

After Party LDD



Amnesia: The Dark Descent

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Story

Game Context

After Party will be a standalone level not related to the narrative of Amnesia. The level will functionally be a water level inspired by Cellar Archives, from the game. It will introduce simple pattern puzzles, clever use of items around the environment to distract monsters, and timed trials like running away from the creature or reaching a closing door. The level will have a difficulty of medium.

Narrative

We will be following a character named Charlie and the level will take place in a mansion after a birthday party which includes a lot of drinking and drug abuse. Charlie will wake up in their room, dazed and confused and they must navigate the twisted layout of the mansion to find out what happened. However, something does not feel right, it feels like there's always something chasing him. In the end Charlie finds out that he was drinking too much and took one too many opioids, hence why he thought his friends were trying to kill him and thought that the room was flooded.

Narrative Beats

- Charlie wakes up after a hard party session
- Explores the room to reveal bits of lore
- Finds key to exit room and enter hallway
- Explore the hallway to find lore and locked door
- Gets terrified of floating red balloons (player must find sanity potion to not go insane)
- Find items to unlock door and enter a flooded room
- Avoid getting caught by water creature
- Solve puzzle
- Race to the door and escape

Reference

Inspirations



In game image from Amnesia: The Dark Descent, Cellular Archives.

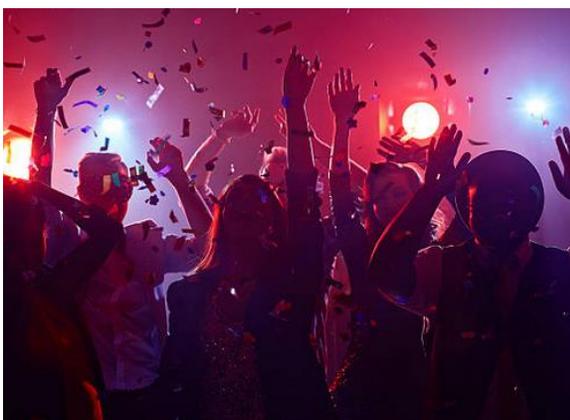


Image from The Classrooms, Red Balloons

Setting



Images of how the mansion can look where the player navigates



Images of how the party looks to everyone on the left and how Charlie will see on the right.

Characters



Image of Charlie being wasted



Image of Charlie's friends trying to support him



Image of how Charlie sees his friends while wasted

Story



Images of storybeats, left to right, enter mansion, party, go crazy.



Pass out



Wake up dazed and confused



Get terrified



Run Away



Sober up and chill

Program

Narrative Program

- Landmarks
 - Charlie's Room (Start)
 - Hallway
 - Flooded Room
 - Escape Door (Front Door)

- Regions
 - Hallway which includes other rooms
 - Flooded Room

- Nodes
 - Key found in one of the rooms in the hallway
 - Balloon encounter in hallway
 - Water monster encounter in flooded room

- Paths
 - Charlies Room connected to Hallway
 - Hallway Connected to other rooms (find key and encounter balloon)
 - Hallway Connected to Flooded Room (encounter water monster)
 - Flooded Room Connected to Exit (end)

- Edges
 - Locked door between hallway and flooded room
 - Level transition between hallway and flooded room
 - Game end transition between flooded room and escape door

- Features
 - Balloons that follow the player and decrease sanity
 - Lore notes
 - Flashbacks

Gameplay Program

- Verbs
 - Explore rooms and hallways
 - Collecting and using keys, potions, and other items
 - Reading Lore Notes
 - Running from and throwing things to distract monsters
 - Pulling levers

