The Colony Below
Game Design Document

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Story
This game is based on the story Stone Animals by Kelly Link. It tells the story of a family that moves from New York City into the countryside. There is the father Henry, pregnant mother Catherine, daughter Tilly, and younger son Carleton.

Their foundation as a family has been crumbling. Henry and Catherine’s marriage was falling apart to the point where Catherine lied saying she had an affair in an attempt to get them back on track. Tilly doesn’t make friends with any other kids and Carleton is afraid of almost everything, especially because he is so small for his age.

The family decides to move to the countryside to get a clean start in a larger house. The price was significantly low because it is allegedly haunted. It also has a large rabbit colony burrowed in the property, and coincidentally enough large statues of rabbits on either side of their front door.

The parents both love the house so they move all their belongings into it. Normally the addition of all their possessions would help remove any uncomfortable unfamiliarity or ‘off’ feelings about moving into a new place. But the family slowly starts to realize that the opposite is occurring. One by one their objects begin to loose their familiarity and become repulsive to them. They refer to this phenomenon as the object becoming “haunted”. As the number of rabbits increases so does the number of haunted objects.

The family members try to cope with their lack of control over the house in their own ways. Henry lives in denial and frequently goes into the city to avoid the problems. Catherine tries to control her environment by repetitively painting the rooms of the house different colors and coming up with names for the colors. Tilly tries to control Carleton by splitting the yard in two, one half being hers, and ordering him around. Carleton, being the youngest, deals more directly with the problem by trying to make a deal with the rabbits and eventually chasing them with a stick. Eventually as family members lost complete control they were claimed by the house and the rabbits.

Game Type
This is a multiplayer turn-based free-for-all game. There can be 2-4 players.
Characters
There are four characters who are family members, and there are the rabbits.

The family consists of father Charles, mother Catherine, daughter Tilly, and son Carleton. Each player has a unique ability for survival. The use of an ability costs them one of their ability items.

The Rabbits (there are lots) are controlled by all characters. Each player controls their avatar and on each turn they move one rabbit too. The rabbits are not assigned to the players, any player may move any one rabbit on their turn.

Rabbits start out on the border of the property and slowly move their way in. Any spaces the rabbits travel on crumples into a rabbit hole that can't be traveled on by the family members. Rabbits may move through walls and over holes. You may only move a rabbit two spaces per turn.

Game Play & Rules

Movement/Turns
In a turn each player first moves their character four spaces (you can go over the same spaces more than once and go back and forth) and then moves any one rabbit two spaces. Moving a player over an item automatically picks it up (unless all 4 inventory spots are full). Players may not move through walls, holes, rabbits, or other players, they can only share spaces with items (even if they aren't picked up).

A player may use any ability or item at any moment during a turn, including in the middle of movements, after moving, or at the beginning and end of turns.

Your turn ends when you press the end turn button, which may only be pressed after moving your character and a rabbit.

Items
Each player has space for holding 4 items. Items specific to the character (indicated by color) turn into ability items when picked up. Ability items are used to perform the character's special abilities. All items that aren't used as ability items may be used to either removing a rabbit or removing a hole, ability items may be used for abilities or as regular items.

Abilities
Each player has a unique ability for survival. The use of an ability costs them one of their ability items, represented by the squares with the X's on them. Each player starts out with 3 ability items in hand and ready to use. You may only use one ability item each turn. These may be used any time during your turn, but may not be used during other players turns.

Henry can 'go to work' by teleporting to any space on the gray front porch. Catherine can 'paint' walls and travel along the wall a maximum of 3 spaces in either direction, destroying holes and rabbits, but cannot travel through other people. Tilly can attempt to 'declare people haunted' when adjacent to them (not diagonally), costing them an ability item, or, if they have none, make them haunted. Carleton can kill rabbits close to him.

Whenever an ability item is used the item used is gone from the game.

Rabbits
Rabbits are moved by any and all players, two spaces per turn. The goal of the players is to move the rabbits to create holes around the opposing players forcing them to move into a hole. Rabbits can't physically attack
players, they can only corner and trap them. They may move through walls. They can't move onto spaces with items or people in them. Rabbits can walk on holes.

**Haunting/Losing/Winning**

If a player has no more items and is forced to move into a hole than that player becomes haunted and joins the rabbits. When a player is haunted he has a rabbit head, he now functions as a rabbit that moves 4 spaces each turn.

As a haunted player you:
- create holes behind you as you move
- can't use abilities or items
- can't land on people/rabbit spaces, but you can pick up items, they are then destroyed
- can travel through walls
- can travel on holes

**Assets**

**Audio**
- Background music
- Intro music
- menu button click
- Winner Sound
- movement click
- Player walking(one for each char on dif surface)
- Player picking up item
- Player getting damage(one for each char)
- Player becoming rabbit
- Rabbit moving (on each surface)
- Rabbit jumping

**Meshes**
- floorboards intact
- hole in the wood floor
- hole in the carpet floor
- grass floor
- grass hole
- cement floor cement hole
- walls
- players
- items
- doorways
- decoration items for rooms like:
- wall pictures
- lights
Textures

UI
- 1st floor button
- 2nd floor button
- Ability item squares
- Item squares
- Your Turn notification for each player
- Game Over
- Menu button
- Options button

Mesh Textures
- Father
- Mother
- Daughter
- Son
- Floors: wood, cement, grass dirt, carpet
- different wallpapers for all rooms
- rabbit players (stone)
- wall pictures and frames
- wall light

Animation
- ground falling into a hole
- rabbits jumping
- character falling into a hole and becoming haunted
- character using an item
- character ability animations