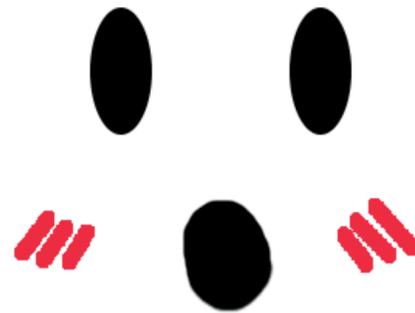


# Unfinished **Business**

<Game Design Document>



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## High Level Concept

In Unfinished Business you are a ghost who is in the business of "Unfinished Business". Play as a ghost who's goal is to haunt a business to the point of closure. Take control of everyday office objects and some not so everyday to complete objectives and scare the workers out of the building!

## Game Genre

Unfinished business comes under the genre of stealth puzzle game. In it's own unique way it falls under this because when not possessing an object if seen by a worker the ghost will become more visible!

## Influences and inspiration

### Untitled Goose Game: Made by House House



Unfinished business is very inspired by the agency the player is given in Untitled Goose Game. Allowing the player to cause chaos and to pester non player characters to their delight. Unfinished business is seeking to catch this same feeling with it's own take on interactivity.

### Haunt the House, Terror Town: Made by SFB Games



Haunt the House, Terror Town is a 2D possession game where the player is given free agency over the house like a play pit with the overarching goal to kill all the residents of the houses. I was very inspired by the free roaming aspect of each level but wanted to make a game a little less morbid. So without killing the goal of Unfinished Business is simply to scare everyone out.



# North Star



- + Always be Playful
- + Be bright and colourful
- + Embrace CHAOS!
- + We don't kill!
- + The world is interactive



## **Verbs**

**Possess**

**Throw!**

**BREAK!**

**haunt**

**SSSHHAAAKEEE**

**float**

**SCARE!**

**KnockDown**

## **Player Motivation**

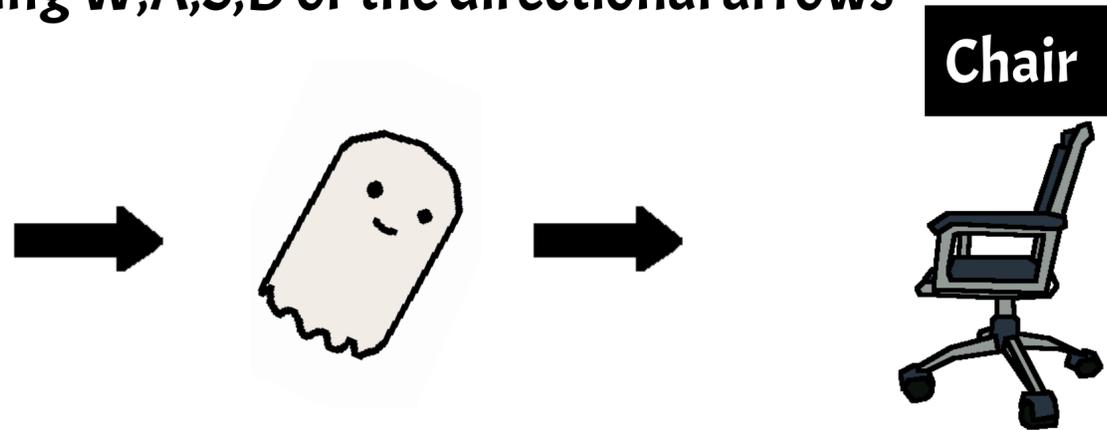
- **Complete the objectives with experimentation, exploration and playing with possessable objects.**
- **Revel in the physics based chaos from throwing tables and chairs to hurling golf clubs and shooting nerf guns!**
- **Spooking the NPCs watching them fly across the room in fear or from being chased by a possessed action figure!**
- **Nearly everything is interactable! Just seeing how some objects behave and seeing if they're breakable!**

## **Conflict**

**The game being the the puzzle stealth genre means players can't haphazardly throw their ghostly selves in front of the NPCs. When players are within the NPCs vision cone, they will see a transparent ghost begin to fill. Once full this will trigger the lose state. This means players will need to pass through walls and avoid these vision cones until the oppertunity to either complete an objective or spook them arises.**

