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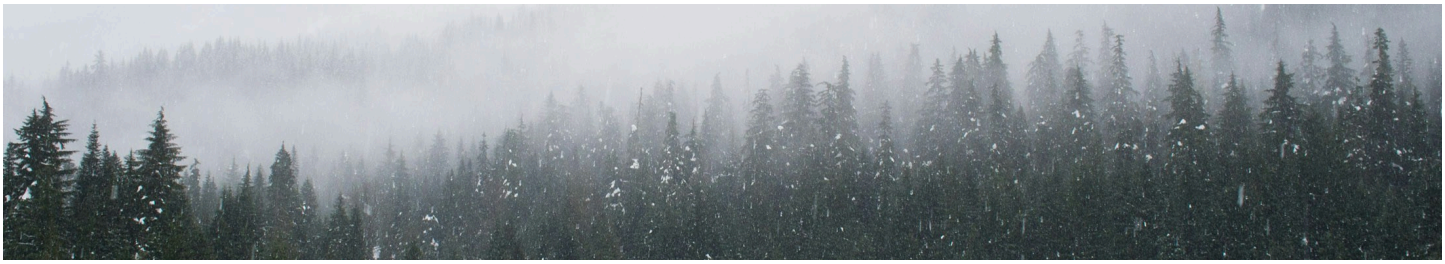

ProjectWinter

Welcome to the ProjectWinter Confluence space!

Stato

Space just created! Work in progress!

Ticket Jira

Aggiornati di recente

Roadmap

ProjectWinter - GDD

Version and changes

Developer	Date	Details
Michael	20/06	GDD first template draft

- Gameplay
- Level Design
- Characters
- Art and Aesthetic
- UI and Controls
- Sound Design
- Market & Competitive Analysis (Old)
- Tech Analysis
- Risk Analysis
- Appendices

👷 Gameplay

Version and Changes

Storico dei cambiamenti

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Developer	Date	Details
Michael	20 giu 2024	First template draft

Introduction

Overview

👷 Objectives

🦕 Core Loop (Old)

🦕 Constraints (Old)

🦕 Success (Old)

🦕 Failure (Old)

🦕 Progression (Old)

👷 Equipment System

👷 Campfire System

👷 Objectives

Responsibility of @Giacomo Franzoso

Version and Changes
Overview
Main Objective
    Recap of the main objective
Secondary Objectives

Version and Changes

Storico cambiamenti

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Developer	Date	Details
Michael	20 giu 2024	First draft template
Tommaso	24 giu 2024	Added brief description
Giacomo	27 giu 2024	Blockout and added main objective
Giacomo	4 lug 2024	Filled the main objective section

Setting out and Compiling of the Objective section in the Functional GDD.

In this section we need to **list and describe** what are the various **game objectives**.

[it's useful to pin down when we need an explanatory image to highlight some key elements in our GDD]

Overview

In this section are listed the all the objectives of the game and how to accomplish them. The main objective is necessary to beat the game, secondary objectives are optional but give more context to the player and allow to uncover the whole story and unlock all the achievements.

Main Objective

The main objective of the game is to survive and discover what happened to the main character's family.

Project Winter revolves around the player's ability to balance every exploration session, reaching points of interest while maintaining a certain body temperature. During exploration, the player must gather as many materials as possible to survive the cold, always aware that a creature lurks in the shadows, ready to kill.

While the player is exploring, the character is affected by cold damages that slowly drain his life and degrade the integrity of its clothes, putting a time constraint to every exploration session. Using the Teddy Bear, the player can manifest footprints on the snow that indicate the direction to the nearest campfire. To avoid death, the player must reach a campfire to light it, warm its body, and repair its clothes. The clothes at full integrity decrease the damages the character take from the cold.

There is another danger the player must be constantly aware of: the creature. Once the creature spawns, the Teddy Bear reacts to it: the more the creature is near, the more the Teddy Bear reaction is evident. When the creature is around, the player must escape in the opposite direction from where the creature is approaching. Escaping the area of influence of the creature makes it to disappear.

The exploration is fundamental also to progress through the narration, finding items that unlock memories and dialogues with the Teddy Bear. When sitting at a campfire, the character can start a dialogue with the Teddy Bear, uncovering the mysteries about the story.

Recap of the main objective

To survive the player has to:

- Maintain warm body temperature (see 🦕 Survive in the Snowstorm (Old))
- Maintain the clothes' integrity high (see ⚠️ Clothes (Removed))
- Escape the creature (see 🦕 Survive the Creature (Old))

To discover what happened to the main character's family the player has to:

- Use the Teddy Bear to find footstep trails in the snow
- Unlock all Teddy Bear's dialogues

Secondary Objectives

- Light all the campfires ❓
- Collect all the house items ❓
- TBD

Core Loop (Old)

Responsibility of MO @Michael Orsini

Version and Changes
Core Loop Diagram

Version and Changes

Storico cambiamenti

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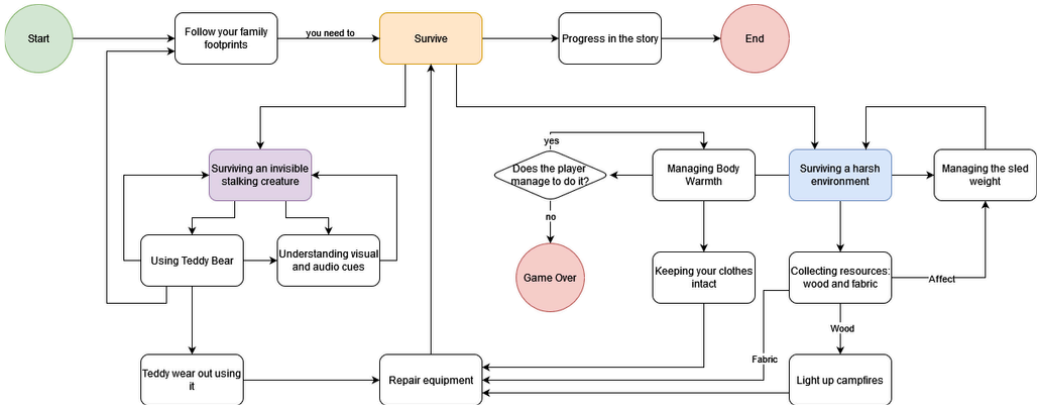
Developer	Date	Details
Michael	20 giu 2024	First draft template
Michael	25 giu 2024	Added the Core Loop Diagram

As developers, we need an understandable gameplay loop diagram to have a clear view of the gameplay loop and facilitate the development

Core Loop Diagram



Core Loop

Constraints (Old)

Responsibility of DS @Dionisio Sfondilias (Unlicensed)

Version and Changes
Constraints
Snowstorm
Low Temperatures
Low Visibility
Equipment Integrity
Crafting with No Inventory System
Recap

Version and Changes

Storico dei cambiamenti

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v. 7	lug 03, 2024 17:38	Michael Orsini
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v. 5	lug 03, 2024 17:05	Michael Orsini
v. 4	lug 03, 2024 15:54	Michael Orsini
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Developer	Date	Details
Michael	20 giu 2024	First draft template
Michael	24 giu 2024	Added a brief description

In this section we need to identify and describe what are **the game constraints to the player**.

- What are the disturbing elements of the game against the player during their playthrough?

1. The Snowstorm
2. Low Temperatures
3. Low visibility

4. Equip Integrity
5. Crafting with no Inventory System

Constraints

Snowstorm

Snowstorms are a significant environmental constraint in the game, posing severe challenges to the player's survival.

- **Effect on Movement**: Snowstorms drastically reduce the player's movement speed, making it harder to navigate through the terrain.
- **Visibility**: During snowstorms, visibility will be extremely limited, obscuring paths, landmarks, and potential threats.
- **Body Warmth**: Snowstorms rapidly decrease the player’s body warmth, necessitating frequent use of campfires and clothes in good shape to prevent freezing.
- **Audio Cues**: The howling wind during a snowstorm may drowns out crucial audio cues, making it difficult to detect the presence of the invisible stalking creature, as well as the other enviromental sounds.

Low Temperatures

Low temperatures are a constant threat that requires continuous management.

- **Body Warmth Management**: The player must constantly monitor and maintain their body warmth through various means such as lighting campfires, wearing intact clothing, and seeking shelter.
- **Impact on Resources**: Low temperatures increase the consumption of resources like wood and fabric, which are essential for keeping warm.
- **Health Effects**: Prolonged exposure to low temperatures can lead to hypothermia, gradually reducing the player’s health (until its death) and impairing their abilities.

Low Visibility

Low visibility, often caused by environmental conditions like fog, snowstorms, and nightfall, significantly impacts gameplay.

- **Navigational Challenges**: The player must rely on close-range landmarks and footprints to navigate, increasing the risk of getting lost.
- **Threat Detection**: Low visibility makes it harder to spot threats, both environmental and from the invisible creature, heightening the player's sense of vulnerability.
- **Resource Searching**: Finding resources such as wood and fabric becomes more difficult, requiring the player to spend more time and effort searching due to the low-visibility condition.

Equipment Integrity

Equipment integrity is a crucial factor that the player must manage to ensure survival.

- **Wear and Tear**: Items like clothing and the Teddy Bear degrade over time and with use, necessitating regular maintenance and repair.
- **Repair Mechanic**: Players must collect specific resources to repair their equipment, balancing the need to maintain their gear with other survival priorities.
- **Strategic Use**: The player must strategically decide when to use equipment, as overuse can lead to premature degradation and increased vulnerability.

Crafting with No Inventory System

Crafting in the game is designed to be immersive and realistic, with no traditional inventory system to store resources.

- **On-the-Spot Crafting**: Players must craft items on the spot using resources they find in the environment, making real-time decisions about what to create.
- **Resource Management**: Without an inventory system, players can only carry a limited amount of resources on their sled, requiring careful management of what to collect and use.
- **Immediate Utilization**: Crafted items must be used or equipped immediately, emphasizing the importance of planning and resource allocation.
- **Dynamic Crafting**: The crafting system encourages players to adapt to their immediate surroundings and needs, fostering a sense of urgency and realism in survival situations.

These constraints collectively create a challenging and immersive survival experience, requiring players to strategically manage their resources, navigate through harsh environments, and continuously adapt to the evolving threats and conditions they face.

Recap

These constraints collectively create a challenging and immersive survival experience, requiring players to strategically manage their resources, navigate through harsh environments, and continuously adapt to the evolving threats and conditions they face.

- **The Snowstorm**
- **Low temperatures**
- **Low visibility**
- **Equipment integrity**
- **Crafting with no inventory sytem**

Success (Old)

Responsibility of @Giacomo Franzoso

- Version and Changes
- Overview
- Win condition
- How to meet the win conditions
- Obstacles for the player to meet win conditions

Version and Changes

Storico dei cambiamenti

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v. 8	lug 03, 2024 17:05	Michael Orsini
v. 7	lug 03, 2024 15:56	Michael Orsini
v. 6	lug 03, 2024 15:55	Michael Orsini
v. 5	lug 02, 2024 11:24	Giacomo Franzoso
v. 4	giu 27, 2024 22:30	Giacomo Franzoso
v. 3	giu 24, 2024 18:45	Michael Orsini
v. 2	giu 20, 2024 09:55	Michael Orsini
v. 1	giu 20, 2024 09:41	Michael Orsini

Developer	Date	Details
Michael	`20 giu 2024`	First draft template
Michael	`24 giu 2024`	Added a brief description
Giacomo	`27 giu 2024`	Blockout

In this section we need to list out **what defines the win and fail conditions in the game**.

WIN

- What’s the win condition of the game?
- How can the player win the game?
- How is the game going to try to keep the player from winning the game?

Overview

In this section are listed the winning conditions to beat Project Winter and an overview on the obstacles the player meets during its progression through the game that will try to keep it from winning the game (a complete overview on this can found in the 🦕 Failure (Old) section). All the conditions shall be met to win the game and the player can progress towards the fulfillment of the conditions in a non-linear way, taking different paths during every gameplay and meeting the conditions in different orders.

Win condition

The player wins the game when it unlocks all the main Teddy Bear’s dialogues and reaches the end of the main storyline. In the 👷 Objectives section there are all the objectives of the game liste. In this section the focus is on the main objective only and how to met the win conditions.

How to meet the win conditions

To beat the game the player has to use Teddy and take care of it. During the exploration sessions the player has to use Teddy to see the footprints of his family. The footprints guide the player towards the next campfire, and between the campfires the player can find Points of Interest such as abandoned villages, isolated houses, watch towers and the like. Maintening the integrity of Teddy is crucial to progress the game. Without Teddy, the player cannot unlocks dialogues with it, resulting in the loss of paramount parts of the story that must be revealed to beat the game.