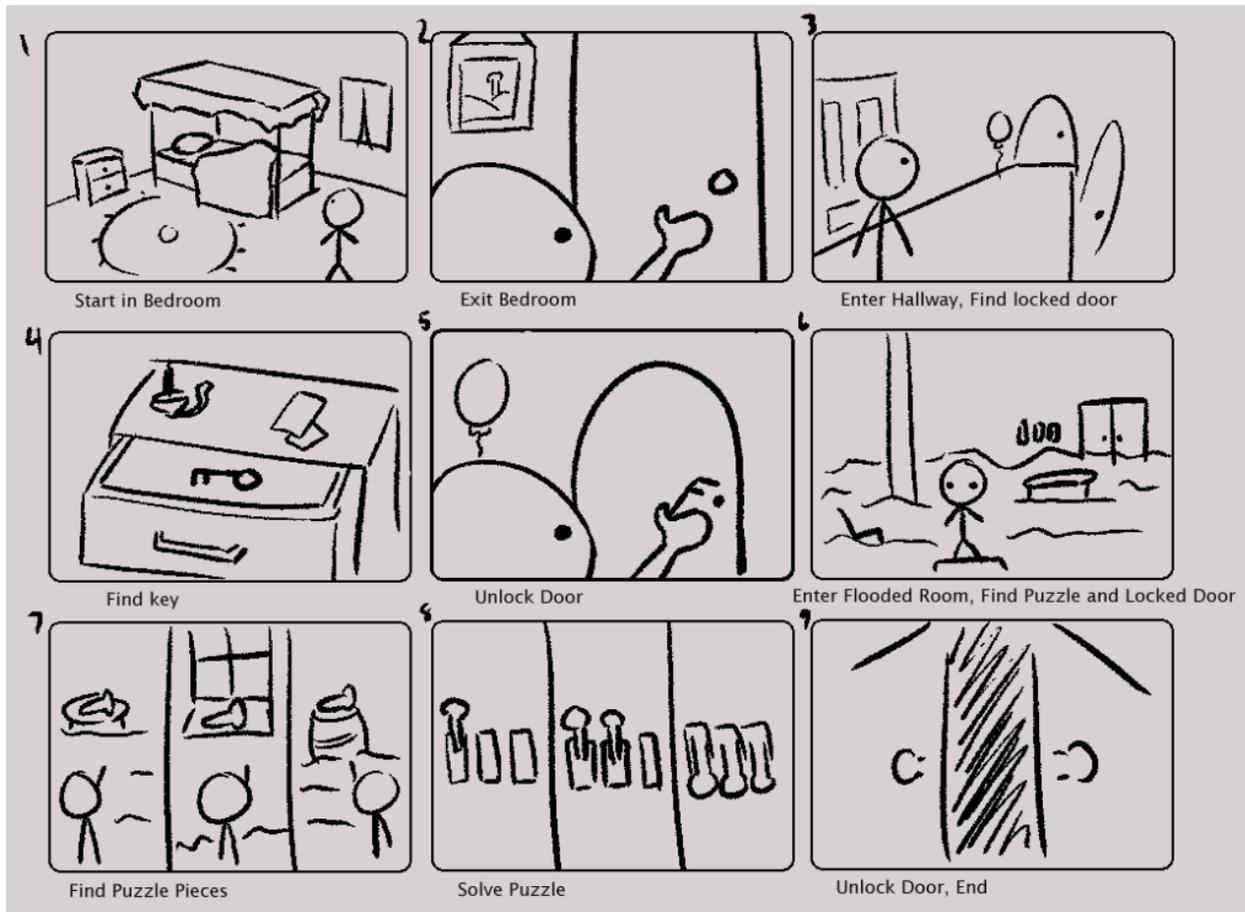
- Objects
 - Keys for locked doors
 - Sanity and health potions
 - Oil and tinderboxes
 - Lantern
 - Candles
 - Random throwable objects (chairs, bottles, etc.)
 - Lore notes
 - Doors

- Rules
 - Enemies can not be fought
 - Lanterns need oil
 - Candles need tinderboxes
 - Sanity decreases while in the dark of encounter with monsters
 - Players die when they run out of health
 - Locked doors require keys