# Game Mechanics Pt.1

**Possession:** the player moves close to a possessable object. using W,A,S,D or the directional arrows



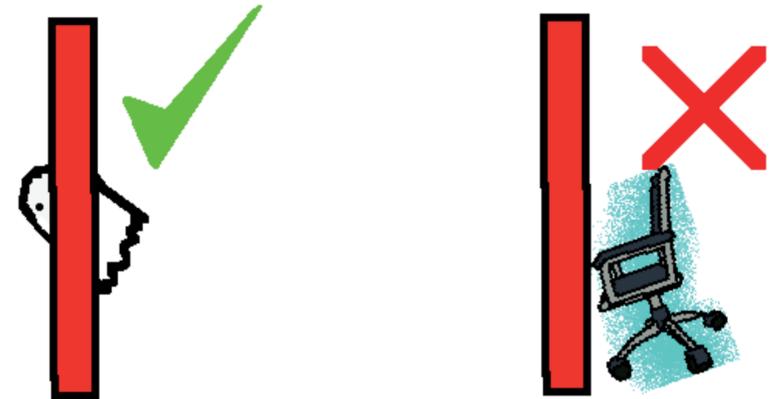
The player on seeing a prompt showing the object name presses [space bar]



The player can now move around as the chair for 30 seconds or press [Tab] and be ejected from the object, resetting the timer and making the object unpossessed



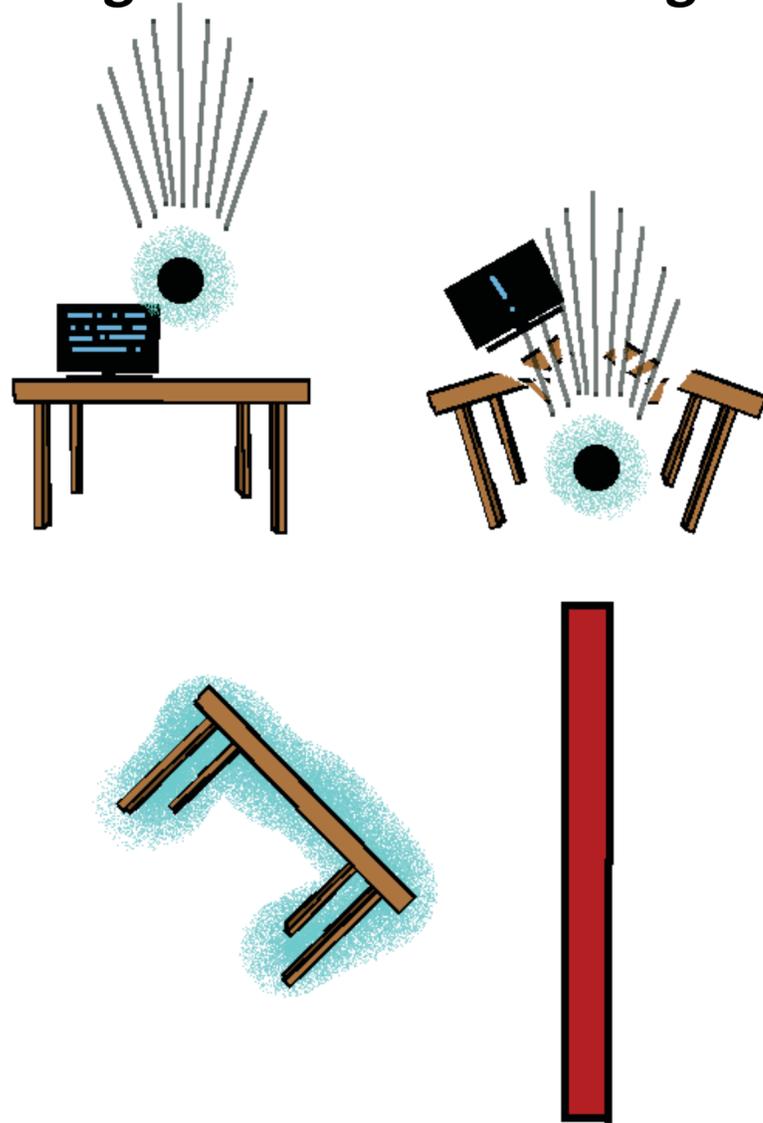
**Move through walls:** When the player collides with a wall providing they aren't currently possessing anything, will pass through the wall, slowly.



