



GLASS

DESIGN DOCUMENT



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GAME CONCEPT

INTRODUCTION

Glass is a first-person, walking simulator game for PC. The player finds themselves in a strange world that eerily mirrors our own, with no indication of what brought them there. There they encounter strange creatures, items, puzzles and shadowy scenes, as well as cryptic notes from a mysterious author.

DESIGN INFORMATION

As a walking simulator game, this game design excludes some of the standard video game elements such as combat, health systems and NPC interaction, and highlights the elements of story narrative, graphics, problem-solving (puzzles) and music. This game concept includes themes of trauma processing, hypnosis, dream-interpretation and survivor's guilt.

DESCRIPTION

The Player is placed in a mirror world, where they must navigate through the strange elements around them, solving puzzles and making their way from an airy, dreamlike starting area to a dark and nightmarish ending zone. Along the way, they find cryptic notes written by an evasive author and watch fleeting scenes of shadowy images that become clearer and clearer as the player progresses through the game. After solving the last puzzle, and unlocking the final in-game cinematic, they finally discover the identity of the mysterious author, and the answer to what brought them to the world of Glass.

GENRE

Glass falls between a psychological thriller and a psychological horror.

PLATFORM

The target platform for Glass is Windows PC/Desktop.

NOTABLE FEATURES

This game will be developed in Unity, using a Cinemachine first-person controller. The soundtrack will include songs recorded by myself, my sister, Cassandra Lees, and my father, Bob Lees, Jr.

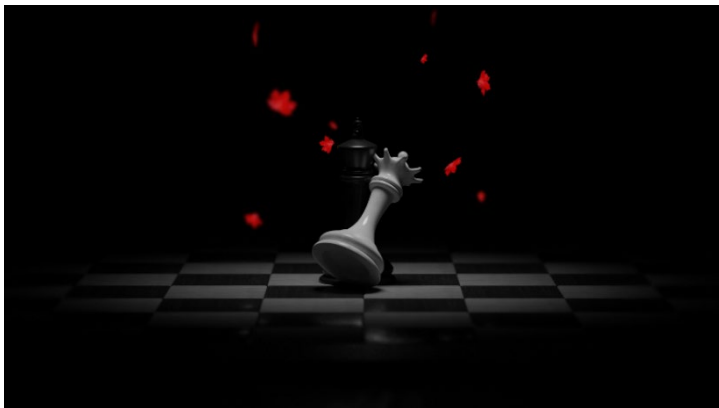
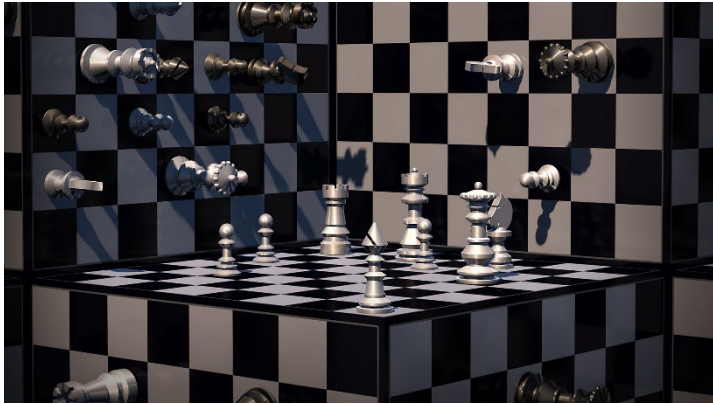
REFERENCE IMAGES















GAME MECHANICS

CORE GAMEPLAY

The gameplay involves finding notes from the mysterious author and solving puzzles in order to progress through the narrative and the game itself, to answer the questions of who the unknown author is, where the Player is, and why they are there. Throughout a respective level, the Player will be able to discover clues that will help them solve that level's puzzle.

GAME FLOW

The gameplay is linear. The Player will progress through a level by uncovering notes and solving puzzles. Once a level is completed, the Player will witness a cinematic that helps to continue the

narrative, and fill in some of the unknowns, which are who the author is, where the Player is and why they are there. The game begins with a light, dreamy environment that progresses to dark and nightmarish by the ending. At the end of the game, the narrative is completed, and the unknowns are answered.