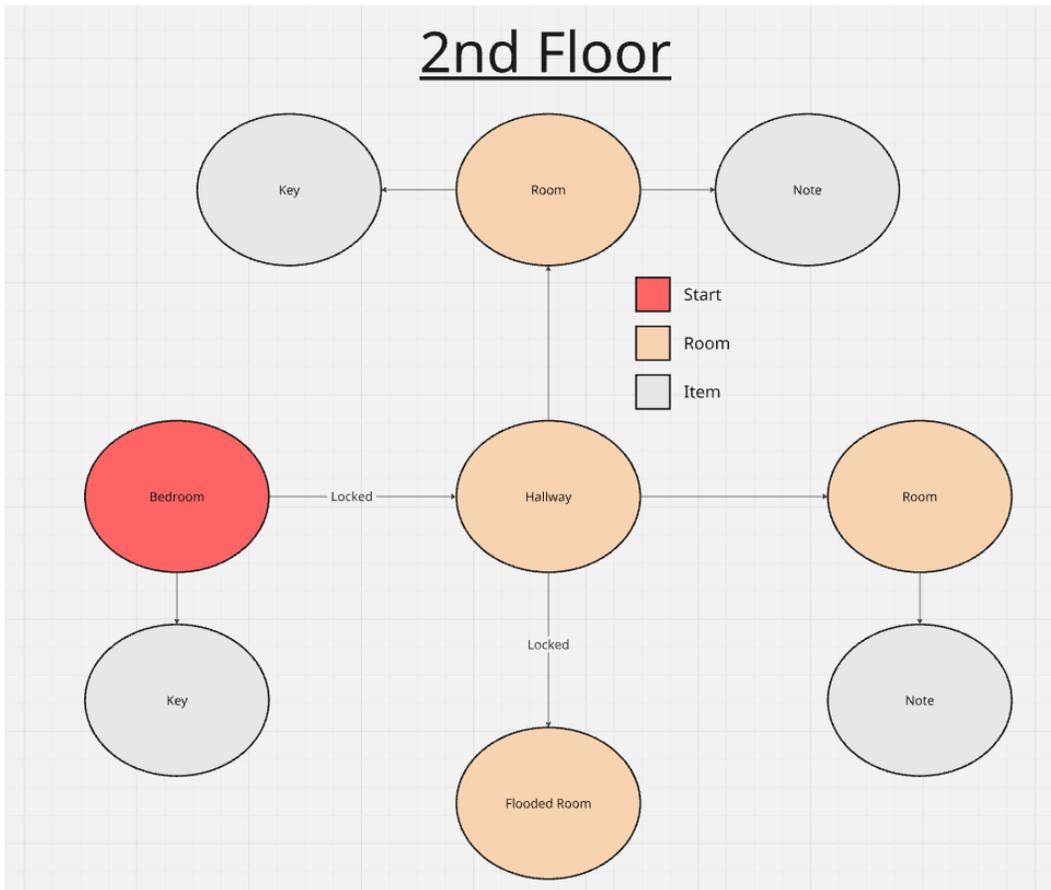
- Puzzles/Encounters
 - Encounter with balloon in hallway
 - Find key
 - Puzzle in flooded room
 - Water creature in flooded room