To maintain the Teddy’s integrity, the player must gather Fabric during the exploration session and use it at campfires through the crafting system. The system works as follows:

- Once the campfire is lit, the player can sit down at it, entering the crafting system;
- In the crafting system the player can interacts with the Fabric, using it to restore integrity of Teddy.
- In the crafting system the player, using Fabric, can also patch up its clothes to restore their integrity.

Campfires are also fundamental to raise the body temperature, avoiding the character freezing to death.

Obstacles for the player to meet win conditions

The game tries to keep the player from met the win conditions with two different main obstacles:

- **The Snowstorm** (🦕 Survive in the Snowstorm (Old))
- **The Creature** (🦕 Survive the Creature (Old))

The Snowstorm affects the player in different ways, and it is a constant threat that gives a time constraint to every exploration session. The effects of the Snowstorm on the player are:

- Degradation of the integrity of the clothes, resulting in shorter time of exploration due to lower resistance to the freezing cold due to a faster lowering of the body temperature;
- Degradation of the integrity of the Teddy Bear, resulting in the breaking of the Teddy Bear once the integrity reaches zero, making it unusable to progress through the story.

- Lowering the body temperature, resulting in the character’s death if the body temperature reaches zero.

The creature is the other main threat that will chase the player since the beginning, adding another obstacle to the exploration phase, making it even harder. The effects of the creature on the player are:

- Once the creature spawns, the player must flee in the opposite direction of it to escape it and make it disappear, allowing the character to explore again without the fear of being chased;
- If the creature catches the player and attacks it, the clothes of the character are ripped up, resulting in losing of integrity;
- The attack of the creature will make the Teddy Bear falls off the character’s hand, triggering a respawn of the character at the last campfire.

Failure (Old)

Responsibility of @Giacomo Franzoso

Version and Changes
Fail condition
Influence on the player
Consequences of meet the Fail condition

Version and Changes

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v. 4	giu 27, 2024 22:58	Giacomo Franzoso
v. 3	giu 24, 2024 18:46	Michael Orsini
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v. 1	giu 20, 2024 09:41	Michael Orsini

Developer	Date	Details
Michael	`20 giu 2024`	First draft template
Michael	`24 giu 2024`	Added a brief description
Giacomo	`27 giu 2024`	Blockout

In this section we need to list out **what defines the win and fail conditions in the game**.

FAIL

- How can the player encounter the fail condition?
- How is the fail condition going to influence the player during the game?

- What are the consequences of the fail mechanic?

Fail condition

The player loses the game when the character freezes to death as its clothes are completely worn out (torn apart, torn out).

Influence on the player

Consequences of meet the Fail condition

🦕 Progression (Old)

Responsibility of @Dionisio Sfondilias (Unlicensed)

Version and Changes

Developer	Date	Details
Michael	20 giu 2024	First draft template
Michael	24 giu 2024	Added a brief description
Dionisio	02 Luglio 2024	Wrote the section (probably need to add details for Map Structure)

Player Objective

The player's main objective in **Project Winter** game is to follow the footprints of their family and survive against various threats in a harsh environment. The journey involves managing resources, facing an invisible stalking creature, and maintaining body warmth to progress through the story and reach the end goal.

Story Influence on Player Progression

The story is a driving force behind the player's progression. As the players follows their family's footprints, they will uncover clues about what happened to their loved ones, which propels them deeper into the game's narrative. The story elements are revealed through environmental storytelling, encounters with the invisible creature, and the usage of the Teddy bear. Each plot revelation not only enriches the player's understanding of the narrative but also introduces new challenges, ensuring that the player's progression is tightly intertwined with the unfolding story.

- **Beginning**: The player starts by following their family's footprints, initiating their journey into the cold unknown.
- **Mid-Game**: The player learns to survive the invisible creature and the harsh environment, uncovering more about their family's fate.
- **Ending**: The player’s survival skills and discoveries lead them to the climax of the story, where they face the final challenges to reach the conclusion.

Challenges and Map Structure

The game world is designed to present a series of escalating challenges that the player must overcome to progress.

- **Starting Area**: The player begins in a relatively safer area where they learn basic survival mechanics, such as gathering **Resources**, following **Footprints** and understanding visual and audio **Cues**.
- **Intermediate and Advanced Areas**: As the player ventures further, they encounter the **Creature**, requiring them to use tools like the **Teddy bear** for detection. Furthermore, player must manage body warmth by keeping clothes intact and lighting campfires. Players will need to collect resources like wood and fabric while managing the sled's weight to ensure they can carry essential items.
- **Final Area**: The environment becomes increasingly hostile, testing all the survival skills the player has learned. Proper resource management and strategic decision-making become crucial as they approach the story's climax and will need to unlock all the Teddy bear's dialogues, light all campfires and [???]

The map structure supports these challenges by offering harsh terrains and environment, with unique gameplay and visual threats. [???]

Learning the Game

The player's journey begins with a carefully designed tutorial phase that integrates a quick and engaging learning curve into the gameplay experience.

- **Initial Guidance**: The game starts with clear instructions on following footprints and performing the main gameplay features. Early objectives are straightforward to help the player acclimate to the controls and mechanics.
- **Contextual Tips**: Throughout the game, contextual visual and audio cues guide the player on how to survive against the invisible creature. These cues help the player understand when to use the Teddy Bear and how to interpret the environment's signals.
- **Resource Management Training**: Early sections teach the importance of collecting and managing resources like wood and fabric. Players also learn to balance their inventory by managing the sled's weight and understanding the need for repairing equipment.
- **Survival Skills Development**: As the game progresses, the player is introduced to more complex survival mechanics, such as managing body warmth, lighting campfires, and maintaining clothing.

These concepts are gradually introduced to avoid overwhelming the player; the game ensures that players of all skill levels can progress through the story and face the challenges ahead

Survive in the Snowstorm (Old)

Responsibility of TB @Tommaso Bacci

Version and Changes
OVERVIEW
Survive the Snowstorm
Body Temperature
Survive in the Snowstorm Loop

Version and Changes

Storico cambiamenti

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v. 18	lug 03, 2024 17:12	Michael Orsini
v. 17	lug 03, 2024 16:27	Michael Orsini
v. 16	lug 03, 2024 16:08	Michael Orsini
v. 15	lug 03, 2024 12:38	Michael Orsini
v. 14	giu 28, 2024 13:01	Michael Orsini
v. 13	giu 27, 2024 22:30	Tommaso Bacci
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v. 11	giu 27, 2024 22:06	Tommaso Bacci
v. 10	giu 27, 2024 22:05	Tommaso Bacci
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Developer	Date	Details
Michael	20 giu 2024	First draft template
Michael	24 giu 2024	Added a brief description
Michael	27 giu 2024	Added the Survive the Snowstorm Loop diagram
Tommaso	27 giu 2024	1st Section Compile

In this section we need to describe the Survive Progression during the game.

Based on the gameplay loop, we need to define what are the elements that define the survival aspect of the game and how the player will interact with them during the experience.

- What are the things the player must do in order to **survive the Environment**?

OVERVIEW

The survival nature of Project Winter is based on two specific gameplay elements that identify the difficulties, the environment and the Creature, that the character must be able to cope with to survive and reach the conclusion of the narrative experience.
Thus, adapting to problems for the player is an essential skill for proper game progression. It stimulates the development of a coherent and contextual strategy, which governs the player's behaviours and actions concerning evaluating situations and carefully weighing paths to take while exploring the game world.
This section describes the elements that enable the two systems to function correctly within the game flow.

Survive the Snowstorm

As a survival game, Project Winter incentivizes the player to explore the game world to proceed with the experience. The need for exploration, however, also identifies the need to expose oneself to the elements that characterize a blizzard, thus putting the player's life at risk.

Exposing oneself to the dangers of the game world becomes essential to the player's survival, who constantly struggles to maintain their body temperature and is forced to continually search for valuable items to continue their journey through the hostile environment. Firewood and pieces of cloth salvaged from abandoned houses and the surrounding environment define the odds of success for the player within a punishing and unforgiving game world.
Exploration also identifies the player's only chance to proceed in the game's narrative flow. The player finds themselves on an inevitable journey to try to find their family and, toward the end of the narrative plot, gradually uncovers the truths hidden by a story that develops around psychological elements and guilt-related themes.
Project Winter, therefore, forces the player to explore and expose themselves to the dangers of the game world for both gameplay and narrative implications, playing on the sense of urgency and maintaining a balance of consistency in terms of the game loop.

From the moment they leave a safe zone to continue his exploratory journey, the player, as previously identified, exposes himself to the dangers of a harsh environment that will gradually strain his resources.

In Project Winter, the environment affects various parameters related to the player's survival:

Body Temperature

Amid severe weather, the player exposes their body to severe temperatures, putting their body temperature at risk and, consequently, putting their life at risk due to hypothermia.

Players can face the threat of freezing sheltering near campfires and keeping their clothes intact.

For further details: 👷 Campfire System , ⚠️ Clothes (Removed)

- **Temperature**: Amid severe weather, the player exposes their body to severe temperatures, putting their body temperature at risk and, consequently, putting their life at risk due to hypothermia.
- **Visual capabilities**: Following the physical and biological principles of human response to harsh temperatures (increasing the level of in-game immersiveness), the blizzard negatively affects the player's visual capabilities during exploration. Initially, as a simple limitation to the visibility distance, the cold weather gradually erodes the player's visual abilities, blurring their vision and eventually limiting their peripheral vision. The progress of the player's freezing level is identified diegetically by UI elements that gradually make an ice effect applied in overlay to the player's vision more and more prominent.
- **Clothes Conditions**: In Project Winter, the environment has adverse effects on the character's body and the condition of their clothes. As time passes in the blizzard, the player's clothes suffer damage caused by wear and tear in the outdoor environment.
  The condition of the clothes identifies the only defence the player possesses against the harsh climate of the blizzard and defines the rate at which the body temperature drops toward the threshold of hypothermia. An optimal clothing condition allows the player to spend more time exploring; in contrast, broken clothes fail to maintain proper body temperature, thus limiting exploration opportunities. During exploration, the player must retrieve materials useful for crafting to recover clothes that have reached critical condition.
  Keeping one's clothing in optimal condition is essential for the player to overcome the difficulties and dangers in their journey to find their family.
- **Player’s Equiment Conditions**: The harsh environment also impacts the condition of clothing and the items available to the player.
  When exposed to the blizzard, the Puppet and the Sled suffer damage over time, limiting their functionality to the point of inability to use them.
  As with clothing, the player must be able to retrieve valuable materials to repair their items to increase their chances of survival.
  If the Puppet breaks due to damage caused by the environment, the player loses the ability to interface with it. This affects the player's chances of identifying the Creature's presence in the vicinity and the ability to more easily perceive tracks to follow on the ground.
  Similarly, if the player does not take care of the condition of the Sled, it gradually loses the tool's carrying capacity, decreasing the amount of materials the player can carry from one area to another. This results in decreased opportunities for repair and the creation of bonfires useful for restoring their body temperature.

As previously mentioned, Project Winter's Survival nature requires the player to constantly manage their resources to stay alive and survive the dangers of the game world. If, during exploration, the player loses too much body heat, their cognitive and movement effectiveness gradually declines within the blizzard until they reaches hypothermia.
In Project Winter, the hypothermia condition identifies the **game's Fail condition**, resulting in a game over for the player and subsequent re-entry into the game from the last checkpoint visited.
Suppose the player enters a hypothermic state during exploration. In that case, they lose the unsaved progress achieved, defining the need to retrace the path by trying to apply a different strategy to remedy the issues that led to the previous game over. This way, the game incentivizes the player to try to think and modify their strategy contextually to the dangers encountered while exploring the game world, creating a sense of learning and reward for using different playstyles.