CHARACTERS

Tom Nolan: The protagonist, who is played in first-person. His name is not known until the end of the game when he witnesses a flashback of his wife saying his first name and when he is later addressed as Mr. Nolan by his psychiatrist.

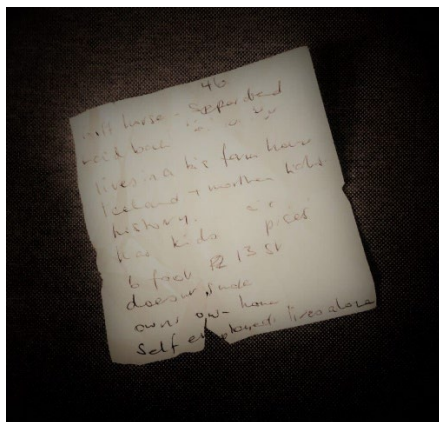
The Mysterious Author: The mysterious author of the notes the Player finds along the way through the game. Revealed at the end of the game to be Tom Nolan's 'unconscious' communicating with his consciousness.

The Psychiatrist: Tom Nolan's psychiatrist, who is seen at the end of the game. Has a brief dialogue with Tom Nolan.

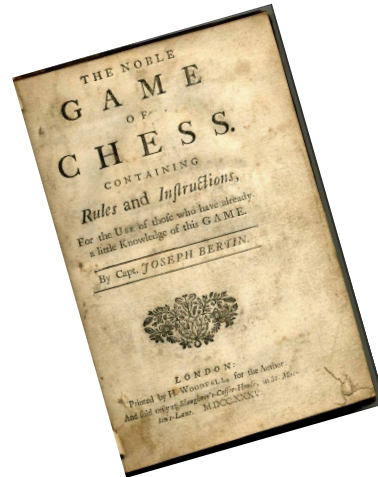
Gina Nolan: Tom Nolan's wife, who is seen in the last post-level cinematic. Died in a car crash.

GAMEPLAY ELEMENTS

Notes by the mysterious author give clues to the narrative, can be used as clues to solve puzzles.



Puzzle items: some are used to interact with the puzzle, others are used as clues to solve the puzzle.



GAME PHYSICS

The Player can walk or run but will quickly lose stamina when running. When the Player's stamina nears depletion, the world will start to spin (as if the player were getting dizzy/tired).

