

Game Design Document

by Ethan Clee

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GAME DESIGN DOCUMENT: PARTY HARD



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Party Hard

INTENDED PLATFORMS

- PlayStation (4, 5)
- Xbox (One, Series X/S)
- PC (Steam, GOG)

TARGET AGE / DEMOGRAPHIC OF PLAYERS

- Age: Late teen – early 20s
- Enjoyer of comedic slasher movies, comic gore, and murder scenes
- Stealth game enjoyers
- Retro game fans (8 bit)

INTENDED PEGI / ESRB RATING

PEGI 16

CONTRIBUTING TEAM MEMBER:

Ethan Clee

SECTION 1: TITLE PAGE

Scott Rogers 'Ten-Pager' Template



SECTION 2: GAME OUTLINE

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 2

GAME STORY SUMMARY

A detective on the Party Hard Killings (Detective West) is speaking to Darius at the beginning of the game. The player is the Party Hard Killer, a serial murderer who travels around the US and turns parties into slaughterhouses.

His motive: He just wants to sleep.

Through a series of flashbacks and interviews, it is eventually explained that Detective West is the party hard killer (Darius). And has been fighting for control during these interviews. He developed a violent alter ego after a psychotic break and high stress levels and started killing his way through parties. Jekyll and Hyde inspiration for the main character.

GAME FLOW

A stealth action game where the player finds themselves as the Party Hard Killer, massacring their way through parties across the USA. Using a combination of Stealth, accident-based kills, and quick kills, the player traverses from level to level finding new creative ways to end these parties.

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SECTION 2: GAME OUTLINE

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SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 3

CHARACTER APPEARANCE

8-bit style, with retro pixel art. The character is a slender Caucasian man, dressed in purple pants, a blue shirt, with a distinct white ski mask and dark hair.



CHARACTER DOSSIER / DETAILS

NAME:	Darius (Party Hard Killer) (Detective West)
GENDER:	Male
SPECIES:	Human
AGE:	Mid to late 40s
Occupation:	Detective + Murderer

CHARACTER'S BACKSTORY

Detective Fred West (aka the Party Hard Killer) was a detective, who after snapping under the pressure and stress of his work, had a psychotic break. He created the alter ego "Darius" aka "The Party Hard Killer" who would then slaughter and stealth his ways through several parties around the USA.

