

# Indigo Design Document

## Overview

Indigo is a walking simulator type game in which the user plays as an indigo child who, in an attempt to explore an abandoned industrial park, falls through the dilapidated floor and gets stuck in the basement of the factory while their friend is trying to help them find a way out from above.

The game takes place in a modern day factory about 100 years in the future, when the world has really transitioned and championed clean energy and sustainably sourced industries. With factories and most industrial parks on the planet being abandoned after the rush to push industry into space to dramatically cut emissions and air pollution. With the factory being abandoned the main character is trapped beneath a rotting broken down building trying to find their way out by exploring the winding corridors and rooms, uncovering the stories that took place 3 or 4 generations ago.

While walking through the factory looking for a way out there will be 2 main factors of data collection, the first is through flashbacks the player has. The flashbacks are triggered by entering rooms or areas with a scene or when certain items are interacted with. The flashbacks will give a story of an event that had taken place in the factory, some will lead to secrets while the rest will reveal information on how to better navigate the factory basement. The other factor of data collection will be your friend's voice. As the character explores their friend will be above trying to help you to find a way out. They will be revealing info on things they might be seeing or thinking.

The player's whole objective is to explore and escape the factory. There is only one level, no alternative objectives and no time limit. As explained earlier, Indigo will be a walking simulator so it will have very limited mechanics. With no clock to beat, predator to escape or mystery to solve, we will be relying heavily on environmental storytelling to help propel the player through the game.

## Game Interactions

The character will be faced with an unknown environment to explore. In this unknown environment the player will see many scenes of old work spaces, broken machinery, and nature reclaiming the factory. The user will be able to interact with these scenes by entering the space and investigating to trigger flashbacks to gain information on the factory. While navigating through the factory, interacting with certain items and areas will also trigger flashbacks to events or memories around the object.

## Game Elements

The game consists of simple elements. Because it is a walking simulator game, it will have very restricted game elements which will be limited to:

- The Player- The player is the main element of the game. You will walk around as the player as you interact with objects. The player's game mechanics will be:
  - Movement- The player can use simple movement mechanics like walking and jumping to navigate the labyrinth of the factory
  - Pick-up items- The player will be able to pick up/interact with objects around the map
- Scenes- There will be scenes within the map that will depict aftermath of events that transpired within the spaces
- Your Friend- your friend will purley be an audio element which will help to move the character through the map.

## Design references

Factory- Philadelphia Electric company

Design- Limbo and Inside