Diagrams

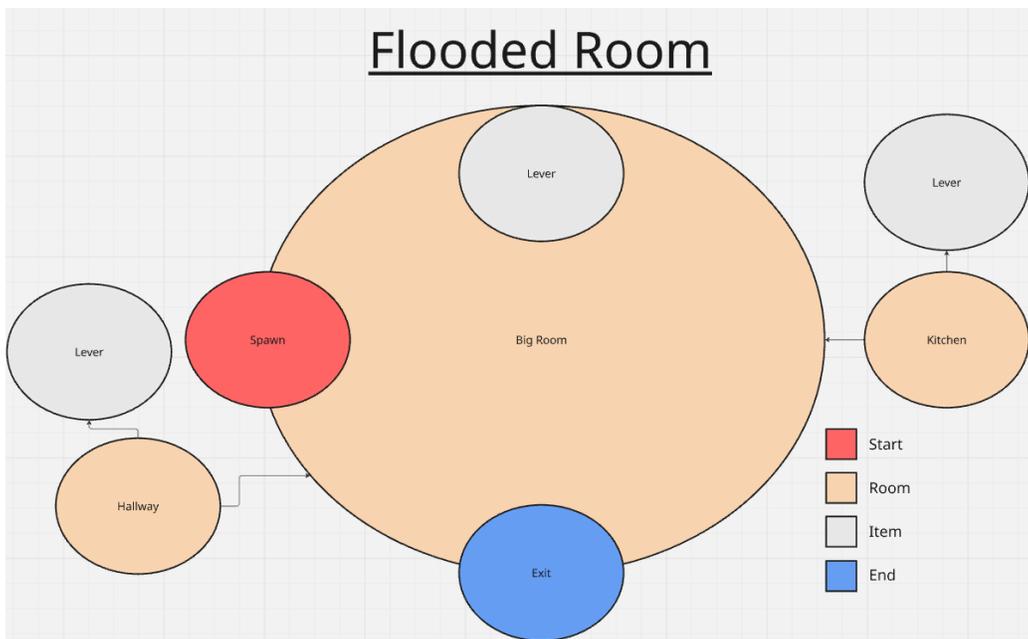
Storyboard of Gameplay Progression



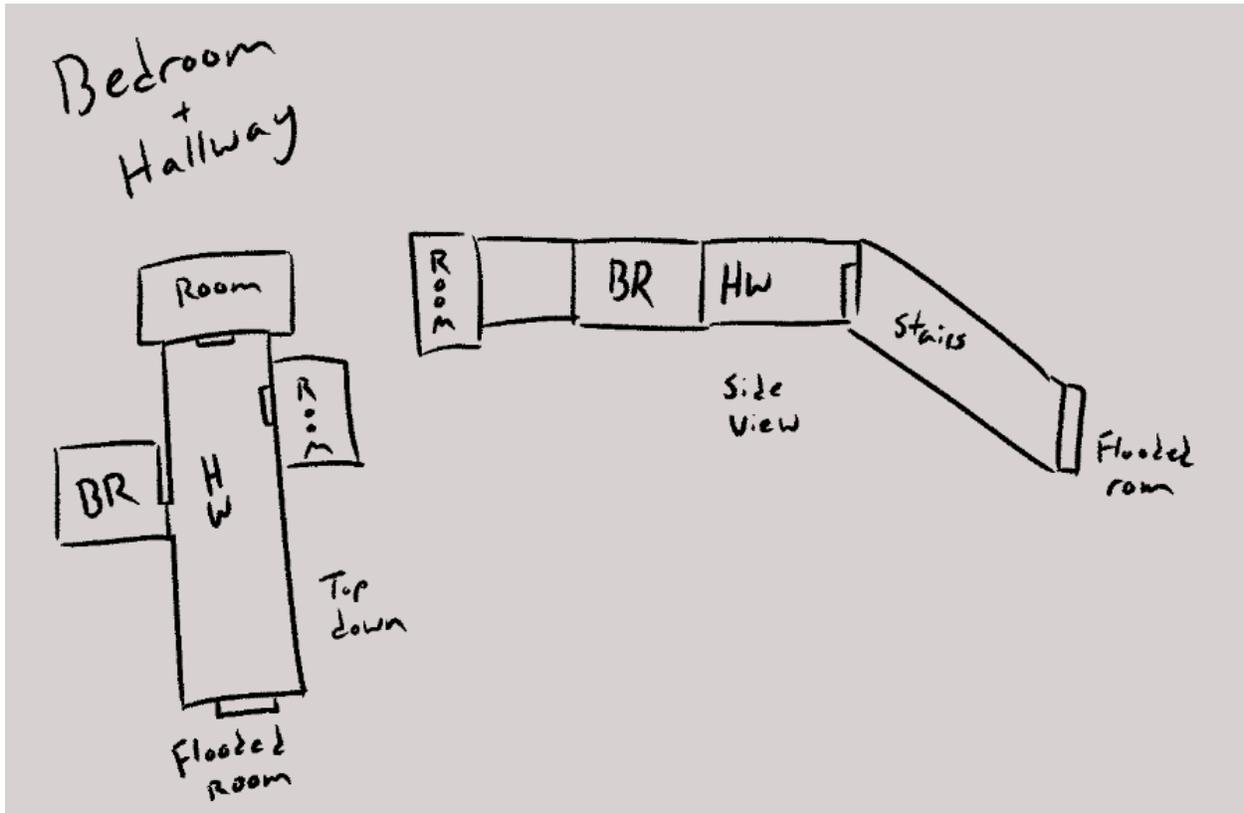
Bubble Diagram: 2nd Floor Layout



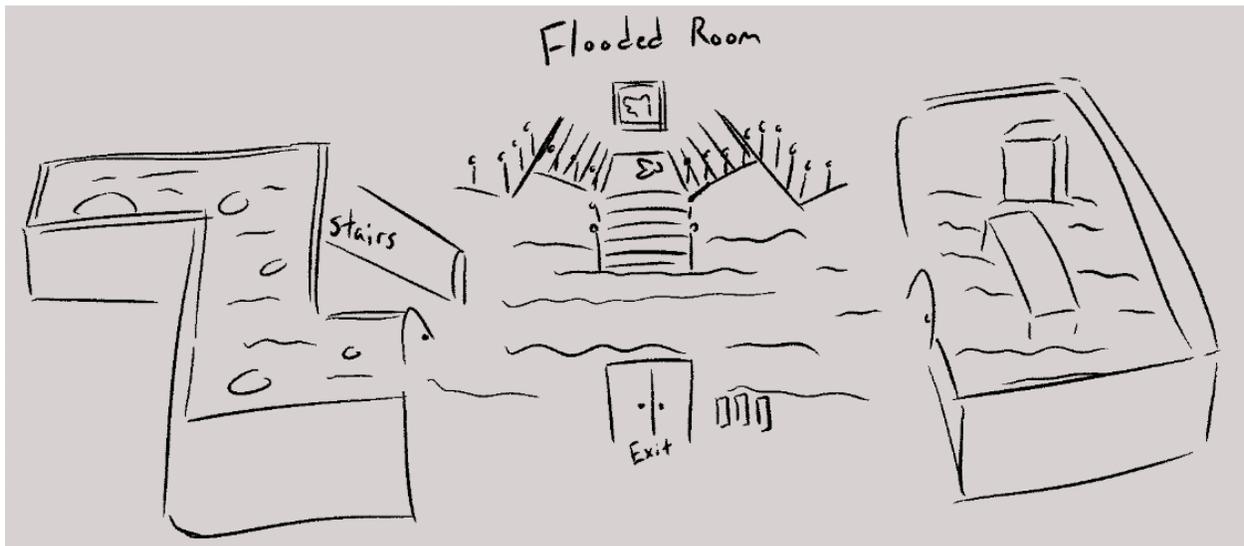
Bubble Diagram Flood Room Layout



Sketch: Bedroom & Hallway Layout

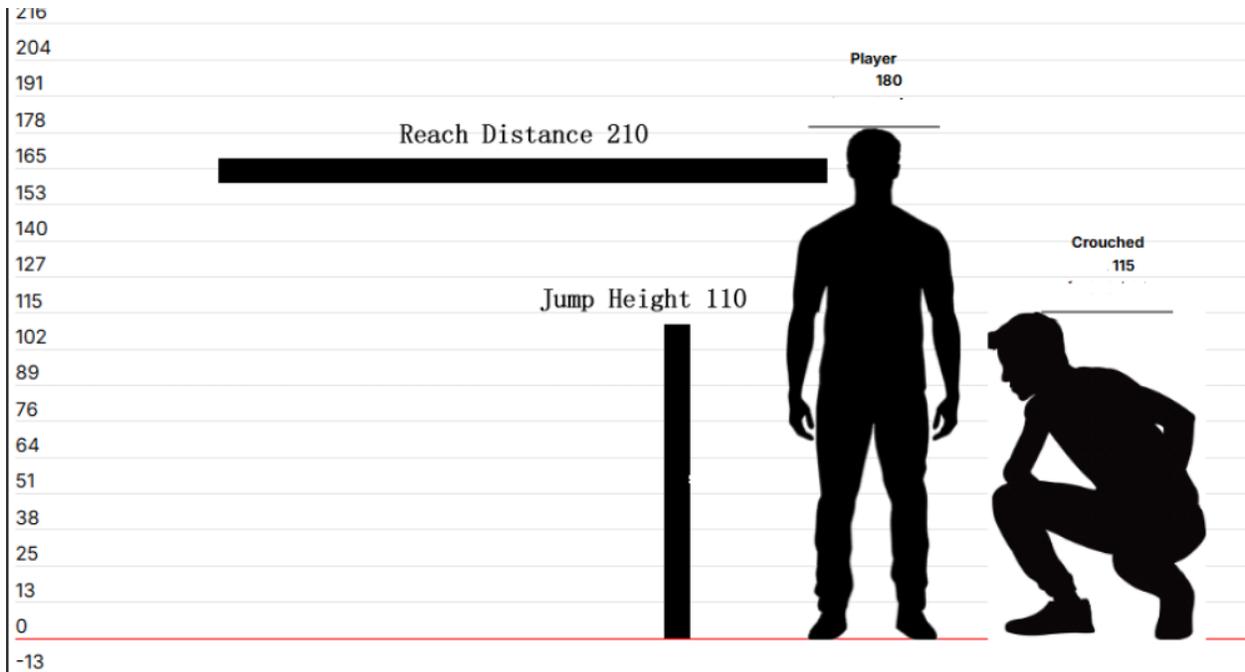