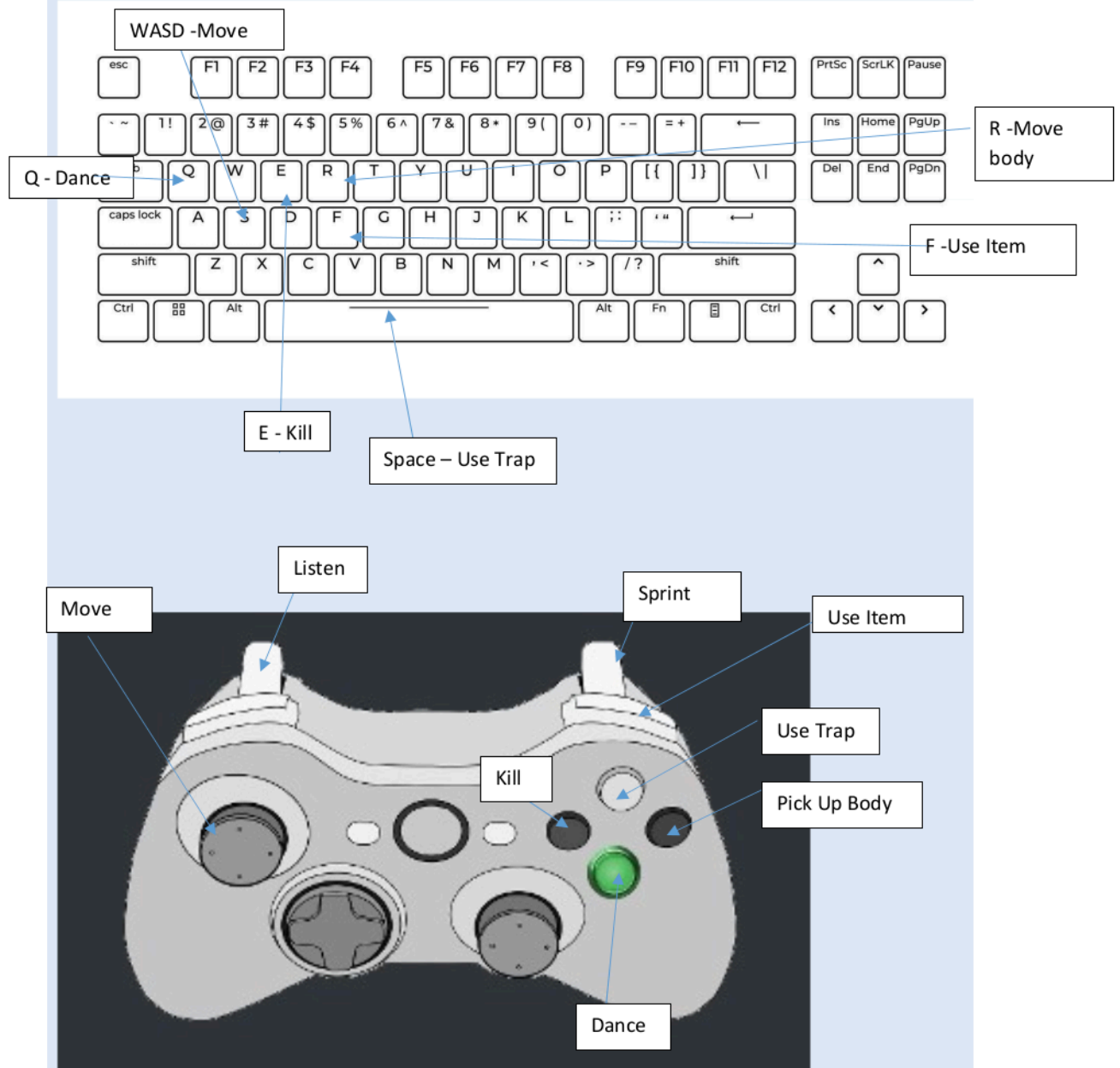
SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 3

CHARACTER CONTROLS / PLAYER CONTROLS



SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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SECTION 4: GAMEPLAY

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 4

SEQUENCE OF PLAY

- *Player follows a linear path, going level by level through each of the parties in the game.*
- *Each party have their own staple set pieces. Eg. House, Boat, Pool.*
- *The player must complete one level before moving onto the next. Player does not need to meet a certain score, only to kill all targets in a level without being caught.*
- *Each level has traps and police which can kill the player, those must be avoided, if the player is caught by one they must restart the level.*

UNIQUE SELLING POINTS (USPs)

- *No minigames, focus is on the core beating of the levels and obtaining a high score.*
- *Challenging stealth game, with accidental kills. However, with a unique retro style and feel, and some level of gore comedy.*
- *Appeal to slasher movie crowd I.E Scream Movie.*

PLATFORM-SPECIFIC FEATURES

For PC: Twitch and Streaming integration, Youtuber mode. Allowing viewers to interact with the game, calling in random world events to assist or hinder the player.

PS4/5: DualShock controller support.

Xbox: Xbox Controller Support.

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SECTION 5: GAME WORLD

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GAME WORLD

World is set in early 2000s USA. The game world is drawn in a retro 8bit pixel art style, with heavy disco music playing in each of the levels. This adds to the overall atmosphere of the game, and the slasher style of the world is heightened by the depictions of ski masks and college-party environments.