During the exploration phase of the game areas, the player can engage in some activities practical for continuation within the game and related to survival mechanics:

- **Gathering**: During exploration, the player must be able to retrieve the materials needed to sustain their resource base. Scattered around the game areas amidst the blizzard, the player can find and decide to retrieve wood and pieces of fabric:

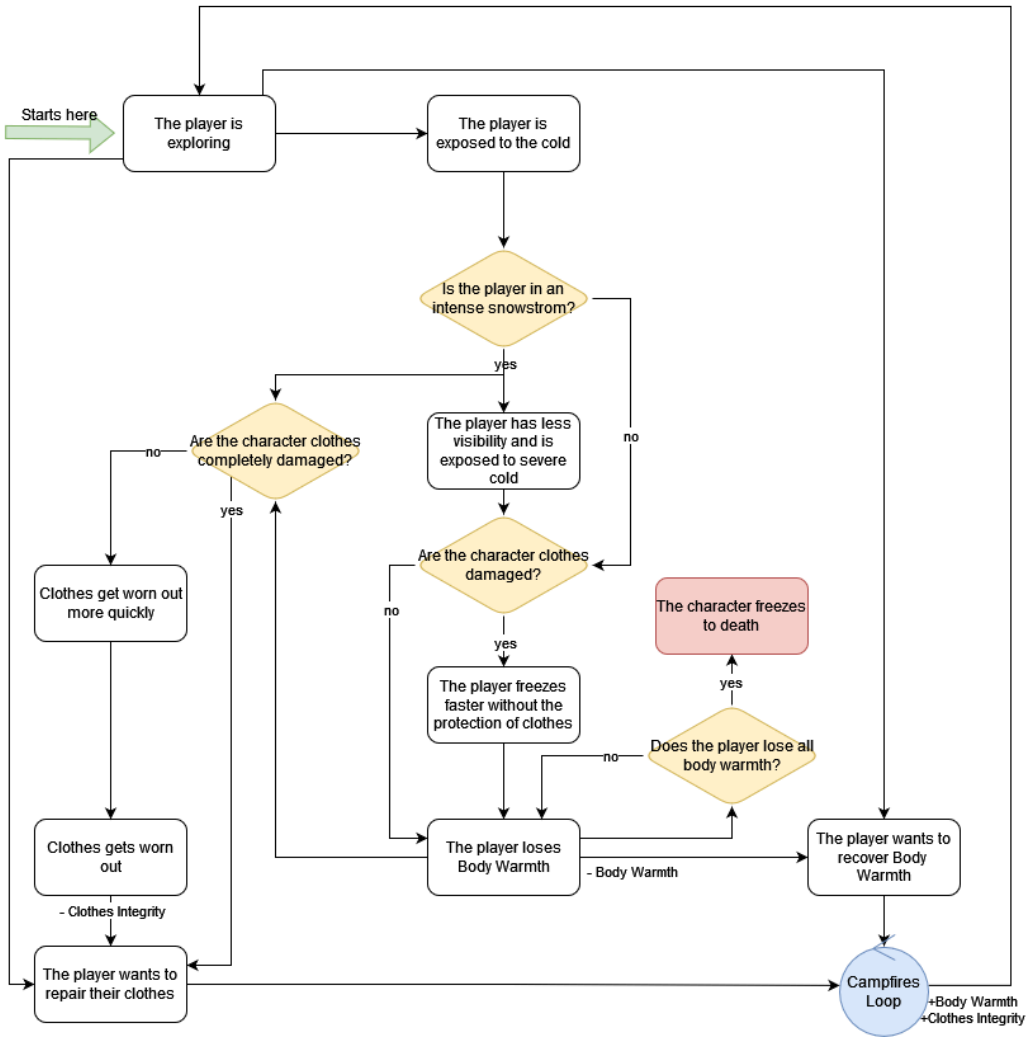
1. Wood is used to repair the Sled and as fuel for lighting and maintaining the bonfire in the safe zones
2. Pieces of fabric are used to repair both the player's clothing and the condition of the Teddy Bear.
   In-game, the Sled allows the player to increase the maximum number of objects that can be carried at once.
   The tool introduces within the gameplay:

1. Mechanics of managing the resources available to the player.
2. Mechanics of managing player movement within game areas to avoid losing their inventory.
3. Player movement constraints related to the weight carried on the Sled.
   The Sled also identifies a game design stylistic choice that maintains a complete diegetic UI without introducing a graphical interface.

- **Follow the Tracks**: While exploring, the player must scout and follow the footprints of his or her family to progress within the game world.
  Amid the blizzard that descends relentlessly on the area, the player's visibility is limited by mist and snow. Thanks to the Teddy Bear, the player can highlight the tracks on the ground more, making it easier to follow and reach the next point of interest.
  Thus, it is apparent that orientation within the game world is closely related to correctly finding and following tracks on the ground.
  If the Teddy Bear breaks down during exploration due to environmental damage, the player's orientation suffers an important limitation. This consequently increases the difficulty of movement within the game world and, therefore, the overall level of game difficulty related to the player's survival.
- **Searching for the next Safe Zone**: To continue in the game, the player must find and use Safe Zones to recover the primary in-game resource: body temperature.
  By following tracks on the ground, the player can reach and activate new Safe Zones, which can increase the player's chances of survival in the blizzard.
  Safe Zones are also the only place where players can light a bonfire and access Crafting functions.
- **Crafting**: When sitting at a campfire, the player can access the crafting functions available in Project Winter. To avoid replicating the typical clichés of the Survival genre, in Project Winter, the crafting system is limited to providing the player with options limited to repairing clothes and tools available to the player.
  Again, the game offers an entirely diegetic UI devoid of graphical interfaces to maintain the player's high level of immersiveness. Simply by moving the camera, the player can select the materials needed for repair and visually associate them (overlaying assets) with the object to be repaired to proceed with the action. This creates the idea of an Ameno place where the player has complete control over their actions, as opposed to the gameplay experience during exploration, where the player has to evaluate theuir actions and decisions in relation to the external stimuli of their surroundings.

In conclusion, Project Winter leads the player to experience the necessity of surviving an adverse game world, spurred on by mechanics that move and force the player to push outside the safe zones to face the dangers of the blizzard while trying to survive and continue in the game.
Consciously managing one's resources, retrieving valuable materials, reasoning and evaluating the best route to take while exploring, and responding correctly to the unforeseen events that arise during the journey are the fundamental elements of Project Winter's survival set-up.

Survive in the Snowstorm Loop



Survive the Cold Loop

👷 Campfire System

Survive the Creature (Old)

Responsibility of TB @Tommaso Bacci

Version and Changes
Overview
The Creature in the Woods
A Matter of Choices
Failure of the Player
Immersiveness at the Service of the System
Running for Safe Zones
Survive the Creature Loop

Version and Changes

Storico cambiamenti

Versione	Data	Commento
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v. 23	lug 03, 2024 17:37	Tommaso Bacci
v. 22	lug 03, 2024 17:32	Tommaso Bacci
v. 21	lug 03, 2024 17:32	Tommaso Bacci
v. 20	lug 03, 2024 17:31	Tommaso Bacci
v. 19	lug 03, 2024 17:29	Tommaso Bacci
v. 18	lug 03, 2024 17:27	Tommaso Bacci
v. 17	lug 03, 2024 17:26	Tommaso Bacci
v. 16	lug 03, 2024 17:23	Tommaso Bacci
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v. 14	lug 03, 2024 16:27	Michael Orsini
v. 13	lug 03, 2024 16:15	Michael Orsini
v. 12	lug 03, 2024 16:09	Michael Orsini
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v. 9	giu 26, 2024 19:33	Michael Orsini

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v. 7	giu 26, 2024 17:08	Michael Orsini
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v. 5	giu 26, 2024 12:26	Michael Orsini
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v. 3	giu 26, 2024 12:25	Michael Orsini
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Developer	Date	Details
Michael	20 giu 2024	First draft template
Michael	24 giu 2024	Added a brief description
Michael	26 giu 2024	Added the Survive the Creature Loop Diagram
Tommaso	3 lug 2024	Compiled the section

In this section we need to describe the Survive Progression during the game.

Based on the gameplay loop, we need to define what are the elements that define the survival aspect of the game and how the player will interact with them during the experience.

- What are the thing the player must do in order to **survive the Creature**?

Overview

In Project Winter, the storm is not the only danger awaiting the player. A terrible entity lurks in the shadows, ready to hunt down anyone unfortunate enough to pass in its vicinity.

Lacking any defensive tools, the player cannot confront the Creature in a showdown; the only viable option is to escape.

In Project Winter, the player must, therefore, manage to survive, avoiding running into this Entity's hungry clutches by altering their exploration strategy while managing their resources as best as they can.

In Project Winter, the Creature identifies a continuous constraint for the player, increasing the overall difficulty of the exploration phase and affecting the player's sense of oppression and anxiety.

Summarising the general characteristics of the Creature:

- The Entity is present in the game world, and the player can enter its hunting grounds.
- The player has no way to confront the Creature directly.
- The Entity identifies a constraint for the player
- The Entity reinforces the player's sense of oppression and anxiety.

The Creature in the Woods

To progress in the story and succeed in rescuing himself from the critical situation in which he finds himself, the player needs to explore the surroundings of the game world and find their way back to his family; in doing so, the player becomes vulnerable to the attacks of the Entity inhabiting the area.

Following the logic of the 👷 Creature System , the Entity senses the player's position once they have entered the Hunting Zone and begins its pursuit phase.

Like a predator with its prey, the Creature follows a behaviour aimed at eroding the victim's nerves, playing on the psycho-physical pressure and exhausting the victim, thus ensuring an easy hunt.

For these reasons, the Entity tends never to show itself before it is sure to get the better of its victim, preferring instead to cut off escape routes and leave visible traces of its presence as if to simulate an omen for the victim.

The player, therefore, in addition to the limited visibility due to the blizzard, also has very few opportunities to identify the exact location of the monster due to its hunting strategies.

A Matter of Choices

To survive an attack, the player must move and try to escape the Creature as soon as possible, thus decreasing the chances of the Creature being able to identify precisely where it is.

1. Hone One's Senses
2. Listening to one's senses
3. Using the Teddy Bear

These are the only tools the player can use to stay alive.

In these phases, the Teddy Bear plays a vital role in countering or even preventing the Creature's attack.

By interacting with it, the player can receive helpful information, listen to and interpret the Teddy Bear's cries, assume the Creature's proximity, modify their route, or follow a strategy to pass helplessly.

To see how the Teddy Bear works explicitly, go to the 👷 Teddy section.

It is possible that during the escape phase, the player may lose their way, finding theirself in the middle of the blizzard, putting their survival at risk if their body temperature is at critical levels.

This *dynamic* introduces a certain amount of survival gameplay that affects the *aesthetic* of Urgency and Anxiety Factors.

Failure of the Player

As in nature, escape is only sometimes successful.

If the Creature succeeds in exhausting and reaching the player, the attack event occurs.

When attacked, the player suffers specific in-game maluses:

- The player enters a **State of Paranoia**.
- In the grip of **Paranoia**, the player damages and drops the Teddy Bear on the ground.
- The player suffers damage to their clothing.
- The player loses consciousness and wakes up at the last Campfire visited.

After waking up at the Campfire, the player needs to recover the Teddy Bear in order to continue into the game; to do so, the player can retrace their footsteps to find the lost item.

Immersiveness at the Service of the System

Although in Project Winter, there are no arbitrary impositions on the need to retrieve the Teddy Bear, the game leads the player to feel this need in an introspective manner that is consistent with the survival experience; without the doll, the

player loses interaction with two mechanics that are important to the unfolding of the game:

1. The ability to highlight family footprints within the blizzard.
2. The ability to sense the presence of the Creature nearby.

In doing so, Project Winter creates an intrinsic necessity to the gameplay that leads the player to see the Teddy Bear as an essential tool to be cared for and kept safe during one's journey.

Running for Safe Zones

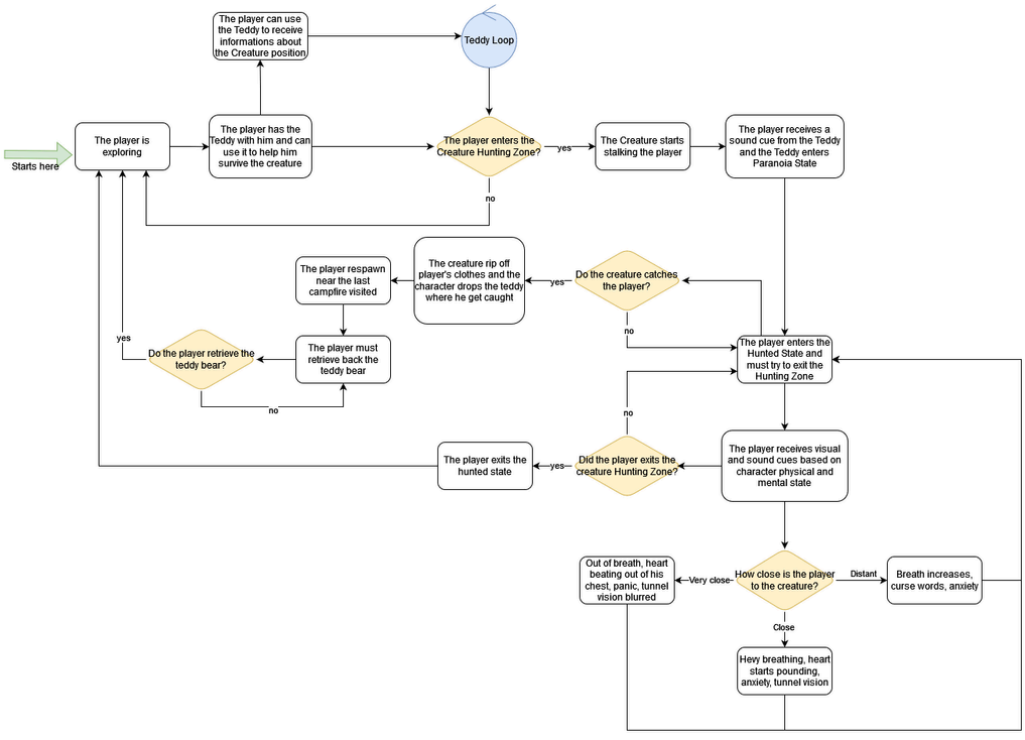
During the escape phase from the Creature, the player can also try to save theirself by reaching a Safe Zone identified by the Campfire.