PLAYER CONTROLS



W: Move forward

A: Move to left

S: Move backwards

D: Move to right

Move Mouse: Turn/ Angle direction

Left Mouse Button: Examine Item in Inventory

Ctrl + S: Quick Save

Hold Shift: Run

E: Interact

Spacebar: Jump

Tab: Game Menu

I: Inventory

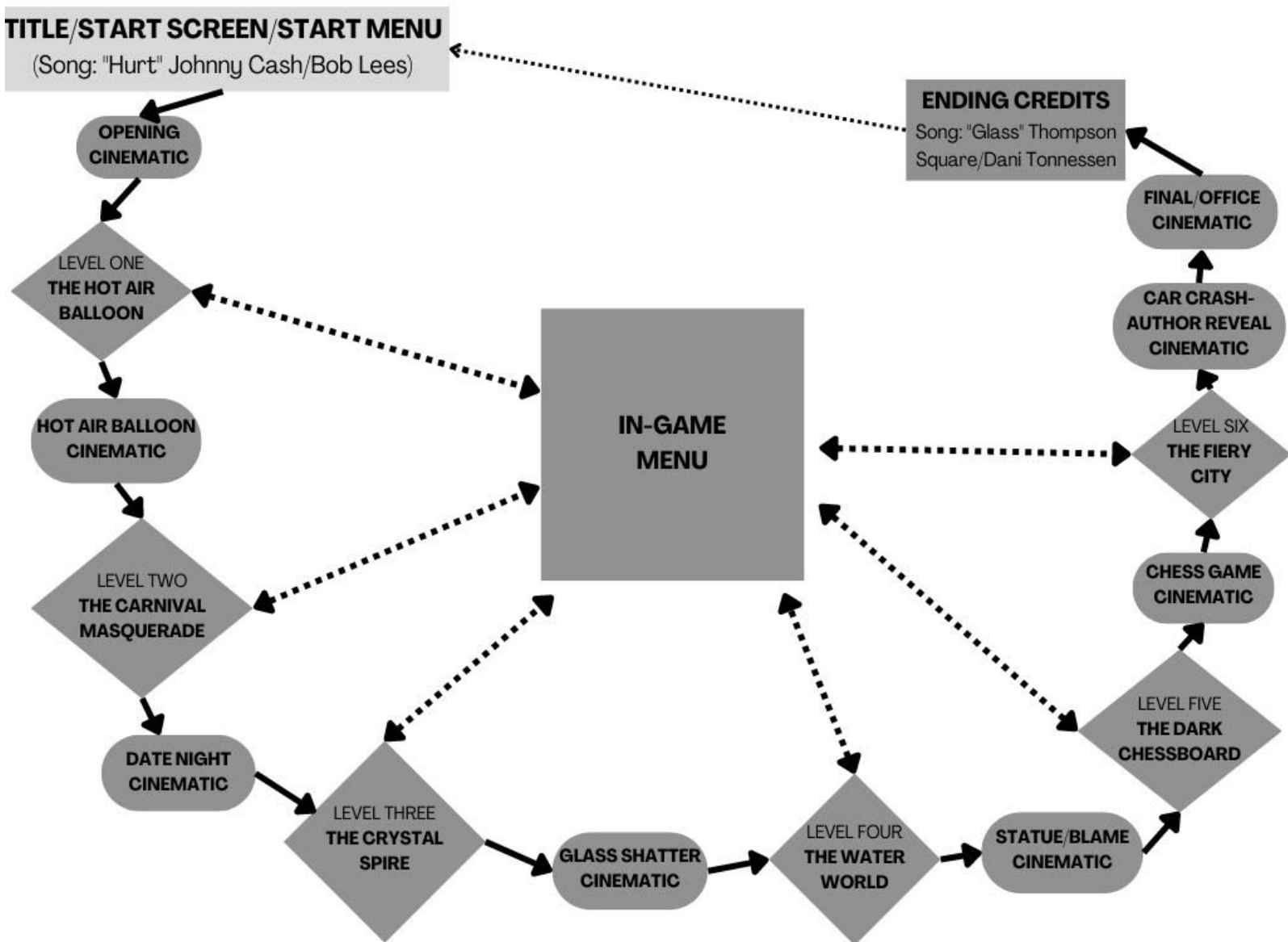
Esc: Close window/menu



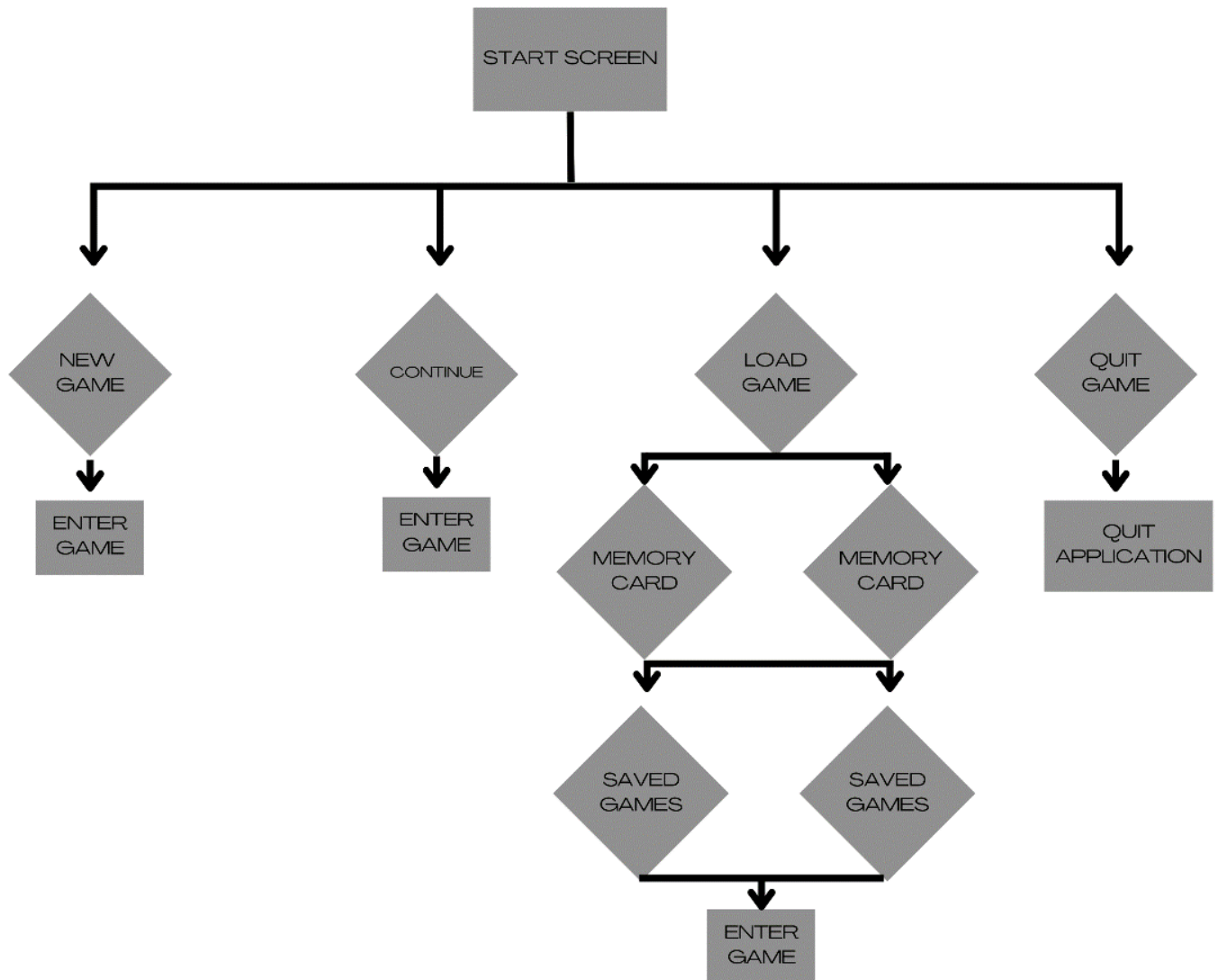
USER INTERFACE

FLOWCHARTS

LEVEL-EVENT FLOW



START SCREEN



MOCKUPS





ART & VIDEO

OVERVIEW

The aesthetic for Glass will generally follow a surrealism style, with vast backdrops and high stretching skies and horizons for the outdoor environments and spaces that have an eerie, abandoned feel to them. Even the beginning areas, which will consist of carousels and masquerade decorum, will have an unearthly, ethereal feel to them. Each of the environments will have common symbols of dreams in them as well as inconspicuous elements that go against the common laws of physics to clue in the Player that they're in a dreamworld. A common theme in each of the levels will be mirrors with shadowy reflections, so the Player is unable to see themselves clearly.

2D ART

- All menu objects (inventory items, notes in the inventory, etc.)
- In-game Notes when they're being read by the player.
- Some puzzles as they are being interacted with
- Menu backgrounds
- Title Screen
- Ending Credits Background
- Environment Textures

3D ART

- All in-game structural assets (environment models, buildings, etc.)
- Hot air balloon model, rocks, mirrors
- Masks, Carnival games, Piano
- Desks, books, figurines
- Crows, fantastical birds, Shadow People model
- Chess pieces, burning vehicles, burning furniture

CINEMATICS

- Cut scenes between levels
- Cut scene upon solving a puzzle
- Ending cinematic of interaction between Tom Nolan and Psychiatrist
- Any promotional trailers



SOUND & MUSIC

OVERVIEW

The goal for the in-game music and sound effects is to create an isolated, abandoned feeling in the player. There are certain tonal frequencies that are associated with hypnosis that will be added to the in-game music. I will be recording music in collaboration with my sister and father to reach these goals. My father is a professional musician, and my sister and I have performed in a public setting many times. I play piano and vocals, my father is a skilled vocalist and guitarist, and my sister is a skilled flute player and guitarist. The title screen music will be a recording of the song “Hurt” (written by T. Reznor) covered in the style of Johnny Cash by my father Bob Lees, Jr. The closing credits will be a recording of the song “Glass” (originally performed by Thompson Square) covered by myself on vocals and my father on guitar.