If the player collides with a wall while in possession of an object then they will be unable to pass through as ghosts are incorporeal and chairs are very much material in existence! Ghost logic!

# Game Mechanics Pt.2

**Breaking Objects:** Some objects can be destroyed while in possession. This can be through stronger objects colliding with them . i.e bowling ball collides with a table.



Alternatively (seen below) if a table hit's an object with enough velocity, if breakable the object can break and the player would be ejected from it.



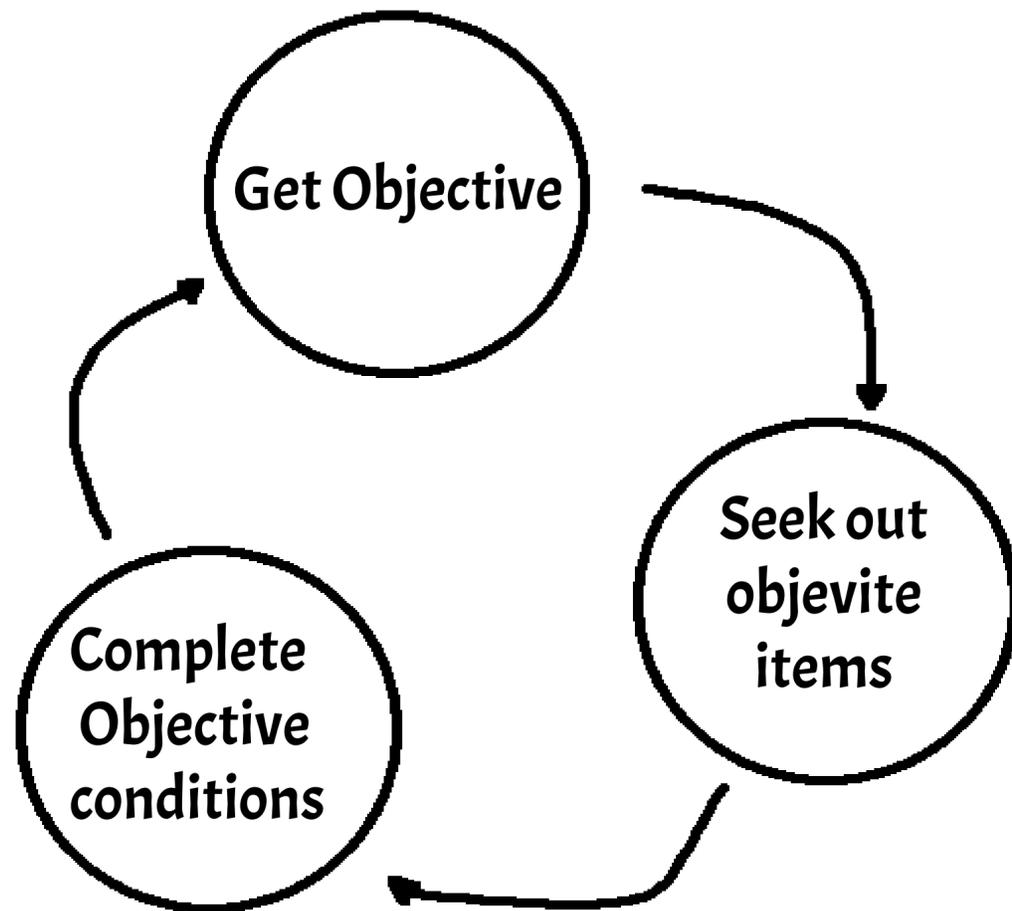
**Breaking Objects:** Some possessable objects aren't able to be moved a toilet stall for example is built into it's surroundings. BUT these objects can be possessed resulting in specific interactions.



For example an opened toilet stall could be locked with a worker inside of it!

# Game Loop

## Core Gameplay Loop



The core gameplay loop of the game is quite simple. At the beginning of play, the player will be presented with “Unfinished Business” (Objectives) to scare all the workers out of the building they need to complete all the listed objectives. This is done through exploring and seeking out the specific objective items, using them to complete the objective conditions. Resulting in the next objective being given.

# Win/Lose conditions

## WIN

The player completes all objectives and has scared all the workers out of the building. All while remaining undiscovered.

## LOSE

The player's visibility reaches maximum and is discovered resulting in an immediate loss.