On a narrative level, Safe Zones positively affect the character's psychological state, providing a sense of peace and tranquillity from the dangers of the game world.

Because it is tied to the character's psyche, the Creature cannot attack or follow the player within one of these Safe Zones.

Escaping to a Campfire already known to the player introduces a sense of urgency and vulnerability reminiscent of classic horror films and the natural emotional response of humans: 'to return to something known to escape the unknown'.

Survive the Creature Loop



Survive the Creature Loop

👷 Core Mechanics

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 5)	**set 10, 2024 12:11**	**Michael Orsini**
v. 4	lug 04, 2024 16:56	Tommaso Bacci
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v. 2	lug 03, 2024 18:02	Michael Orsini
v. 1	lug 03, 2024 17:58	Michael Orsini

Developer	Date	Details
Michael	3 lug 2024	Created

Introduction

Mechanics

- 👷 Creature System
- 👷 Campfire System
- 👷 Equipment System
- Footsteps
- 👷 Body Temperature
- Gathering System
- Resources
-

👷 Creature System

Responsibility of MO @Michael Orsini

- Version and Changes
- Overview
- Danger Factor
  - ⚠️ Burnt Memories (Removed)
- Creature Spawn System
  - Looking at the Creature
  - Use Case
- Creature Attack System
  - Number of attacks
  - Use Case

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 16)	**set 10, 2024 13:59**	**Michael Orsini**
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v. 13	set 10, 2024 12:43	Michael Orsini
v. 12	ago 25, 2024 17:13	Michael Orsini
v. 11	ago 02, 2024 16:19	Michael Orsini
v. 10	lug 30, 2024 18:17	Michael Orsini
v. 9	lug 30, 2024 12:32	Giacomo Franzoso
v. 8	lug 29, 2024 22:48	Michael Orsini
v. 7	lug 29, 2024 22:42	Michael Orsini
v. 6	lug 29, 2024 22:09	Michael Orsini
v. 5	lug 29, 2024 18:32	Michael Orsini
v. 4	lug 29, 2024 18:26	Michael Orsini
v. 3	lug 29, 2024 18:19	Michael Orsini
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Developer	Data	Details
Michael	3 lug 2024	Created
Tommaso	3 lug 2024	Section created

Michael	29 lug 2024	Filled in: Danger Factor, Creature Spawn System, Creature Attack System

Overview

The Creature is one of the main threats in the game and aims to create constant pressure on the player. The Creature's behavior and activity depend on the different areas of the game, giving the player a growing difficulty when exploring.

The Creature System aims to create anxiety spawning the Creature in different unpredictable positions pushing the player to be in constant movement and find new paths and approaches to areas and survival.

Danger Factor

The Danger Factor is a value associated with Areas in the game that determines the level of the Creature's activity in that area. All the Creature's behavior depends on this factor:

- **Spawn System:**
  - The **time to spawn** after entering the zone and after despawning, with high Danger factors the Creature spawns faster.
  - The **time before despawning**, with high Danger factors the Creature despawns faster.
  - The **spawn angle position**. The creature spawns behind the player, at higher levels of Danger the Creature spawns in more positions around the player spawning also in front of the player at the highest level of danger.
  - The **spawn distance position**. The creature spawns at a distance the first time and then comes closer, with high Danger the Creature's first spawn is closer to the player.
- **Approach Speed:** The space covered when approaching the player, with higher Danger factors the Creature covers more space.
- **Attack Speed:** The time to attack, with higher Danger the Creature's attacks are quicker (both when close and when looking at it).
- **Heartbeat:** The heartbeat SFX increases in sound and frequency scaling with the Danger Factor

Variable	Value
Time to Spawn (Base)	
Time Before Despawn (Base)	
Approach Speed (Base)	
Attack Speed (Base)	

⚠ Burnt Memories (Removed)

The Danger Factor scales also with the Burnt Memories level corresponding to an increase in the Creature activity and difficulty.

Creature Spawn System

The Creature Spawn System is highly dependent on the Danger Factor and composed of:

- **Spawn time:** The time that passes from entering an area with a Danger Factor or the Creature's despawn and the Creature spawning. This translates to the time the Creature is not instanced in the game.

- **Despawn time:** The time that passes from the Creature spawning and the Creature despawning. This translates to the time the Creature is instanced in the game.
- **Spawn angle position:** The angle area behind the player where the Creature can spawn. At higher levels of Danger, the angle broadens, reaching 360° at the highest level.
- **Spawn distance position:** The ring area where the Creature can spawn complementary between the Safe Area and the Spawn Area.
  - **Safe Area:** The area around the player where the Creature cannot spawn (smaller than the Spawn Area).
  - **Spawn Area:** The area around the player where the creature can spawn (bigger than the Safe Area).
- **Approach Speed:** How fast the Creature gets closer to the player after each despawn and spawn. At high Danger, the Creature covers more distance.
- **Creature spawned VFX:** When the Creature spawns, if the creature is not in the player FOW, some creeping VFX a the camera border plays.
- **Creature spawned SFX:** When the Creature spawns some SFXs play.

The Danger factor influences these elements changing the threat that the Creature poses. Starting from a passive and easy-to-evade creature at low danger and reaching oppressive and pressuring behavior at higher danger.

See 👷 Creature System | Danger Factor.

Looking at the Creature

While the player is looking at the Creature, the Creature cannot despawn until the Creature exits from the player's vision's cone. When the Creature exits the player's vision cone, the Creature despawns immediately.

As soon as the Creature enters the player's camera frame a high and sudden SFX must play together with an increasing, pressuring SFX and VFX.

Use Case

The Creature Spawning System works as follows:

1. The player enters a zone with a Danger Factor;
2. The Creature activates and spawns in the intersection area between the Spawn angle position and the Spawn distance position after spawn time;
3. The player receives a sound cue alerting that the Creature is active;
4. The player tries to escape from the Creature:
   a. If the player succeeds, the Creature despawns after despawn time and respawns as in point 2.
   b. If the player fails to escape far enough, the Creature despawns after despawn time, the Safe Area and the Spawn Area shrink, and the Creature spawns after spawn time in their intersection area.

Creature Attack System

The Creature can attack the player in 2 ways:

- **Proximity:** If the Creature gets close enough to the player, the Creature attacks the player.
- **Line of sight:** If the player has the Creature in its cone of sight for too much time, the Creature attacks the player.

The **attack time** required for the Creature to attack the player via line of sight depends on the Danger factor, with higher Danger the creature attacks the player faster.

Number of attacks

The Creature must attack the player 2 times in total to kill the player with the second attack being the lethal one. The first attack has VFX and SFX on the player, pushing or pulling the main character onto the ground and ⚠️ damaging most of its Equipment. The second deadly attack has even stronger visual effects, and sound effects and kills the player.

See also: 🦕 Failure (Old) ;

The Creature damages X Equipment at random for Y damage;

After an attack the Creature despawns and the Spawn System resets.

Use Case

The Creature Attack System works as follows:

1. The Creature is chasing the player;
2. If the player looks at the creature for too long:
    a. The Creature attacks the player and despawns.
3. The Creature gets close enough to the player;
4. The Creature attacks the player and despawns.
5. If it's the first attack, the player gets knocked down and the Equipment gets damaged;
6. If it's the second attack, the player dies.

👷 Movement System

Version and Changes
Overview
Walking
Sprinting

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 4)	**ago 08, 2024 18:52**	**Michael Orsini**
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Developer	Data	Details
Michael	7 ago 2024	Created
Michael	8 ago 2024	Filled in: Overview, Walking, Sprinting

Overview

ProjectWinter is a first-person game that allows players to move freely in the environment. The player will feel the heaviness of the items in the Backpack and the snowstorm on his steps increasing the sense of impotence and pressure. The player can sprint for a brief duration to improve the movement speed.

Walking

The player can move around the world freely using the movement keys at walking speed. While walking the SFX of steps in the snow plays and a fading VFX of footprints is left behind the player. The Weight the player is carrying slows down the player reducing the Walking Speed. This reduction doesn't affect the Sprint Speed.

Walking Speed:

- Normal Weight: 575 cm/s
- High Weight:
- Max Weight:

Sprinting

Sprinting will increase the player's movement speed for a brief duration allowing players to escape dangerous situations and have moments of relief. After sprinting the main character emits a short breath SFX. The Sprint has a cooldown. The

Sprint is affected by the Weight the player is carrying, more Weight will reduce the Sprint duration and slows down the Sprint Cooldown.

Sprint Speed:

Sprint Duration:

- Normal Weight:
- High Weight:
- Max Weight:

Sprint Cooldown:

- Normal Weight:
- High Weight:
- Max Weight:

👷 Weight System

Version and Changes
Overview
Weight
Slow

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 6)	**ago 12, 2024 18:04**	**Michael Orsini**
v. 5	ago 12, 2024 18:03	Michael Orsini
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Developer	Data	Details
Michael	7 ago 2024	Created
Michael	8 ago 2024	Filled in: Overview, Weight, Slow

Overview

The Weight System aims to add layers of pressure to the player to enhance the gameplay. During gameplay, the player has to manage items and Equipment to bring in their exploration to optimize movement and make it easier to escape from the Creature. The Weight System influences the Movement System and the Backpack contents.

Weight

The Weight is strictly related to the Backpack and has 2 factors:

- **Maximum Weight**: The maximum amount of weight the Backpack can carry, translates into the number of Equipment and Resources the player can carry.
- **Current Weight**: Given by the total weight of Equipment and Resources currently in the Backpack, corresponds to a proportional slow for the player.

Upon reaching or going over the **Maximum Weight** the player reaches maximum slow and the Backpack icon flashes on screen.

Slow

The Weight influences the player’s movement speed.

Higher Current Weight corresponds to a Movement speed slowing effect following the formula:

<Insert formula here>

The player must weigh carefully to explore efficiently and not succumb to the cold.

👷 Body Temperature

Responsibility of TB @Tommaso Bacci

Version and Changes
Overview
The Influence of the Cold
Cold System
🦕 The Role of Clothing (Deprecated)
How to replenish the Body Temperature
🦕 Body Temperature Loop (Deprecated)

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 13)	**set 10, 2024 13:03**	**Michael Orsini**
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v. 8	lug 05, 2024 10:30	Tommaso Bacci
v. 7	lug 05, 2024 09:15	Michael Orsini
v. 6	lug 05, 2024 08:00	Michael Orsini
v. 5	lug 04, 2024 17:22	Michael Orsini
v. 4	lug 04, 2024 17:22	Michael Orsini
v. 3	lug 04, 2024 16:59	Tommaso Bacci
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Michael	3 lug 2024	Created
Tommaso	4 lug 2024	Section Set down
Tommaso	4 lug 2024	Section Compiled
Michael	5 lug 2024	Body Temperature Loop Diagram
Michael	8 ago 2024	Refactoring

Overview

In Project Winter, the most essential resource for the player is **Body Temperature**.

Body temperature is the element that determines the player's Fail Condition, leading to death by hypothermia once the resource is exhausted.

The mountainous setting and adverse weather conditions constantly affect this player's resources, emphasizing a constant sense of urgency and forcing the player to plan their in-game actions carefully.

The Influence of the Cold

The cold actively affects the player's abilities during the exploratory phases of the game world.

From the moment they leave a campfire, the player is exposed to the effects of the Cold System, and his body temperature begins to drop inexorably.

As time passes in the blizzard, the effects of the cold gradually become more pronounced until a critical condition is reached.

The effects of cold-related to Body Temperature are:

- Progressive occlusion of the player's vision.
- Appearance of body tremors.
- Chattering teeth.
- Death from hypothermia.

For more on the Fail Condition, see the dedicated Failure section.

Cold System

The decrease in Body Temperature due to cold follows a well-defined temporal logic. Below are the criteria for calculating Body Temperature:

🦕 The Role of Clothing (Deprecated)

In Project Winter, the level of clothing integrity affects the rate at which the player's Body Temperature decreases.

The System encourages the player to keep his clothes in good condition to increase his chances of survival. If the player neglects this aspect, his ability to explore decreases drastically, making it more complex to survive while travelling between Safe Zones.

For more on the behaviour of clothes, see the dedicated ⚠️ Clothes (Removed) section.

