: the garden is dried up and dusty of all the sand in the area, it hasn't been taken care of for the last ten to twenty years which results in a wild grown, messy garden. The trees are overgrown and the bushes sprawl in every direction.

The garden is a place for the mutants to walk around freely and their eating place so on some spots there are haystacks that the mutants gather around and eat out of. There are also water tubs where they can have a drink.

### Weather conditions

The game takes place under a cloud free morning that withstands thru the game, the sun should just be behind the horizon on its way up.

### Day/night

When the game starts it is early morning, around 4 AM and sun gets up further while you play the game.

### Time

The game takes place in 2010 in a mansion built 1946. Even though it is 2010 it shouldn't feel like it, it should feel like it could be today or last year.

### Physics

The player should be able to push or tip over furniture. Heavy things needs more force to be pushed than light things.

## Media list

A list of different things that needs to be created for the game, not everything is listed but some things are listed to give an idea of what is required.

### Interface assets

Different menus need to be created for Eco

- Main menu
- Pause menu
- Options
  - Sound
    - Microphone
  - Video
  - Control
  - Help

A couple of background picture are needed for Eco as well.

- Background for main menu
- Splash screen
- Loading screens

### Environments

Models of furniture are needed, they should be in varying style but nothing should be newer than 1986. They don't have to be textured since the player won't see any textures. A list of some furniture that is needed:

- Couches
- Chairs
- Tables
- Bookshelves
- Books
- Magazines
- Lab equipment
- Bed
- Toilet
- Wash basin
- Bath tub
- LP player

Trees and bushes are needed and they should be typical for dry areas and Spain, examples of Spanish trees are olive, pines, beech, oaks and cork trees<sup>4</sup>. Different bushes in Spain can be clavelinas, lavender bushes and agaves. Outside of the house there is models needed for the food piles and water tubs for the mutants. Cans, ladders and other tools should be found outside as well and needs to be created

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<sup>4</sup> <http://www.askolive.com/educational/home-garden/spanish-trees/> Date: March 12, 2009; Time: 13.20

## **Characters**

Character models are needed for Alejandra Javier, Emanuel Troccaz and for each mutant. Alejandra also needs a pair of arms that are used when pushing things or opening doors in the game.

## **Animations**

Animations is needed for the mutants, Dr. Troccez and Alejandra's arms

## **Music and sound effects**

The soundtrack should be built up by a Spanish guitar to give it a Spanish and country side feeling to it. Listen to Louis Lautrec, José Pena or José Ramos for reference. Sound effects vary from footsteps, different grunts from the mutants and breaths from Alejandra.

Environmental sounds are needed like when pushing a couch, closing a door or tipping over a chest.

## Technical specs

### New technology

Need to come up with a technique that activates the draw distance depending on how high voice is used. When quite the screen will only be black, except for Alejandra's breathe which will show the closest things when she exhale, it could be seen as when exhaling when cold outside and you can see your own breathe. That is the effect to use when quite.

When saying something with a low voice the draw distance will increase and you get to see a little more in the environment, around 50cm – 100cm approximately. When raising the voice the draw distance gets even greater and you might see the whole room for a while. The vision should be cone shaped and show a little close by and a lot further away, not showing everything in every direction. So the player has to look in a direction and use the sonar vision to see something. Multiple visions are possible to use in order but they should have separate cones that goes forth and back on their own.

If the player overuses the sonar vision the screen should turn white and the player gets temporarily blinded while Alejandra screams out which catch the mutants attention. Overuse is if the player talks straight out for ten seconds or screams really high.

### Alternatives

If the random generated environments should turn out to be a problem with syncing paths with trees and bushes and if it would create dead ends everywhere in the mansion; if that would happen it could be changed so that there is one standard map and at the end of each month a new map could be released. This would of course make the work effort, budget and game support increase but it could be done during the development and it could have a limit of twelve maps so there only new ones coming out for a year.

### Delivery

Eco will be delivered digitally on downloadable services like Xbox Live Marketplace and Playstation Store on the Sony Playstation 3, which service is dependent on who develops the game and which platform they choose to develop it for.