STORY CONCEPT

The Player finds themselves in a world where nothing makes sense, and everything is fantastical and dreamlike. The question of where they are and why they are there is unknown. (Puzzles that help expand the narrative and give clues to answer these questions are found throughout the game and are required to be solved in order to advance between levels. Additionally, the Player periodically finds cryptic notes, written by a mysterious author, which contain clues to solving the puzzles.) The Player encounters mirrors throughout the game. At first the mirrors have no reflections, but as the player advances, the reflections become more visible, albeit shadowy and warped. As the player gets closer to answering their questions, and to completing the narrative, the game gets progressively darker and more nightmarish, as they realize something traumatic happened to them. As they get closer to the ending, they are finally able to see themselves in the mirror (a male figure) and see cinematics that reveal that they feel to blame for a tragic accident that happened in which they lost someone they loved, although they still don't know what it was exactly. Upon solving the final puzzle, the player receives a note that simply says they are not to blame and is signed “T. Nolan”. It is followed by a cinematic cut scene shown through the reflection of a mirror. The scene is of a fiery car accident where the Player's wife is killed. As the passengers of the car come into view, it can be seen that the Player was in the passenger seat, and that his wife was driving. (On the car's dashboard, the clock is seen to be the same time as the Water World



level's puzzle solution). Another cut scene (the final cinematic) then launches, where the screen is initially black but a man's voice can be heard. The black scene brightens into the view of an office, where a man is laying on a couch and another man is seated in a chair, holding a notebook. Dialogue for this final cinematic scene is as follows:

(Black screen) Man's voice, distantly: "Mr. Nolan, as I count to 5, you will awaken in the present. 1...2...3...4...5", (a blurry scene sharpens into a clear view of the office). Man on couch (Tom Nolan) sits up and rubs his eyes. "Slowly, slowly, now. How are you feeling, Tom?"

"I- I wasn't driving..." Tom whispers.

Psychiatrist: "I'm sorry, I couldn't hear you, could you say that again?"

Tom says more loudly: "I wasn't driving."

"That's right, Tom... Gina was. You've been so convinced that you were at fault, that you've been lost in that mindset. Sometimes, when we survive something like that, especially when we lose someone we love, we falsely blame ourselves so deeply that we have warped memories of what happened—no matter what the facts, or anyone else, has to say. It's known as survivor's guilt. Sometimes the only way to overcome this is to re-witness the memories ourselves. Thankfully, we have the option to use hypnosis to communicate with our unconscious. And it looks like it's been a success, Tom," (psychiatrist closes his notebook). "Now we can begin the healing process."

::GO TO CLOSING CREDITS::

LEVEL OVERVIEWS

INTRODUCTORY/ HOT AIR BALLOON LEVEL: The Player finds themselves in a wide-open field, with fantastical-looking birds flying around, hot air balloons floating in all different directions, and purple-y pink clouds in the sky. In the distance the Player can see cliffs with oddly shaped faces and a bridge that leads to a tethered hot air balloon. A cube-lock to the hot air balloon is the first puzzle. If the Player explores the field, they will find their first note by the mysterious author and clues to the hot air balloon lock puzzle, which are found engraved into rocks. Ends with a cinematic of a couple laughing together on a hot air balloon ride. Mirrors are found in rock faces and at the edges of the field in trees.



THE CARNIVAL MASQUERADE: A carnival level with carnival games, followed by an area with ballroom dancing and shadowy people wearing masquerade masks. The people are not interactable and may be walked through. Masks are strewn about the ballroom floor. One silhouette is clearer than the



others but is still shadowy and unable to be seen clearly. At the end of the level is a large piano that must be played in the correct order to advance to the next level. Clues to the correct notes and order are found on various carnival games, masquerade masks and on the mysterious author's note. Ends with a cinematic montage of a couple together at places including a piano concert, a carnival ride and dancing. The cinematic closes with people at a funeral and the quick image of a road with burning

trees and broken glass. Mirrors are found in the carnival games, the carousel and around the ballroom floor.