Below is a calculation of the Body Temperature in relation to the Clothes Integrity level:

How to replenish the Body Temperature

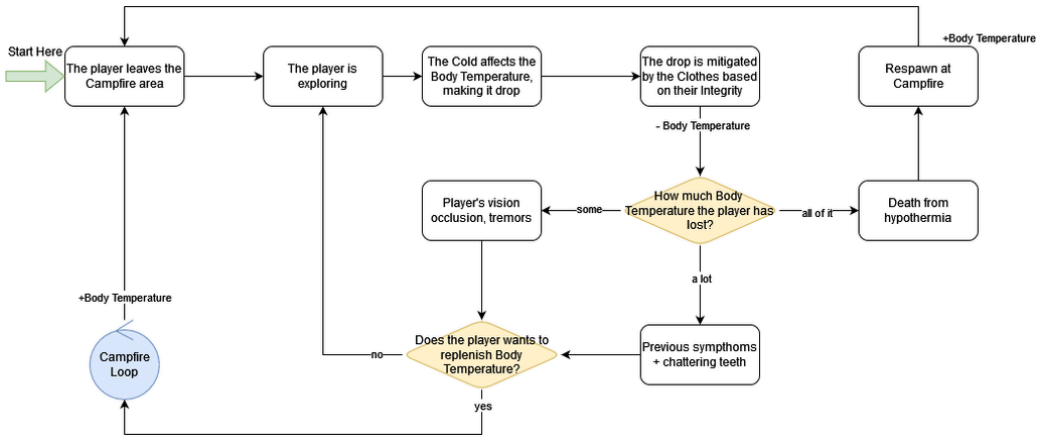
In Project Winter, the player can replenish the body temperature resource by staying near an active Campfire.

In this state, the player gradually recovers the temperature lost, allowing them to continue their in-game journey.

The logic of the Body Temperature recovery calculation is shown below:

Consciously managing one's resources to survive the blizzard and dangers of the game world and recovering the necessary materials to ensure one can light a campfire where possible emerges as the only suitable strategy to complete the Project Winter experience.

Body Temperature Loop (Deprecated)



🦕 Gathering System (Old)

Responsibility of TB @Tommaso Bacci

Version and Changes
The Importance of Gathering
Diegetic Constraint
The Role of The Sled in Gathering
Gathering System Loop

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 7)	**feb 11, 2025 12:17**	**Michael Orsini**
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v. 3	lug 05, 2024 11:54	Tommaso Bacci
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Developer	Data	Details
Michael	3 lug 2024	Created
Tommaso	4 lug 2024	Section Set down
Tommaso	5 lug 2024	Section Compiled
Michael	8 lug 2024	Loop Diagram

The Importance of Gathering

Survival in the game is not just about luck or chance but about your active role in gathering materials. Whether it's creating a campfire in a Safe Zone, repairing your Sled, using the Teddy Bear, or maintaining your temperature with your clothes, your responsibility in gathering the necessary materials for these tasks is crucial.

During his journey, the player may decide to spend his time exploring the game world in search of the materials necessary for his survival:

- ⚠️ Fabric (Removed).
- 👷 Wood.

To this end, the game introduces a **Gathering System** developed to remain contextual to the diegetic UI and emphasise the title's survival nature with gameplay elements.

In-game, once a collectable object is found, the player, by centring the view, has a visual input to facilitate identifying the interaction prompt with the specific object.

Once the object is highlighted, the player can interact with it to pick it up and hold it.

Notably, the player can only interact with the objects he possesses once he has reached the Campfire.

For additional information on the Sled, see the dedicated Campfire System section.

Diegetic Constraint

To add an extra layer of strategy and constraint, Project Winter limits the player's carrying capacity to only one item at a time. This constraint is defined by the need to prevent the player from feeling overly facilitated in the crafting system, annihilating the survival aspect of the title.

The constraint is also justified on a narrative and gameplay level by the absence of an actual inventory since the player does not carry a backpack or bag.

The Role of The Sled in Gathering

Similarly, limiting only one transportable object should not affect the players' strategic and playstyle possibilities.

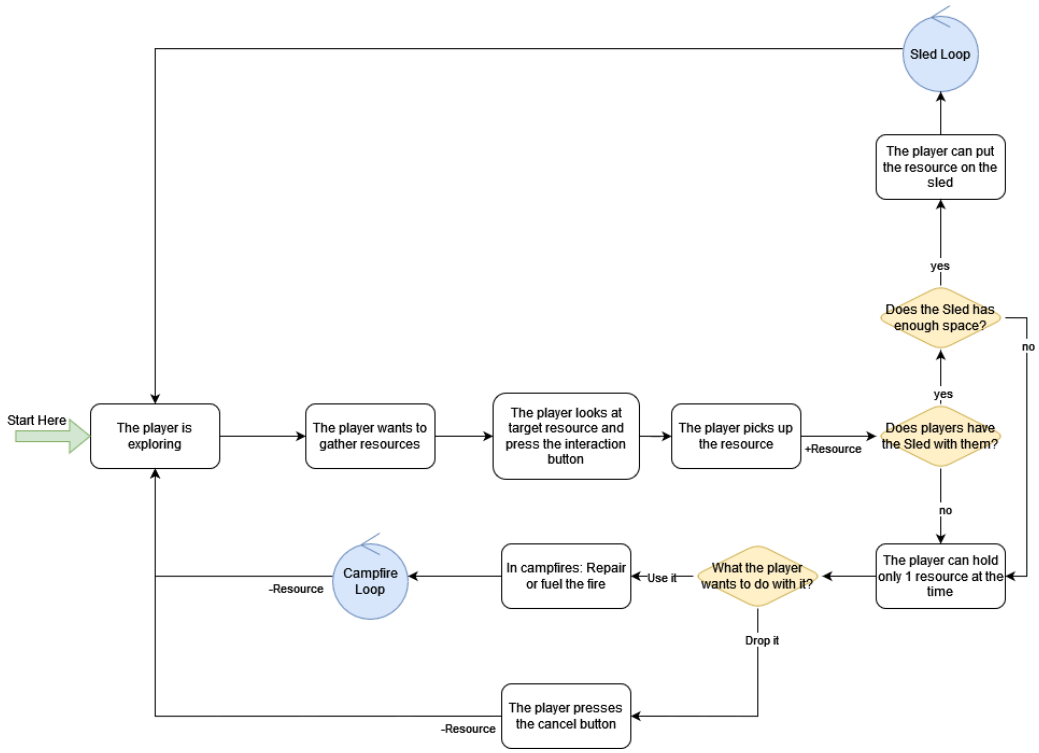
For this reason, the game further introduces the Sled, which mitigates the carrying capacity constraint by allowing the player to transport several objects at once, but this comes at the cost of some malus affecting his movements.

Following the desire to provide an experience without on-screen graphical interfaces, the player must physically look at the asset in-game as in real life to understand what is being carried and how much carrying capacity remains.

This element plays on the player's Mental State, avoiding the need to introduce overly intrusive tutorial sections on how to use the object.

For additional information on the Sled, see the dedicated 👷 Sled section.

Gathering System Loop



Gathering System Loop diagram

👷 Equipment System

Responsibility of MO @Michael Orsini

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 19)	**set 10, 2024 13:05**	**Michael Orsini**
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v. 14	lug 22, 2024 21:32	Michael Orsini
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v. 12	lug 22, 2024 17:56	Michael Orsini
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v. 4	lug 03, 2024 17:14	Michael Orsini
v. 3	lug 03, 2024 16:27	Michael Orsini
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v. 1	giu 28, 2024 18:33	Michael Orsini

Development	Date	Details
Michael	28 giu 2024	First draft
Michael	4 lug 2024	Added: Overview, Integrity, and links to other pages
Michael	22 lug 2024	Refactoring: Modified Sled and Teddy. Added Backpack, Compass, Scout badge, Matches, Wooden Toy,

		Hammer and Nails, Flashlight, Blanket

Overview

In ProjectWinter Equipment is the player's tool to survive the threats that the game sends in its way. In ProjectWinter Equipment is mostly your son's toys, which have an important role in gameplay and story.

The Equipment gives abilities and bonuses to the player and the player finds Equipment through the gameplay. Exploring, planning, and navigating the map is essential to finding useful Equipment that can allow players to keep going with their son's research.

The Equipment available to the player is:

- **Clothes**: Available from the start. The line of defense against the cold Snowstorm. Clothes mitigate cold effects on the character's body temperature.
- **Backpack**: Available from the start. The Backpack is an inventory that allows the player to transport small and medium objects.
- **Compass**: Available from the start. This special compass is modified to indicate the home's position to the player.
- **Scout Badge**: Allows the player to build campfires in suitable locations.
- **Matches**: Used to lit up campfires.
- **Sled**: The sled allows the player to expand its inventory and transport bigger objects like wood logs.
- 🦕 **Wooden Toy**: Allows the player to remember base woodworking to repair wooden objects.
- 🦕 **Hammer and Nails**: Allows the player to repair wooden objects spending nails.
- **Flashlight**: Allows the player to light up dark places.
- **Blanket**: Allows the player to "wake up from the bad dream" making players wake up in their home, losing all progress done (Quickload).
- **Teddy**: The character's son's favorite Teddy. This tool allows the player to repel The Creature for a limited number of times before breaking.

🦕 Integrity (Deprecated)

Integrity is the Equipment's ability to sustain cold damage. All the Equipment (except the Compass, the Sled, and the Flashlight) at the player's disposal has Integrity. Integrity gets slowly depleted while exposed to the Snowstorm, used extensively, or attacked by the Creature. The Snowstorm damages Equipment over time, the extensive use and The Creature damages the Equipment instantly reducing its Integrity and consequentially its abilities and functionalities.

During exploration, the player must retrieve materials useful for Repairing Equipment that has been damaged or reached critical condition.

Integrity is a survival component in the game to enhance players' strategy, pressure, and sense of urgency. Integrity pushes players to approach exploration with strategy, considering damage to their equipment and planning for resources to repair them.

Weight

Each Equipment piece has a Weight that influences the main character's movement speed. Bringing Equipment in the Backpack will increase the total weight of the main character slowing him consequently.

The character Movement Speed varies in function of the Weight following the formula:

<Inserire formula qui>

Clothes (Removed)

Responsibility of MO @Michael Orsini

Version and Changes
Overview
Survive thanks to your Clothes
Clothes Integrity
Clothes Loop

Version and Changes

Storico cambiamenti

Versione	Data	Commento
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v. 11	lug 04, 2024 18:25	Michael Orsini
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v. 8	lug 03, 2024 17:44	Michael Orsini
v. 7	lug 03, 2024 17:14	Michael Orsini
v. 6	lug 03, 2024 16:27	Michael Orsini
v. 5	lug 03, 2024 13:59	Michael Orsini
v. 4	lug 03, 2024 12:39	Michael Orsini
v. 3	lug 02, 2024 20:32	Michael Orsini
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v. 1	giu 28, 2024 18:36	Michael Orsini

Development	Date	Details
Michael	28 giu 2024	First draft

Michael	2 lug 2024	Wrote initial template
Michael	4 lug 2024	Filled in: Overview, Survive thanks to your Clothes, Clothes Integrity, CLothes Loop

Overview

In Project Winter, the environment adversely affects the character's Body Temperature. Clothes identify the only defense the player possesses against the Snowstorm and the rate at which the body temperature drops toward the hypothermia depends on their Integrity.

The players' objective is to maintain an optimal clothing condition allowing them to spend more time exploring.

Required Resource for Repairing: ⚠️ Fabric (Removed)

Survive thanks to your Clothes

The Snowstorm is a constant threat to the player and Clothes represent the only valuable tool to respond to it. The Snowstorm will constantly inflict Cold on the character decreasing its Body Temperature, Clothes act like a shield to mitigate the cold damage taken.

The Cold Mitigation of Clothes is proportional to the Integrity. Keeping Clothes in optimal condition is essential for the player to overcome the Snowstorm, , broken clothes fail to maintain proper body temperature, limiting exploration opportunities and pushing the character to a freezing death.

Cloths mitigate cold damage by the following formula:

<Insert formula here>

Clothes Integrity

Clothes, like every other Equipment at the player’s disposal, have an Integrity that gets slowly depleted while exposed to the Snowstorm. The Snowstorm damages Clothes over time, reducing their Integrity and consequentially their ability to mitigate the cold.