SECTION 5: GAME WORLD

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 5



LOCATION DETAILS	
NAME:	BBQ Party
WHAT DOES IT LOOK LIKE?	Dull colours for the house, browns and dark greens, which aid the bright character models to stand out. A basic house set up, with some fires, alcohol set up on tables, and a DJ stand in the large centre room of the location.
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	Will invoke a nostalgic 90s-2000s house party feeling, with music and colour assisting in that. Also senses of tension when the police arrive looking for the player. Will make the police stand out with flashing lights so the player knows when they have arrived.

SECTION 5: GAME WORLD

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 5

**WHAT KIND OF MUSIC
WILL BE USED FOR THIS
LOCATION?**

Loud disco style music, retro feeling to it, instrumental. Synths and catchy beats to make the player really feel the party atmosphere.

**HOW ARE THE
LOCATIONS
CONNECTED IN THE
GAME WORLD?**

Locations are unlocked after beating the previous level, and can be accessed through a level select screen.

GAME FLOW

Simple open feel to each of the levels. Entire level is accessible at once, and the player can explore around to find secret ways of killing npcs.

Level based progression, move from one level to another.

Bonus levels will be reached for achieving a high score or completing a certain challenge.

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SECTION 5: GAME WORLD

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SECTION 6: GAME EXPERIENCE

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GAME EXPERIENCE

Thrilling and tense, with moments of humour.

HOW IS THIS FEELING GOING TO BE PRESENTED TO THE PLAYER?

The humour will be presented through the slasher-movie references, comedic death animations of some npcs, and the atmosphere of the world juxtaposing the dark story.

Player will constantly feel on edge and tense, due to knowing one mistake will cost them the whole level. When the police arrive, there will be flashing lights and a shift in music to make the player more tense and aware that the level is now at stake,

WHAT DOES THE PLAYER FIRST SEE WHEN THEY START THE GAME?

Bedroom of the main character, ski mask, map of USA, title screens, logo, and the same disco music playing throughout this scene as well.

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WHAT EMOTIONS ARE MEANT TO BE INVOKED BY THE GAME?

The game will evoke emotions of stress, and humour in the player.

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HOW ARE MUSIC AND SOUND GOING TO BE USED?

Traditional horror movie screams when some npcs are killed, sirens to indicate when police have arrived, and disco beat style music to add to the atmosphere of the parties.

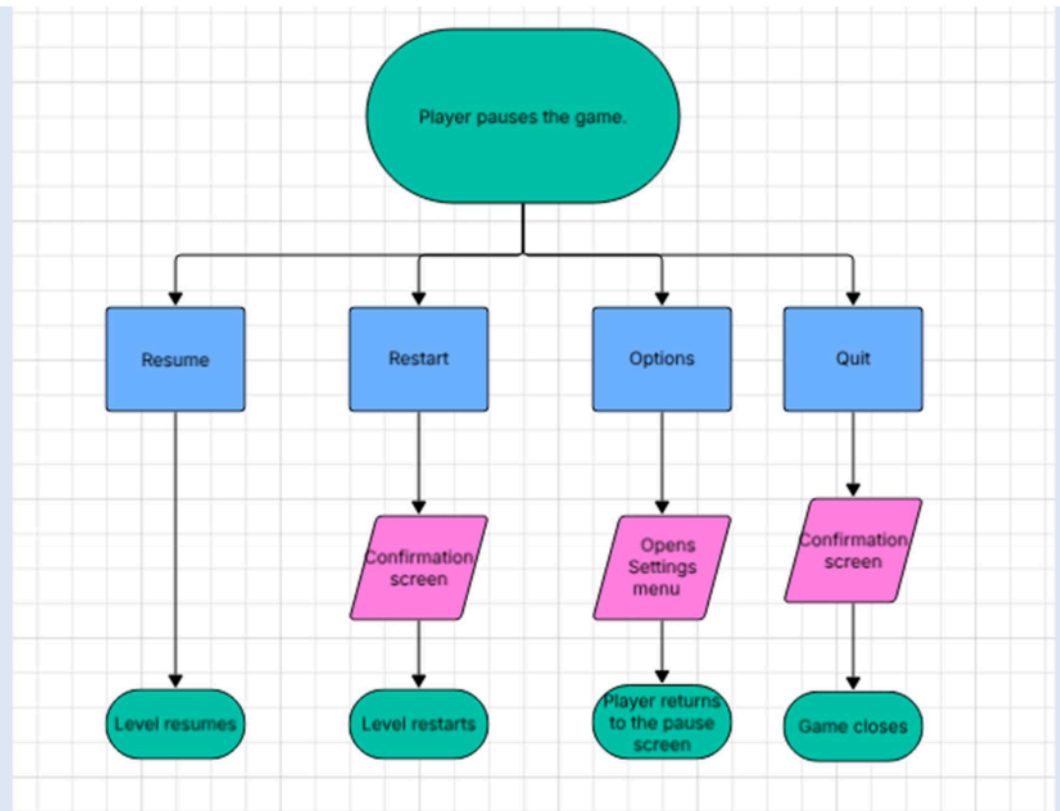
https://www.youtube.com/watch?v=p5pHyjJB5DU&list=RDp5pHyjJB5DU&start_radio=1