Sketch: Flooded Room Layout



Metrics

Character Metrics



Player Height = ~1.80 Editor units

Player Crouch Height = ~1.15 Editor Units

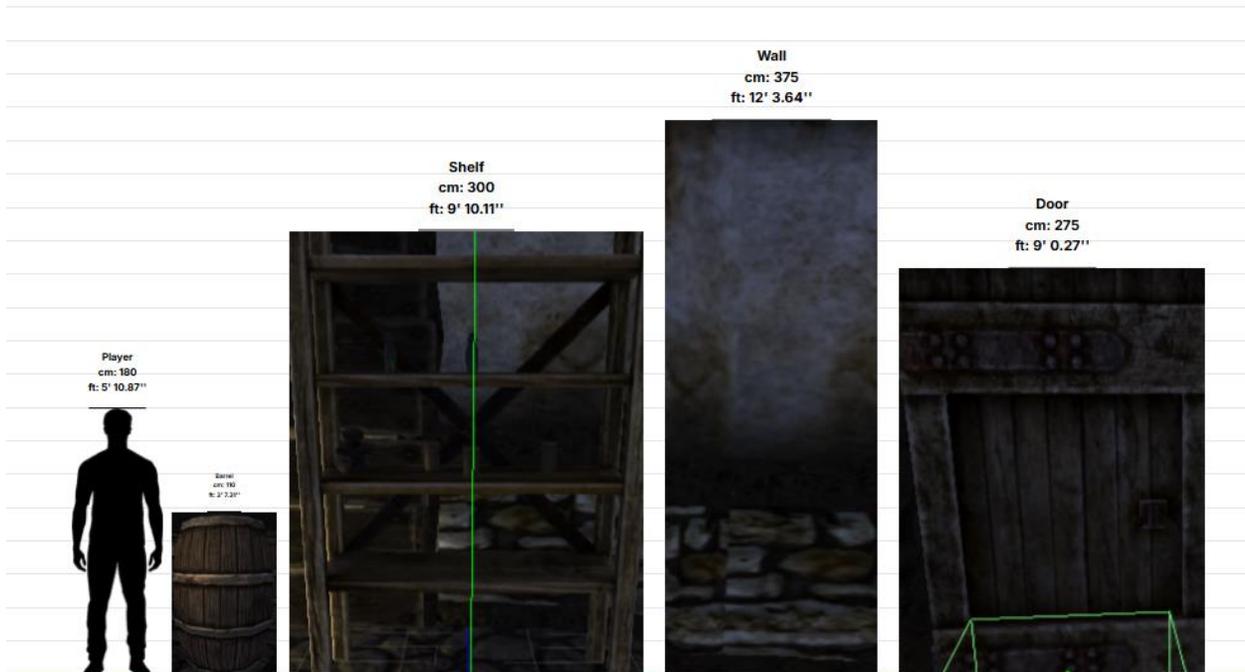
Player Reach Distance = ~2.10 Editor Units

Player Jump Height = ~1.10 Editor Units

Player Walk Speed = ~2.30 Editor Units / Second

Player Sprint Speed = ~3.50 Editor Units / Second

Object Metrics



Barrel Height = ~ 1.10 Editor units (Jumpable)

Shelf = ~ 3.00 Editor Units

Shelf First Level = ~ 0.84 Editor Units (Reachable)

Shelf Second Level = ~ 1.51 Editor Units (Reachable)

Shelf Third Level = ~ 2.1 Editor Units (Reachable)

