Amarillo *Express*

Game Design Document

Game Company: *Deadlock Games*

Game Designers: *William Graham, Jack Majeski, Ethan Davis, Adam Wixom, Lizzie Schaeffer, Lucas Quevada Pavon, Rhyse Carey*

GENERAL GAMEPLAY

CONCEPT

3D, first person, single player, puzzle adventure game

LOGLINE

ORIGINAL: When a man (Jesse Moore) wakes up on an early 19th century train, he must traverse the mysterious cabins where following instructions from a woman who previously worked on the train is the only way to stay alive and stop the train.

NEW: When an outlaw (Jesse Moore) successfully escapes from prison, he's faced with a choice to help a woman who looks out of time. Attempting to save the woman results in Jesse getting thrown in a loop. When he wakes up on an early 19th century train, he must traverse the mysterious cabins where following instructions from the woman who previously worked on the train is the only way to stay alive and stop the train.

KEY FEATURES

1. *Atmospheric Setting: The Amarillo Express is meticulously designed to evoke a sense of the 1800's steam engine. The luxury train cars are adorned with red velvet and rich wood. The dim lighting and eerie music create a chilling atmosphere.*
2. *Engaging Puzzles: The player must solve a variety of challenging puzzles that are seamlessly integrated into the game's storyline. Each puzzle serves as a key to unlocking the train's secrets and progressing through the games.*
3. *Immersive Exploration: The train offers multiple compartments, each with its own purpose and hidden surprises. The player must thoroughly explore the train, examining objects, reading journal entries, and collecting clues to piece together the larger mystery.*
4. *Unravelling the Story: As the player delves deeper into the train's past, they uncover the personal stories of the ghostly inhabitants. Through interactions and discoveries, they gradually piece together the events that led to the train's haunting.*

5. *Immersive Audio and Visuals: The game's hauntingly beautiful visuals, accompanied by atmospheric sound effects and a captivating musical score, enhance the eerie ambiance and draw players deeper into the Amarillo Express's enigmatic world.*

PLAYER EXPERIENCE

The player must solve a variety of challenging puzzles that are seamlessly integrated into the game's storyline. Each puzzle serves as a key to unlocking the train's secrets and progressing through the games.

MOOD

Atmospheric Setting: The Amarillo Express is meticulously designed to evoke a sense of the 1800's steam engine. The luxury train cars are adorned with red velvet and rich wood. The dim lighting and eerie music create a chilling atmosphere.

AUDIENCE

The target audience for this game is 10+, as well as pre-teens and early teenagers. Gamers will need to understand rules and instructions, puzzles and have a longer attention span compared to younger children.

CORE MECHANICS

The game combines elements of exploration, puzzle-solving, and storytelling to engage the player in an intriguing and atmospheric experience. As the player navigates through the dimly lit train cards, they encounter a series of clues in the form of journal pages that must be deciphered to progress further. The player is also tasked with setting up a dining car to keep vengeful spirits entertained while the player tries to escape.

ELEVATOR PITCH

Amarillo Express: The Ghost Train Mystery is a 3D immersive mystery puzzle game set aboard an 1800s steam engine ghost train. Players are tasked with unraveling the secrets hidden within the train's haunted compartments and discovering the truth behind its ghostly inhabitants.

TECHNICAL

PLATFORM

The game will solely be played on PC. It allows for a wide audience as well as broad configurations for possible game mechanics involving player input.

ENGINE
Unity 3D 2022.2.3f is the engine used for the game. Unity gives creators a simple, yet diverse experience with game development, allowing as much creative flow as possible.

SAVED DATA
All data is saved to GITHUB

REVENUE MODEL
This game is in demo development and will not cost users. The team is looking for funding to have it added to STEAM.

ART

VISUAL AESTHETIC
[Visual Aesthetic](#) file

AESTHETIC REFERENCES
The team looked at [exteriors and interiors](#) of steam engines from the early 1800's

CONCEPT ART
[Concept Art](#) *file*

FONT GUIDE
Docktrin, Posse, Bleeding Cowboys

COLOR SPECIFICATIONS
[Color Specifications](#)

USER INTERFACE (UI) ATLAS

SOUND

AUDIO AESTHETIC
[Audio Aesthetic](#)

AUDIO REFERENCES
[SFX Files](#)

A track list of songs that evoke the design, narrative, or experience of your game, as well as a list of games or films whose sound design is influential to your project.

MUSIC

[Music](#) files. The style we were going for was "sentimental western."

NARRATIVE

PLOT OVERVIEW

[See 15 beat sheet here](#)

Man wakes up in kitchen car, finds the notes and finds a key not hidden very well on a counter to get to the next car where more letters are found explaining what his job is (to set up tables for parties). He heads back to the kitchen car to set up everything in the car he just unlocked. Once he does, he notices that nighttime begins to settle in and remembers that he must go back to the tiny pantry room in the kitchen car to rest for the night.

DEMO SCRIPT

[Demo Script](#)
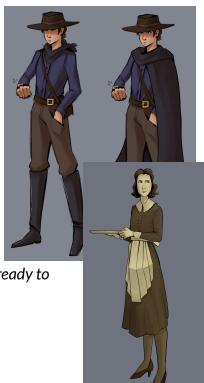

PLAYER CHARACTERS

Player Character
"Jesse Moore"
Age Range: Late 20's
Description:A hard-headed, and charming outlaw who isn't afraid to go head to head with any threat.

Waitress
"Florence Bennett"
Age Range: 22-28
Description: A naive, outgoing and ambitious, young woman excited to have independence and is ready to make her mark on the world.

OTHER KEY CHARACTERS

Ghosts of train passengers, party goers, Florence's murderers

PRODUCTION

TEAM ROSTER

Jack - Director, Writer, Music,Adam - Lead Programmer,Ethan - UI, Lead Modeler,Lizzie - Artist, Writer, Character,William - Concept Artist, Modeler, Rigger, Animator, Rhyse - Modeling, Texturing, Website, Lucas - Marketing, Modeling, Social Media

DEVELOPMENT TIMELINE

On slideshow - couldn't link (on TMS--called Week by Week)

BUDGET

We have a $200 budget to purchase tshirts, decals (we will do our own printing), stickers, buttons and food for the event

CHANGELOG

On slideshow - changes were incorporated into weekly sessions.

ARCHIVED FEATURES

Nothing has really been archived. Ideas were kept for future levels. Some of the game story changed, but not significantly.