HOW DOES THE PLAYER NAVIGATE THE SHELL MENUS/ SCREENS OF THE GAME?

Diagram below shows how player will navigate pause screen:

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SECTION 7: GAMEPLAY MECHANICS

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GAMEPLAY MECHANICS

MECHANIC: Food and Drink tables that can be poisoned, trees that can be cut down, barrels of fire that can be used to kill NPCs, electric and fire traps which can be set off mid-level.

HAZARD: Traps set by the player can also kill them if they do not get far enough away, also the cars driving into the level can also kill the player if they are in the path.

POWER-UP: Running sneakers – enhance speed, Pizza – draws npcs towards it, Sword – Can kill many enemies with a single swing.

MECHANIC DETAILS

NAME:	Poisoning food and drink tables
WHAT DOES IT LOOK LIKE?	The food and drink that has been poisoned by the player will show to now be a green colour, and any npcs that consume it will have green bubbles above their heads, showing that they have been affected by the poison
EFFECT ON PLAYER:	This can be used to obtain more points for a kill, as it is a stealth/trap kill.
WHEN WILL IT FEATURE IN THE GAME?	This will be a feature in all of the levels.

HAZARD DETAILS

NAME:	Electric trap
WHAT DOES IT LOOK LIKE?	There will be a puddle of water on the ground, with sparks of electricity coming off of it.
EFFECT ON PLAYER:	This will instantly kill the player if they step onto it, ending the level.
WHEN WILL IT FEATURE IN THE GAME?	These will also feature in the majority of levels in the game.

SECTION 7: GAMEPLAY MECHANICS

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POWER-UP DETAILS

NAME:	<i>Running Sneakers</i>
WHAT DOES IT LOOK LIKE?	<i>Classic pair of running shoes</i>
EFFECT ON PLAYER:	<i>This gives the player a temporary speed boost, allowing them to escape from dangerous situations, the police, or capitalise on npc placement in split second decisions.</i>
WHEN WILL IT FEATURE IN THE GAME?	<i>Will be found in some more difficult later levels of the game.</i>

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SECTION 7: GAMEPLAY MECHANICS

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SECTION 8: ENEMIES

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 8

LIST OF ENEMIES

Main Enemy is Police, who will capture the player if they are seen committing a murder. The NPC targets can also call in the police, so the player will have to be mindful of them too, though they will not be able to end the level directly.

