

GRIM

Mystery of Wasules

July , 2017

GAME DESIGN DOCUMENT & PRESS KIT

Game Developed by



2017

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1.Presentation

This document includes the explanation of game mechanics of the game project called GRIM - Mystery of Wasules.

1.1 Calender

Project Start: October 2016

Project End: July 2017

2.Target Platforms

2.1 Windows OS

Only target platform for GRIM-MoW project is Steam platform on Windows OS because of budget constraints.



3. Descriptions

3.1 Concept

Grim - Mystery of Wasules which allows players to uncover a great secret and adopts a novel like telling is a first person story driven experience.

3.2 Hikaye

There are five kingdoms in Dunia. The kingdoms called Dreaborg and Glimor had been in war for 10 years. After the war Dreaborg Kingdom was victorious Glimor was conquered.

But suspicious deaths started to occur in the city called Wasules which located in conquered Glimor.

Considering this Dreaborg king Owen Grim assigns the protagonist Oswald Grim to investigate these incidents.

3.3 Game Architecture

The player tries to unravel these mysterious deaths.

Wasules is a grand and cultural land. It includes several accessible churches, taverns, houses, castles dungeons and caves.

The player can observe maps, diaries, governmental records, secret archives and common books.

Our protagonist has a special ability called "Spectral State" which allows the player to see the world differently, to keen our protagonists senses and makes the whispers which the protagonist could hear in some instances constant. While on this state the player may see some spirits and follow them.

To connect with spirits the player may need to find their corpses/graves or in some instances, their personal belongings.

3.4 Content

3.4.1 Landscape / Areas

Wasules with its grass covered plains, fallen leaf covered dense forests and a downtown area which is filled with grass covered rocks and pavements because of depopulation of the city, has the feeling of an old and dying city. "Wasules City

- Rural Areas – Towns
- Forests
- Lakeside Towns
- Ruins
- Dungeons
- Caves
- Personal Rooms
- Taverns
- Churches
- ...

3.4.2 Objects & Interiors

Objects and interiors were designed with the era of game and lifestyle of the people the game was inspired in mind. A natural design was chosen to make the player feel the era and the atmosphere.

3.5 Action

GRIM-MoW is not an action game; it is a story focused mystery and exploration game. The action elements are limited with Spectral State. The main goal of the game is to take the player in a different era and place and attract them with its story.

GRIM

Mystery of Wasules

A Game
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