Shelf Fourth Level = ~ 2.75 Editor Units (Must Jump)

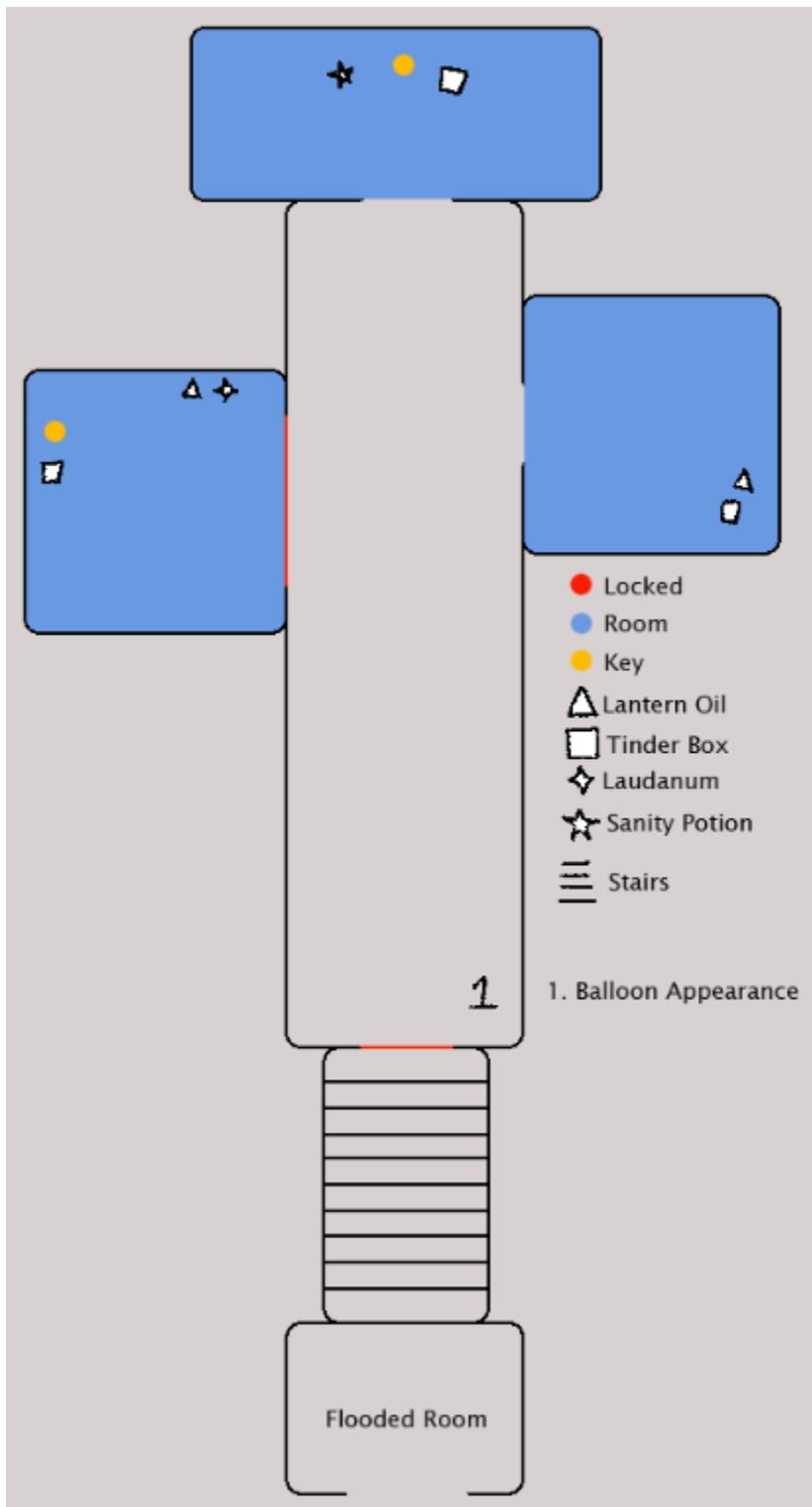
Door Height = ~ 2.75 Editor Units

Door Width = ~ 1.7 Editor Units

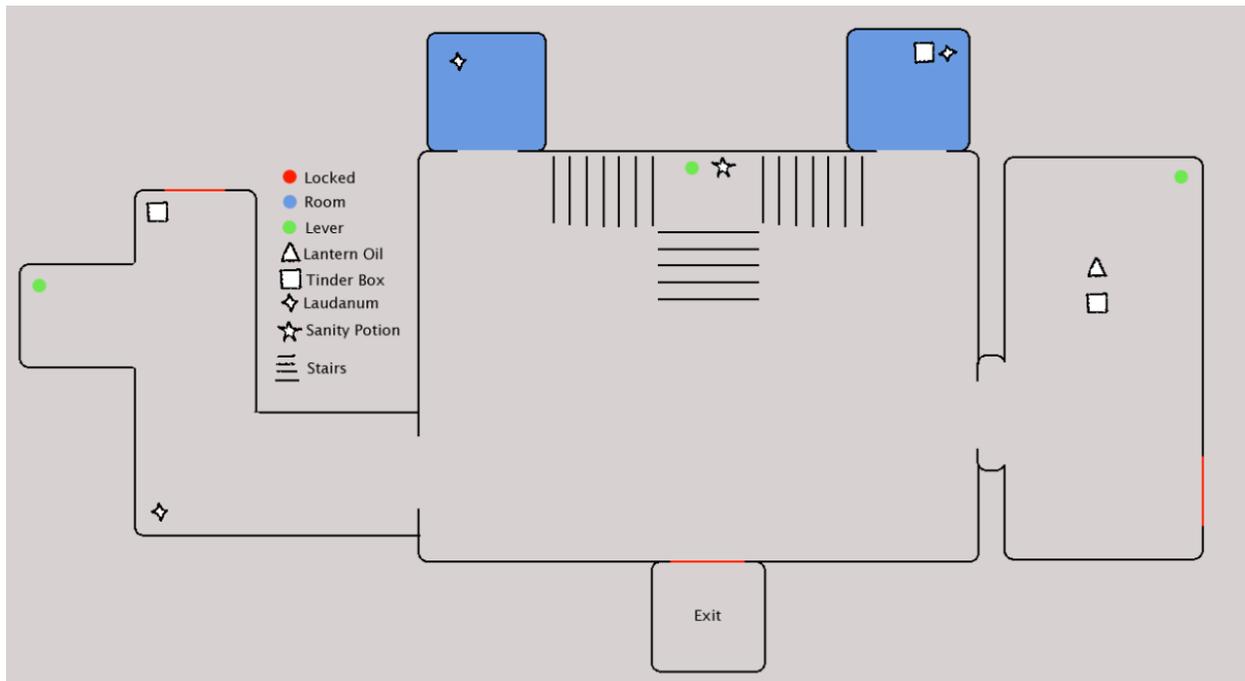
Wall Height = ~ 3.75 Editor Units

Map

Upstairs (Starting Area)



Flooded Room



Schedule

Week 3	Week 4	Week 5
•	•	• Exercise #4 Due LDD WIP
Week 6	Week 7	Week 8
<ul style="list-style-type: none"> • Exercise #5 Due Diagrams/Maps • Block Out Bedroom, Hallway, Rooms, Flooded Area 	<ul style="list-style-type: none"> • Assignment #2 Grey Box Build Due • Exercise #7 Due Playtesting Questions • Exercise #8 Due Playtesting Feedback • Implement Items and mechanics (locked doors, puzzles) 	<ul style="list-style-type: none"> • Design Week • Reading Week • Figure out how to skin and modify a monster
Week 9	Week 10	Week 11
<ul style="list-style-type: none"> • Implement Items and mechanics. 	<ul style="list-style-type: none"> • Exercise #9 Due Action Items • Add sounds, lighting, atmosphere 	<ul style="list-style-type: none"> • Polish Bedroom, Hallway, Rooms. Flooded Areas with props
Week 12	Week 13	Week 14
<ul style="list-style-type: none"> • Exercise #11 Due Focus Testing Questions • Exercise #12 Due Focus Testing Feedback • Revise based on feedback 	<ul style="list-style-type: none"> • Polish geometry, adjust puzzles 	<ul style="list-style-type: none"> • Assignment #3 Final Playable Level • Assignment #4 Final LDD