ENEMY DETAILS

NAME:	<i>Police Officer</i>
WHAT DOES IT LOOK LIKE?	<i>Stereotypical police attire in the pixel art style. Blue uniform and hat, with black trousers and gold accents.</i>
ATTACKS:	<i>Only one simple move when the officer reaches the player. Focused on avoiding not fighting</i>
WHEN WILL IT FEATURE IN THE GAME?	<i>Police will only arrive if a party goes npc finds a dead body or sees the player committing a murder.</i>
HOW DOES THE PLAYER DEFEAT IT?	<i>The player must avoid the police until they leave, being caught ends in immediate restarting of the level.</i>
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	<i>They may continue their killing spree in the party and complete the level.</i>

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SECTION 8: ENEMIES

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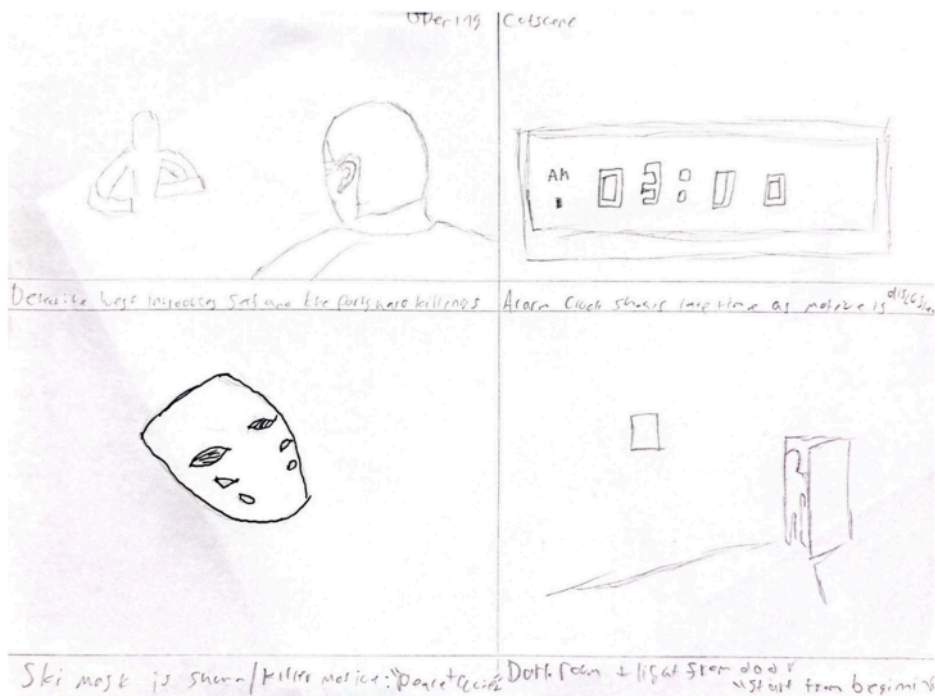
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CUTSCENES



CUTSCENE DETAILS

VISUAL STYLE: Shadowy silhouette, noir detective movie feeling. Slideshow, no direct animated movie, just still frames.

BRIEF DESCRIPTION OF SCENE: Two figures sat in a low-lit room, the officer, and an unnamed man. Opening shot of the game, introduces Detective West to the player as the

SECTION 9: CUTSCENES

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	<i>lead investigator on the Party Hard Killings. Cuts to bedroom of the killer where the ski mask is shown and the killer leaves the room; the motive is told to be "peace and quiet" by West.</i>
WHEN WILL IT FEATURE IN THE GAME?	<i>Will be as soon as the player selects "New Game", opening cutscene.</i>
PURPOSE:	<i>This cutscene will introduce the plot, and the first character of the game, Detective West.</i>
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SECTION 10: BONUS MATERIALS

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 10

BONUS MATERIALS

There will be extra DLC levels added to the game, and unlockable characters and levels through completing challenges (i.e. complete a level with no bodies found or complete a level while escaping from the police five times or more).

REPLAY VALUE

High score system, and some randomisation to the levels will provide a fresh and competitive experience each play through.

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Game Design Document

GRADEMARK REPORT

FINAL GRADE

68/100

GENERAL COMMENTS

This Game Design Document provides a clear and detailed retrofit of Party Hard, making effective use of the Ten-Pager structure to document mechanics, characters, levels, and progression. The document is thorough and functions well as a practical design reference, with particularly strong coverage of gameplay systems, hazards, and enemy behaviour.

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