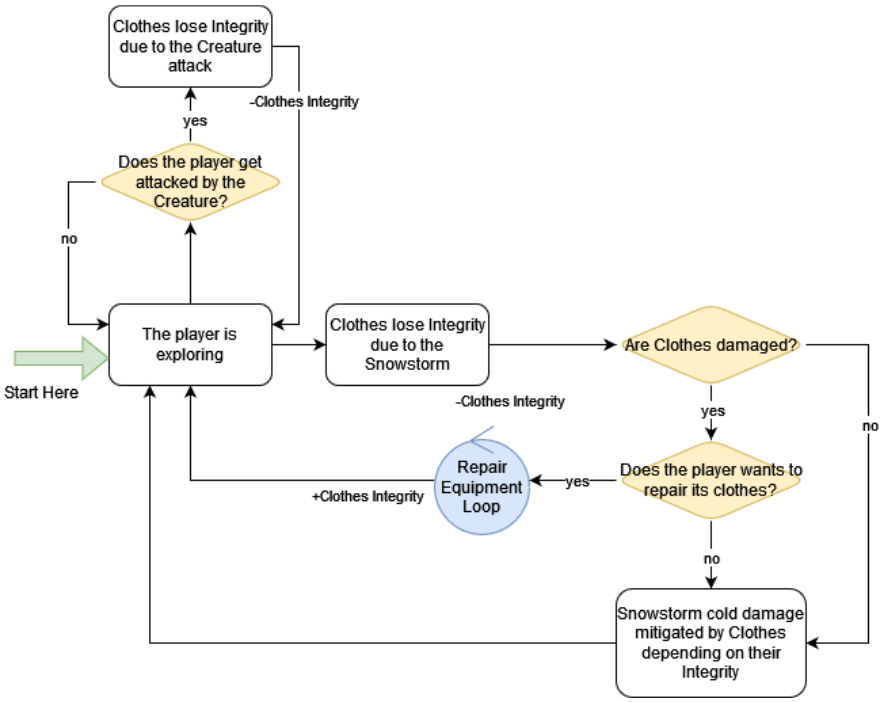
During exploration, the player must retrieve materials useful for Repairing clothes that have reached critical condition.

Clothes receive damage from the Snowstorm by the following formula:

<insert formula here>

Required amount of Resources to repair:

Clothes Loop



Clothes Loop Diagram

👷 Teddy

Responsibility of MO @Michael Orsini

:

Version and Changes
Overview
Where to find Teddy
Use the Teddy
🦕 Teddy Integrity (Old)
🦕 Teddy Loop (Old)

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 29)	**feb 11, 2025 12:27**	**Michael Orsini**
v. 28	set 10, 2024 13:06	Michael Orsini
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v. 25	lug 29, 2024 09:03	Michael Orsini
v. 24	lug 29, 2024 09:03	Michael Orsini
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v. 18	lug 24, 2024 11:18	Michael Orsini
v. 17	lug 23, 2024 17:40	Michael Orsini
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v. 12	lug 05, 2024 09:27	Michael Orsini
v. 11	lug 04, 2024 18:25	Michael Orsini
v. 10	lug 04, 2024 17:49	Michael Orsini

v. 9	lug 03, 2024 17:48	Michael Orsini
v. 8	lug 03, 2024 17:15	Michael Orsini
v. 7	lug 03, 2024 16:28	Michael Orsini
v. 6	lug 03, 2024 16:16	Michael Orsini
v. 5	lug 03, 2024 12:12	Michael Orsini
v. 4	lug 02, 2024 18:59	Michael Orsini
v. 3	lug 02, 2024 16:38	Michael Orsini
v. 2	lug 01, 2024 18:35	Michael Orsini
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Development	Date	Details
Michael	28 giu 2024	First draft
Michael	1 lug 2024	Added: Overview, The Teddy Purpose and Usage, Teddy Wear, Repair the Teddy, Connect with the Teddy, Lose the Teddy
Michael	2 lug 2024	Added Teddy Loop. Changed Purpose and Usage → Progress thanks to Teddy and Survive thanks to Teddy. Changed Teddy Wear → Teddy wears out in the Snowstorm. Deleted Repair Teddy. Filled in all sections.
Michael	23 lug 2024	Refactoring: Changed Overview, Teddy Integrity, Teddy Loop. Added where to find Teddy, Use the Teddy

Overview

The Teddy is part of the main character's Equipment. The Teddy is a dear belonging of the main character's son and the only tool to defend against the creature.

The Snowstorm and Creature's attacks damage Teddy. Using the Teddy too many times will automatically break it.

Weight:

🦕 **Required Resource for Repairing:** ⚠️ Fabric (Removed)

Where to find Teddy

Teddy is a powerful tool that the player can find later during gameplay in the <AREA X>.

For further information see: 👷 Level Design

Use the Teddy

The Teddy is the only real weapon against the Creature and thanks to it players can repel the Creature anytime buying some time.

1. The player feels threatened by the Creature;
2. The player can interact with Teddy to make it say something scaring away the Creature, and gain some time where the Creature cannot chase and attack the player.

Teddy Integrity (Old)

During the player's exploration, Teddy loses Integrity while holding it outside the Backpack due to the Snowstorm and Creature's attack. Using the Teddy X times will automatically break it.

Teddy is usable until completely broken and can be Repaired by opening the Backpack and using Fabric while players have Sewer Kit with them.

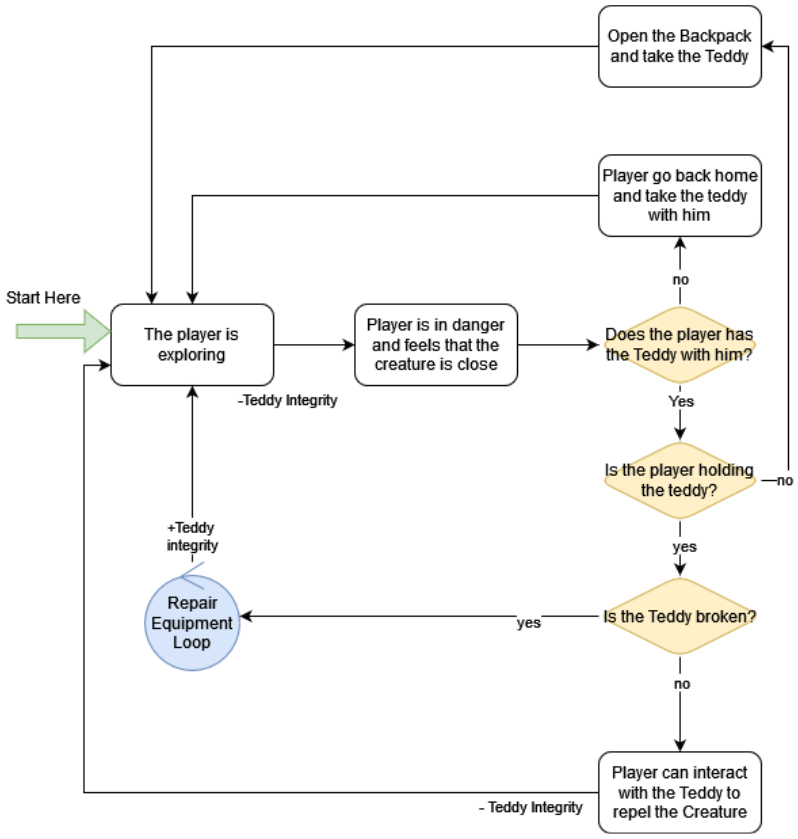
When the Teddy breaks, VFX and SFX play to indicate this damage.

Teddy loses Integrity by the following formula:

<Insert formula here>

Required amount of Resources to repair:

Teddy Loop (Old)



Teddy Loop diagram

👷 Sled

Responsibility of MO @Michael Orsini

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 19)	**feb 11, 2025 12:28**	**Michael Orsini**
v. 18	set 10, 2024 13:06	Michael Orsini
v. 17	set 10, 2024 12:57	Michael Orsini
v. 16	lug 29, 2024 09:00	Michael Orsini
v. 15	lug 25, 2024 17:03	Michael Orsini
v. 14	lug 25, 2024 12:06	Michael Orsini
v. 13	lug 25, 2024 11:42	Michael Orsini
v. 12	lug 24, 2024 13:58	Michael Orsini
v. 11	lug 09, 2024 08:46	Michael Orsini
v. 10	lug 09, 2024 08:37	Michael Orsini
v. 9	lug 05, 2024 09:30	Michael Orsini
v. 8	lug 04, 2024 18:25	Michael Orsini
v. 7	lug 04, 2024 17:52	Michael Orsini
v. 6	lug 04, 2024 17:01	Michael Orsini
v. 5	lug 03, 2024 17:48	Michael Orsini
v. 4	lug 03, 2024 17:15	Michael Orsini
v. 3	lug 03, 2024 16:28	Michael Orsini
v. 2	lug 03, 2024 16:21	Michael Orsini
v. 1	giu 28, 2024 18:42	Michael Orsini

Development	Date	Details
Michael	28 giu 2024	First draft
Michael	4 lug 2024	Completed: Overview, Sled Integrity, Sled Weight System, Sled Loop
Michael	26 lug 2024	Refactoring: Overview, Where to find the Sled, Use the Sled

Overview

In the wild and cold Project Winter's environment players often find rivers frozen in a thin layer of ice that can mean death if the player walks on it. The Sled represents the Equipment piece that can allow the player to slide on a thin layer

of ice unlocking the possibility to explore the land further.

Weight:

Where to find the Sled

The Sled can be found in the Village Area<LINK TO AREA SECTION>

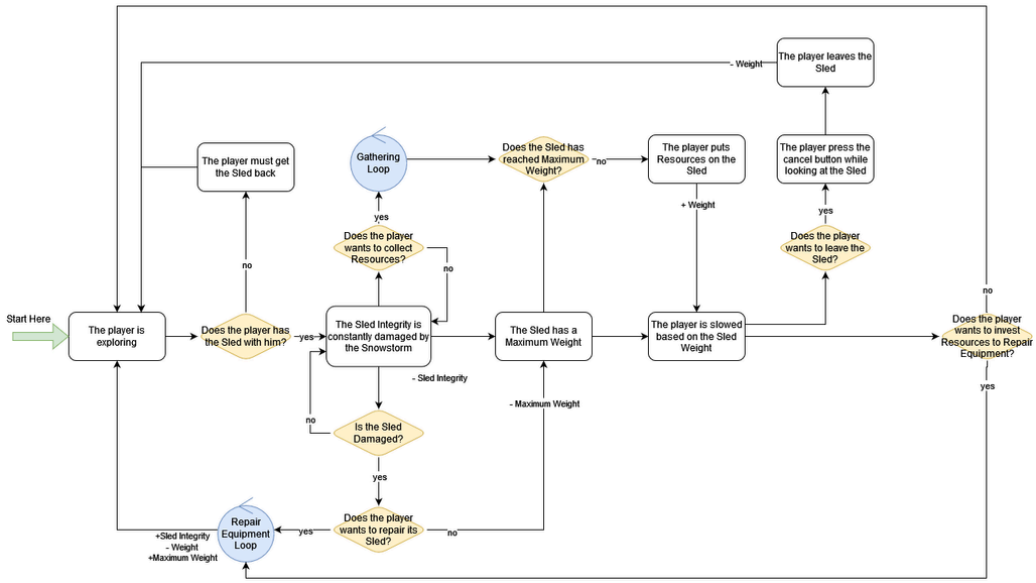
👷 Level Design

Use the Sled

The Sled doesn't fit in the Backpack and players bring it with them by the shoulder.

1. The player is near a frozen water surface;
2. The player must be holding the Sled
3. The player interacts with the ice to put down the Sled, lie down on it and start to slide on the ice;
4. While sliding movement controls are the same except that the player has very low friction;
5. The player can stop anytime.

🦕 Sled Loop (Old)



⚠ Sewer Kit (Removed)

Responsibility of MO @Michael Orsini

Version and Changes
Overview
Where to Find the Sewer Kit
Use the Sewer Kit

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 15)	**set 10, 2024 13:08**	**Michael Orsini**
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v. 12	ago 05, 2024 23:02	Michael Orsini
v. 11	lug 29, 2024 09:02	Michael Orsini
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v. 1	lug 20, 2024 10:23	Michael Orsini

Developer	Data	Details
Michael	20 lug 2024	Created
Michael	23 lug 2024	Filled in: Overview, Where to Find, Use the Sewer Kit
Michael	29 lug 2024	Changed from Thread and Needle to Sewer Kit for clarity

Overview

The Sewer Kit is a piece of equipment that players need to have with them in the Backpack to repair other Equipment with Fabric.

It doesn’t have Integrity and cannot be damaged by the Snowstorm, the Creature, or extensive use.

Weight:

Where to Find the Sewer Kit

The Sewer Kit can be found in the main character’s HUB the first time the player reaches it.

Upon reaching its hub the first time, the player has damaged Clothes and the game introduces the Sewer Kit together with the Repairing Equipment system.

Use the Sewer Kit

The Sewer Kit is essential for repairing Clothes, the Teddy, and the Blanket.

1. Players need to bring the Sewer Kit with them to Repair Equipment made of Fabric;
2. The player wants to repair the Equipment with Fabric;
3. The player opens the Backpack;
4. The player takes the Fabric and brings it on top of the Equipment to repair if the player has the Sewer Kit with them, the Equipment is repaired.