## Non-Player-Characters / Behaviours pt.1

### TASKS



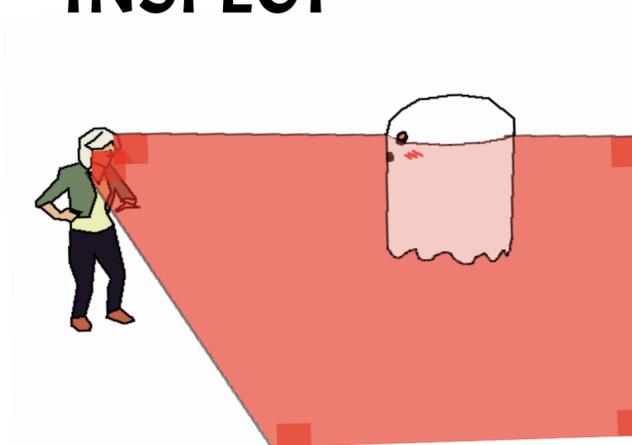
When a worker arrives at a task it will do its task, when completed they will walk to the next task. This continues until the player has completed all objectives in after the next time they are "spooked" they run out the building and are removed.

### FLEE



When the player is possessing an object and moves within scaring distance. The worker will become "Spooked" and flee in the opposite direction.

### INSPECT



When the player collides with a worker's vision cone they will move into inspection mode. While in this mode while the player is in the vision cone their visibility increases.

# Non-Player-Characters / Behaviours

## pt.2

### ESCAPE



When the player has completed all of the objectives. They will be able to scare the workers out of the building. Similar to fleeing but they don't revert back to their tasks they run towards the exit. Once they reach the exit they are removed from the scene.