THE CRYSTAL SPIRE: An expansive idyllic mansion made of crystal, completely empty of people, with mirrors throughout the hallways and rooms. Desks and shelves are filled with statuettes and books (which hold clues to the spheres puzzle). In one book is the mysterious author's note, which contains the map of the spheres' positions. The Player exits the mansion to a courtyard where they find an interactable mechanism at its edge and giant crystal spheres containing images that can be put into order by pulling the levers on the mechanism. The level ends with a cinematic of glass shattering.



THE WATER WORLD: A watery, geometric level with floating floor pieces and displaced waterfalls. Angelic statues with warped faces stand on floating pieces of floor throughout and crows caw and swoop throughout the level. At the end of the maze-like layout is a fountain with a clockface with hands that can be tuned by the Player. The clues to the correct time for the clock puzzle are etched in the warped faces of the angel statues. Alternately a math riddle with the correct time is on the mysterious author's note. The level ends with a cinematic of a car's dashboard flashing the clock's time, surrounded by the angel statues with warped faces and the sounds of shouting, disembodied voices blaming someone for an accident.



THE DARK CHESSBOARD: A dark, shadowy level with chessboard floors and sets of stairs that go in every direction. The Player can collect grim wooden chess pieces to populate a giant chessboard game at the end of the level to trigger the cinematic of a chess game being played which morphs into a scene of cars on a road narrowly avoiding each other with one car flipping and then crashing, and then back to a scene of chess pieces falling over loudly and fire spreading across the life size chessboard. Mirrors are found throughout the level, in which the Player can finally see himself. The mysterious author's note is found in a "Book of Chess".



THE FIERY CITY: A zone with fiery roads, cars and buildings, and ash that floats upwards. Very distant sounds of sirens. Clues can be found in the buildings and cars. At the end of the level is a puzzle board where the player has to line up fiery symbols to solve the puzzle. The puzzle spells out “T. Nolan” and a cinematic then plays where the Player receives a mysterious author note that says he is not to blame and is signed “T. Nolan”, revealing the mysterious author to be the Player himself. The final cinematic then plays of the car crash, revealing that his wife was the one driving the car and not him, followed by the closing cinematic of the office scene and then the closing credits.



PUZZLES

- HOT AIR BALLOON PUZZLE LOCK (End of the Hot Air Balloon level): A puzzle cube. Clues to the correct positions are found engraved into large rocks on the field.
- PIANO MUSIC NOTES PUZZLE (End of the Carnival-Masquerade level): A piano with notes that have to be played in a certain order. Correct piano notes are found on various carnival games/masks and the correct order is found on the mysterious author’s note.
- CRYSTAL SPHERES PUZZLE (End of the Crystal World level): A puzzle of giant crystal spheres which contain images and can be moved using a mechanism at the edge of the courtyard. Clues are found throughout the crystal building and in books. The correct positions of the spheres are on the mysterious author’s note.



- **CLOCK-FOUNTAIN PUZZLE** (End of the Water World level): Embedded in a fountain is a clockface with hands that can be tuned by the Player. The clues to the correct time for the clock puzzle are etched in the warped faces of the angel statues in the level. Alternately, a math riddle with the correct time as the answer is on the mysterious author's note.
- **CHESS GAME** (End of the Dark Chess Board level): The Player collects wooden chess pieces to initiate a chess game simulation at the end of the Dark Chess Board level.
- **FIREY SYMBOLS PUZZLE** (End of the Fiery City level): The Player must align emblazoned symbols on a puzzle board to solve the final puzzle and trigger the final cinematics. Clues are found throughout the Fiery City level.

*NOTES AND DEVLOG

1. 7.6.2022

SUPPLEMENTAL RESOURCES TO BE CREATED BEFORE START OF PRODUCTION

- Gantt Chart for texture and asset modeling
- Gantt Chart for overall development timeline



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