👷 Backpack

Responsibility of MO @Michael Orsini

Version and Changes
Overview
Where to find the Backpack
Use the Backpack
🦕 Backpack Integrity (Old)
Backpack Loop

Version and Changes

Storico cambiamenti

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Developer	Data	Details
Michael	18 lug 2024	Created
Michael	23 lug 2024	Filled in: Overview, Where to find the Backpack, Use the

		Backpack, Backpack weight system, Backpack integrity
Michael	29 lug 2024	Updated: Backpack Integrity for special cases and Use the Backpack for Quick Tool Selection
Michael	8 ago 2024	Moved Weight System to proper section

Overview

To survive in the harsh environment, the player must transport Equipment and Resources collected during exploration. The Backpack is a useful tool that can accomplish this task, acting like an inventory and expanding the amount of items the player can carry.

The Backpack slowly gains Weight when players put Equipment and Resources in it, slowing down the character. Players must carefully manage this tool, balancing life-changing decisions like trading speed and efficient exploration for Equipment and Resources.

Weight:

Required Resource for Repairing: ⚠ Fabric (Removed)

Where to find the Backpack

The Backpack is one of the first Equipment that the player can find in the HUB from the beginning of the game.

The Backpack is fundamental for the player and must be part of the initial player's kit.

Use the Backpack

The Backpack is the player's inventory system and is always at the player's disposition.

1. The player can access the Backpack Screen by pressing the Backpack button;
2. The screen goes black;
3. The player sees the items inside the Backpack scattered around the ground and can interact with them.
4. In the Backpack Screen players can interact with items in the Backpack, select them, move them around, repair equipment, and toss Resources.
5. **Quick Tool Selection:** The player can also use the mouse wheel to quickly navigate around Tools. This allows them to select the right tool during the most pressuring situations without opening the Backpack.
6. **Throw items:** The player can toss away Resources(not Equipment) in the Backpack by dropping them on a specific area in the Backpack screen.

Backpack Integrity (Old)

During the player's exploration, the Backpack loses Integrity due to the Snowstorm and Creature's attack.

- The Backpack loses Integrity with extensive use.
- The Backpack's Integrity impacts the Maximum Weight it can carry. With less integrity, the Backpack has less Maximum Weight, causing players to carry less Weight.
- **Backpack damaged (Max Weight < Current Weight):** If at any moment the Backpack's Maximum Weight < Current Weight then an SFX is played to signal the player that the Backpack broke. The game opens the Backpack Screen showing a message hinting to repair the backpack or toss items until Current Weight >= Maximum Weight.

- **Backpack Broken (Max Weight = 0):** The Backpack is usable until completely broken. When the Backpack breaks, after a strong sound cue the game opens the Backpack Screen showing a message hinting to repair the backpack or toss items until Current Weight >= Maximum Weight (0).
- The Current Weight also impacts the Integrity loss, after a certain weight threshold the Backpack loses Integrity.
- The Backpack can be repaired by opening it and using Fabric while having the Sewer Kit.

The Backpack loses Integrity by the following formula:

<Insert formula here>

Backpack Loop

⚠ Wooden Toy (Removed)

Version and Changes
Overview
Where to find the Wooden Toy
Wooden Toy Ability

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 5)	**set 10, 2024 13:09**	**Michael Orsini**
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v. 2	lug 25, 2024 20:09	Michael Orsini
v. 1	lug 20, 2024 10:10	Michael Orsini

Developer	Data	Details
Michael	18 lug 2024	Created

Overview

During gameplay, the player acquires wooden Equipment and stumbles upon broken wooden structures that need to be repaired. When the player acquires the Wooden Toy, the player gets the ability to repair these wooden items. This ability is revealed to be very useful later in the game when the player has to

The Wooden Toy doesn't have Integrity and is unaffected by the Snowstorm and the Creature's attacks.

Where to find the Wooden Toy

Wooden Toy Ability

Hammer and Nails (Removed)

Version and Changes
Title 1
Title 2

Version and Changes

Storico cambiamenti

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Versione attuale (v. 4)	**set 10, 2024 13:08**	**Michael Orsini**
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Developer	Data	Details
Michael	20 lug 2024	Created

Title 1

Title 2

Blanket (Removed)

Responsibility of MO @Michael Orsini

Version and Changes
Overview
Where to find The Blanket
Use the Blanket
Blanket Integrity
Blanket Loop

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 7)	**set 10, 2024 13:09**	**Michael Orsini**
v. 6	ago 05, 2024 23:04	Michael Orsini
v. 5	lug 29, 2024 11:53	Michael Orsini
v. 4	lug 29, 2024 09:04	Michael Orsini
v. 3	lug 26, 2024 19:30	Michael Orsini
v. 2	lug 25, 2024 16:35	Michael Orsini
v. 1	lug 20, 2024 10:11	Michael Orsini

Developer	Data	Details
Michael	18 lug 2024	Created

Overview

Project Winter doesn’t provide the player with checkpoints and saves to grant a unique cycle of gameplay that resets your progress to the first time the player left the HUB every time the player dies. The Blanket gives the player the ability to warp to the HUB with the downside of losing any progress made from the last time.

The Snowstorm and Creature’s attacks damage the Blanket. The Blanket breaks after a single use.

Weight:

Required Resource for Repairing: Fabric (Removed)

Where to find The Blanket

The Blanket can be found at the end of the Lodestone Cave<LINK AT THE AREA> after a section immersed in the Darkness.

See also: 👷 Level Design

Use the Blanket

The Blanket is an emergency tool that the player uses as the last resource:

1. The player is close to death or in critical danger;
2. The player is holding the Blanket;
3. The player presses the interact button, and after a few seconds the screen goes black as if the player falls asleep;
4. The player wakes up in the HUB as if it was all a bad dream.

Blanket Integrity

During the player's exploration, the Blanket loses Integrity while holding it outside the Backpack due to the Snowstorm and Creature's attack. Using the Blanket will automatically break it.

The Blanket can be Repaired by opening the Backpack and using a lot of Fabric while players have the Sewer Kit with them.

The Blanket loses Integrity by the following formula:

<Insert formula here>

Required amount of resources to Repair: a lot.

Blanket Loop

👷 Compass

Responsibility of MO @Michael Orsini

Version and Changes
Overview
Where to find the Compass
Use the Compass

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 6)	**lug 26, 2024 19:30**	**Michael Orsini**
v. 5	lug 26, 2024 16:58	Michael Orsini
v. 4	lug 25, 2024 12:01	Michael Orsini
v. 3	lug 24, 2024 15:48	Michael Orsini
v. 2	lug 23, 2024 20:06	Michael Orsini
v. 1	lug 20, 2024 10:12	Michael Orsini

Developer	Data	Details
Michael	20 lug 2024	Created
Michael	23 lug 2024	Filled in sections: Overview, Where to find the Compass, Use the Compass

Overview

The Compass is an Equipment that the player can use to orient inside the Snowstorm and always be aware of its HUB position. The Compass is given to the player early and is a fundamental tool to navigate the game world.

The Compass doesn't have Integrity and is unaffected by the Snowstorm and the Creature's attacks.

Weight:

Where to find the Compass

The Compass can be found at the beginning of the game to allow the player to reach the HUB and start the gameplay loop.

For further information see: 👷 Level Design

Use the Compass

The player must be holding the Compass to use it.

While holding the Compass, the player can press the interact button to look at the Compass which will show the HUB’s position.

In some situations the Compass will malfunction, giving a strong sense of disorientation to the player that relied on the item till that moment. These situations are:

- Inside the Lodestone Cave <Link to 👷 Level Design section>.
- When the Creature is very near.
-

👷 Scout Badge

Responsibility of MO @Michael Orsini

Version and Changes
Overview
Where to find the Scout Badge
Scout Badge Ability

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 5)	**lug 26, 2024 19:30**	**Michael Orsini**
v. 4	lug 26, 2024 09:25	Michael Orsini
v. 3	lug 25, 2024 23:14	Michael Orsini
v. 2	lug 25, 2024 09:15	Michael Orsini
v. 1	lug 20, 2024 10:13	Michael Orsini

Developer	Data	Details
Michael	20 lug 2024	Created
Michael	25 lug 2024	Filled in: Overview, Where to find the Scout Badge, Scout Badge Ability

Overview

In Project Winter finding a Campfire to warm yourself is hard early in the game and the player is often pushed to stay close to its hub to survive in the cold weather. Thanks to the Scout Badge, the player can set up Campfires in specific places suitable for a Campfire creating smaller checkpoints and safe areas to rest and plan longer exploration sessions.

Players don’t need to bring the Scout Badge to set up Campfires but need to have enough Wood and Matches.

Where to find the Scout Badge

The Scout Badge is an item that the player needs to get early on during its gameplay to proceed with longer explorations thanks to the ability to create campfires. The Scout Badge can be found in one of the first areas of the game the Coast Peak area <LINK AREA>

See: 👷 Level Design

Scout Badge Ability

The Scout Badge allows players to create a Campfire in specific and coherent locations using collected wood and Matches.

1. The player finds a suitable location called Campfire Area to set up a Campfire;
2. The suitable location is a covered circular area with visual cues like slightly burnt ground, and burnt pieces of Wood scattered around;
3. The player has enough Wood and Matches in the Backpack;
4. The player interacts with the center of the Campfire Area;
5. The Backpack opens and the player must select the required pieces of Wood and Matches;
6. After a screen fade out, the Campfire is lit.

👷 Matches

Responsibility of MO @Michael Orsini

Version and Changes
Overview
Where to find Matches
Use the Matches

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 4)	**lug 26, 2024 19:31**	**Michael Orsini**
v. 3	lug 26, 2024 16:34	Michael Orsini
v. 2	lug 26, 2024 16:31	Michael Orsini
v. 1	lug 20, 2024 10:28	Michael Orsini

Developer	Data	Details
Michael	20 lug 2024	Created
Michael	26 lug 2024	Filled in: Overview, Where to find Matches, Use the Matches

Overview

In Project Winter's cold environment lighting up Campfires is essential for survival. To light up Campfires the player needs Woods as fuel and a spark to ignite the fire: Matches. Matches are limitless items that players can take from the HUB and bring in the Backpack.

Weight:

Where to find Matches

The player finds Matches in the HUB after finding the Scout Badge.

Matches are easily accessible items that players can always find in the HUB. The player can take the Matches and put them in the Backpack.

Use the Matches

Matches are fundamental to light up Campfires:

1. The player wants to light up a Campfire;

2. The player has enough Wood and Matches in the Backpack;
3. The player interacts with the center of the Campfire Area;
4. The Backpack opens and the player must select the required pieces of Wood and Matches;
5. After a screen fade out, the Campfire is lit.

👷 Flashlight

Responsibility of MO @Michael Orsini

Version and Changes
Overview
Where to find the Flashlight
Use the Flashlight

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 3)	**lug 26, 2024 19:31**	**Michael Orsini**
v. 2	lug 26, 2024 19:11	Michael Orsini
v. 1	lug 22, 2024 09:40	Michael Orsini

Developer	Data	Details
Michael	18 lug 2024	Created
Michael	26 lug 2024	

Overview

In Project Winter players often find themselves in dangerous situations that limit their senses creating pressure and urgency. Players can find themselves in areas enveloped in complete darkness unable to see where to go, in these situations, players can use the Flashlight to light up the darkness.

The Flashlight doesn’t have Integrity and doesn’t get damaged by the Snowstorm and Creature attacks.

Weight:

Where to find the Flashlight

The Flashlight is an Equipment piece useful in the mid-late gameplay to overcome dark zones and access the later phases of the game. The Flashlight can be found in the AREA<LINK AREA>.

See: 👷 Level Design

Use the Flashlight

The Flashlight can be used to light up zones immersed in complete darkness.

1. The player enters a zone immersed in darkness;
2. The player has its vision limited;
3. The player equips the Flashlight;

4. The Flashlight turns on and lights up in a cone in front of the player;
5. The player can navigate the zone immersed in darkness.

The Flashlight can malfunction flashing and interrupting the light both randomly and when the Creature gets close.

Repair Equipment System (Removed)

Responsibility of MO @Michael Orsini

Version and Changes
Overview
Interact with Equipment
Equipment and Resources
Repair Equipment Loop

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 14)	**set 10, 2024 13:09**	**Michael Orsini**
v. 13	set 10, 2024 12:58	Michael Orsini
v. 12	ago 05, 2024 23:04	Michael Orsini
v. 11	ago 05, 2024 23:02	Michael Orsini
v. 10	lug 29, 2024 10:20	Michael Orsini
v. 9	lug 04, 2024 18:28	Michael Orsini
v. 8	lug 04, 2024 12:08	Michael Orsini
v. 7	lug 03, 2024 17:48	Michael Orsini
v. 6	lug 03, 2024 17:15	Michael Orsini
v. 5	lug 03, 2024 16:28	Michael Orsini
v. 4	lug 03, 2024 16:22	Michael Orsini
v. 3	giu 28, 2024 18:42	Michael Orsini
v. 2	giu 27, 2024 19:54	Michael Orsini
v. 1	giu 20, 2024 10:23	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template
Michael	27 giu 2024	Added Repair your Equipment Loop diagram
Michael	4 lug 2024	Added: Interact with Equipment, Equipment and Resources

Michael	29 lug 2024	Refactoring: Overview, Interact with Equipment, Equipment and Resources

Overview

In ProjectWinter the Cold, Creature's attacks and extensive use constantly threaten the player's Equipment, damaging tools and drastically reducing their effectiveness. Players must repair their equipment to ensure survival and effective exploration.