### KNOCK DOWN

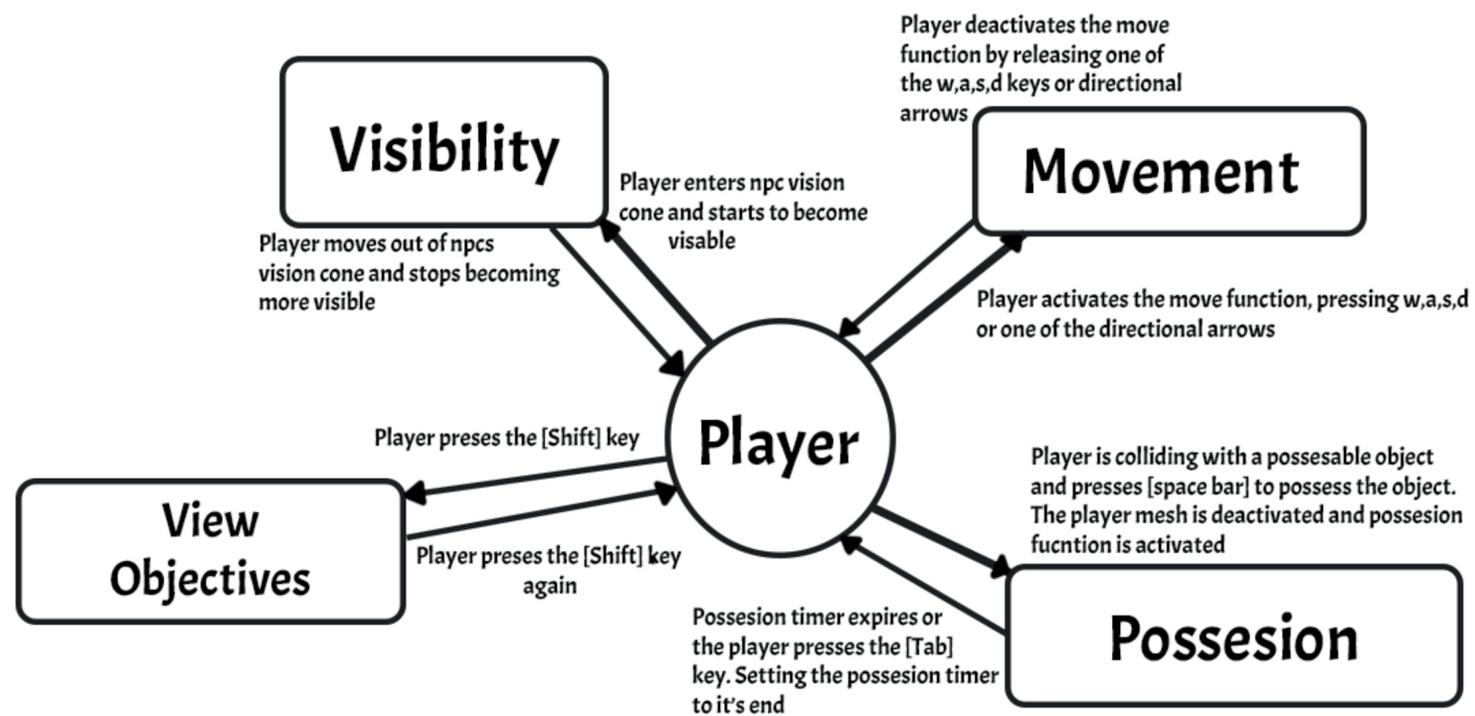


When the player is possessing an object if they move with enough velocity they can ram into a worker and knock them over. After a couple of seconds the worker gets back up.

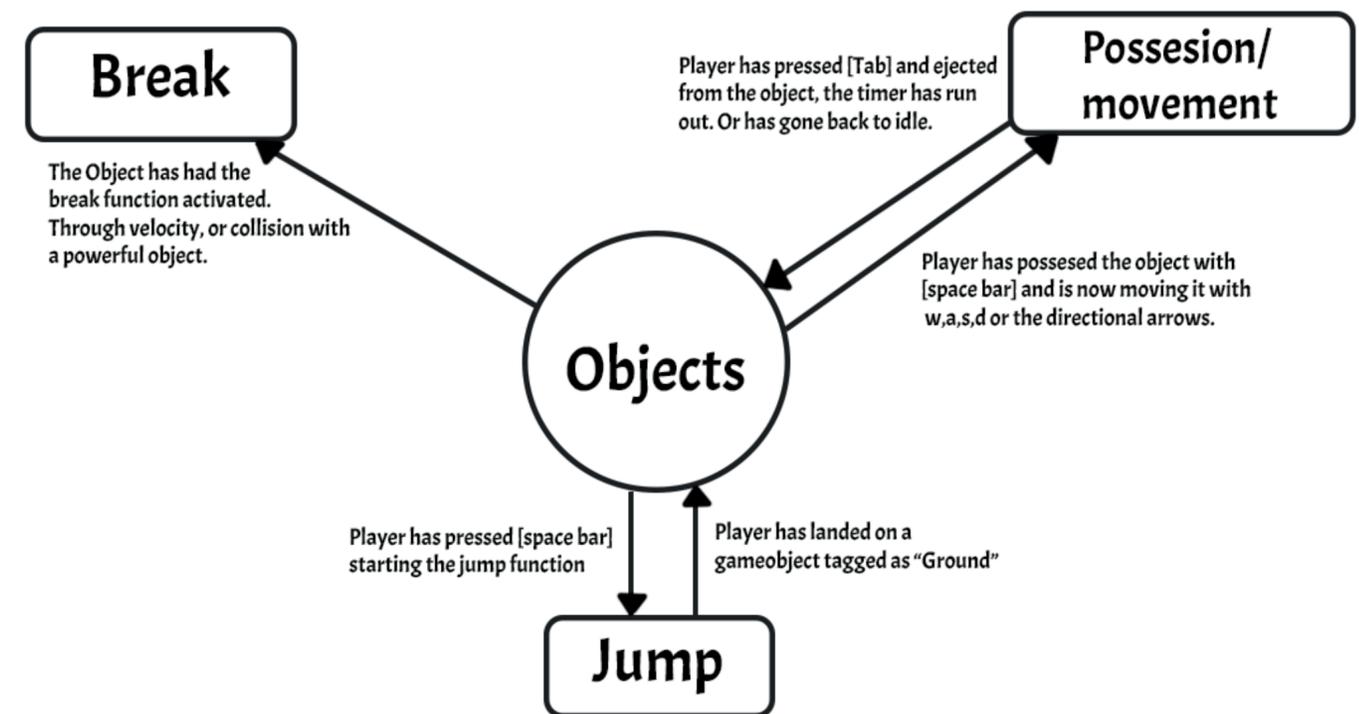
When the player has "spooked" a worker and they flee the player, when they collide with an object they are knocked prone and get

# Finite State Machines pt.1

## Player



## Objects



# Finite State Machines pt.2

## NPCS