Players can Repair their Equipment in the Backpack Screen after opening their Backpack using Resources they collected during exploration.

Interact with Equipment

While the player is in the Backpack Screen, the player can see Equipment and Resources collected scattered on the ground.

To Repair its Equipment players must take the type of Resource needed for the Equipment they want to repair. For example, they take Fabric to repair Teddy.

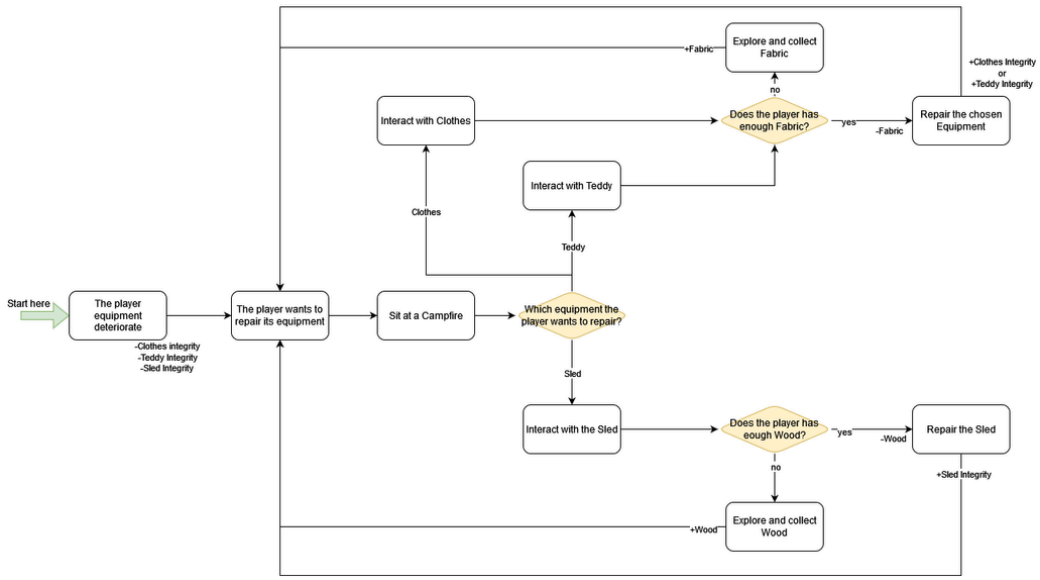
Once the Resource is in the main character's hand if the player has a corresponding Repairing Tool (Sewer Kit for Fabric Equipment) can interact with the highlighted compatible Equipment to Repair it.

Equipment and Resources

Each piece of Equipment requires a specific Resource to be Repaired, these Resources can be retrieved from:

- ⚠️ Clothes (Removed): Fabric
- 👷 Teddy: Fabric
- 👷 Backpack: Fabric
- ⚠️ Blanket (Removed): Fabric

Repair Equipment Loop



👷 Campfire System

Responsibility of MO @Michael Orsini

Version and Changes
Overview
Safe Zones
Lit Campfires
Recover Body Temperature
⚠️ Burn Photos and Letters (Removed)
🦕 Campfires Loop (Old)

Version and Changes

> Storico cambiamenti

Developer	Date	Details
Michael	28 giu 2024	Created and added Loop
Michael	28 giu 2024	Added and compiled sections: Overview, Safe Zones, Lit Campfires, Sitting at Campfires, Fire Intensity, Recover Body Temperature, Repair Equipment, Player Respawn
Michael	3 lug 2024	Updated Repair Equipment to be more descriptive.
Michael	29 lug 2024	Refactoring: Overview, Safe Zones, Lit Campfires, Recover Body Temperature. Added: Save Feature

Overview

Campfires are one of the game's main elements to Survive the Snowstorm and give the player a short-term objective to reach and have a moment of relief from the constant state of pressure. The player will be able to create Campfires in determined and coherent zones after acquiring the Scout Badge.

Campfires have multiple uses:

- A safe zone where the player can relax and the pace of the game slows;
- Stabilizing the character's Body Temperature;
- ##A checkpoint where the player will respawn in case of getting caught by the Creature.## ?????

Safe Zones

The zone around the Campfire is called the “Safe Zone”. Inside this zone, players are always safe from the Creature and raise their Body Temperature once the Campfire is lit.

<Requires the exact area of Safe Zones, if not unified, link to Level Design>

Lit Campfires

Campfires require some Wood to be created and lit up. When the player has enough Wood and Matches, a Campfire can be created, and the fire starts.

After some time (a lot) the fire extinguishes and the player has to use wood and matches to light it up again.

Recover Body Temperature

Staying near a Campfire will make the player raise the Body Temperature. This will melt the ice covering the player’s screen and stop cold effects like teeth chattering.

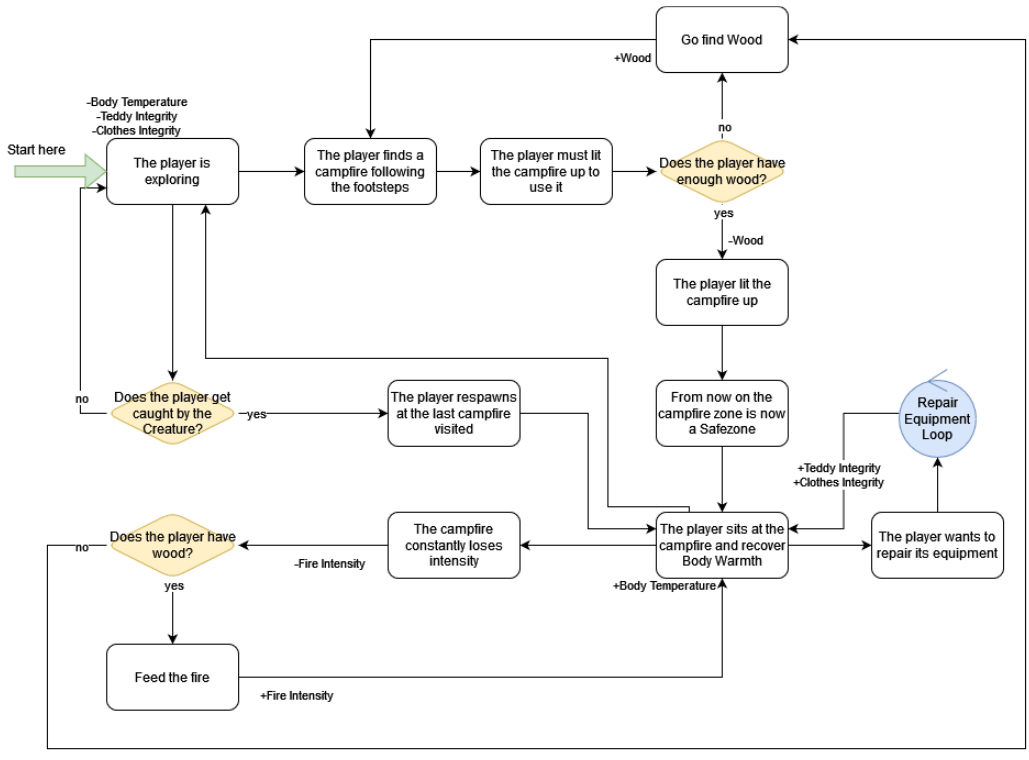
The Body Temperature raises following the formula:

<Insert formula here>

⚠ Burn Photos and Letters (Removed)

Campfires also have an autosave feature, lighting up a Campfire and burning special Resources linked to the main character’s memories, **Photos and Letters,** triggers a save for the player to load and increases the Memories Burnt level that corresponds to an increase in difficulty.

Campfires Loop (Old)



👷 Resources

Responsibility of TB @Tommaso Bacci

Version and Changes
Overview

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 4)	**lug 05, 2024 12:02**	**Michael Orsini**
v. 3	lug 05, 2024 10:12	Michael Orsini
v. 2	lug 05, 2024 10:09	Michael Orsini
v. 1	lug 04, 2024 18:37	Michael Orsini

Developer	Data	Details
Michael	3 lug 2024	Created

Overview

👷 Wood

⚠️ Fabric (Removed)

👷 Wood

Responsibility of TB @Tommaso Bacci

Version and Changes
Properties
Uses

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 9)	**lug 05, 2024 20:38**	**Tommaso Bacci**
v. 8	lug 05, 2024 20:37	Tommaso Bacci
v. 7	lug 05, 2024 20:37	Tommaso Bacci
v. 6	lug 05, 2024 20:37	Tommaso Bacci
v. 5	lug 05, 2024 20:36	Tommaso Bacci
v. 4	lug 05, 2024 12:02	Michael Orsini
v. 3	lug 05, 2024 10:13	Michael Orsini
v. 2	lug 05, 2024 10:08	Michael Orsini
v. 1	lug 04, 2024 18:41	Michael Orsini

Developer	Data	Details
Michael	3 lug 2024	Created
Michael	5 lug 2024	Added Properties and Uses
Tommaso	5 lug 2024	Section Compiled

Another vital recoverable resource in Project Winter is Wood.
Wood is needed to:

- Repair the Sled if it deteriorates due to adverse weather
- Place and fuel a Campfire within a Safe Zone.

Unlike Fabric, Wood is a more common resource in the game world and requires less effort to be identified in the middle of the blizzard.

The transportable quantity of this resource is related to its weight and the carrying capacity of the Sled.
In contrast to Fabric, Wood is heavier and has a greater influence on the weight of the total transported load.
For additional information on the Sled, see the dedicated 👷 Sled section.

To use the Wood to repair one's equipment, the player must interact with the resource when sitting at a Campfire.
In addition, upon entering a Safe Zone, the player is alerted by an audio-visual prompt to the possibility of setting up a Campfire.
For additional information regarding the Campfire, see the dedicated 👷 Campfire System section.

The use of the resource follows the logical criteria of the **Repair System**.

For additional information regarding the Crafting System, please see the dedicated ⚠️ Repair Equipment System (Removed) section.

The following tables identify the characteristics of the object in the game:

Properties

Property	Value
Weight	???
Fuel	???

Uses

Use	Details
Repair	Repair the Sled
Fuel the Fire	Fuel the fire in campfires

⚠️ Fabric (Removed)

Responsibility of TB @Tommaso Bacci

Version and Changes
Properties
Uses

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 10)	**set 10, 2024 13:11**	**Michael Orsini**
v. 9	ago 05, 2024 23:03	Michael Orsini
v. 8	ago 05, 2024 23:03	Michael Orsini
v. 7	lug 05, 2024 20:38	Tommaso Bacci
v. 6	lug 05, 2024 20:38	Tommaso Bacci
v. 5	lug 05, 2024 20:32	Tommaso Bacci
v. 4	lug 05, 2024 12:03	Michael Orsini
v. 3	lug 05, 2024 12:02	Michael Orsini
v. 2	lug 05, 2024 10:14	Michael Orsini
v. 1	lug 05, 2024 10:08	Michael Orsini

Developer	Data	Details
Michael	3 lug 2024	Created
Michael	5 lug 2024	Added Properties and Uses
Tommaso	5 lug 2024	Section Compiled

In Project Winter, **Fabric** is a resource players can gather during explorations.

This resource is found in limited quantities in areas of the game world where human constructions exist.

Therefore, players must strategize to secure enough Fabric to survive the storm. Fabric is essential for repairing critical items available to the player throughout the game:

- ⚠️ Clothes (Removed)
- 🧸 Teddy

On a narrative level, Fabric, being a textile product, is only recoverable near the buildings of the mountain villages from the remains of the Fabric used by the old inhabitants of the area. This choice contextualizes the presence of a resource

linked to human presence in the most likely way, given that the player is experiencing a solitary adventure with no interaction with other human beings.

The transportable amount of this resource is related to its weight relative to the Sled's carrying capacity.

For additional information about the Sled, see the dedicated 👷 Sled section.

To use the Fabric to repair one's equipment, the player must interact with the resource when sitting at a **Campfire**.

The use of the resource follows the logical criteria of the **Repair System**.

For additional information regarding the Crafting System, please see the dedicated ⚠️ Repair Equipment System (Removed) section.

The following tables identify the characteristics of the object in the game:

Properties

Property	Value
Weight	???
Fuel	???

Uses

Use	Details
Repair	Repair Teddy and Clothes
Fuel the Fire	Fuel the fire in campfires

👷 The HUB

Version and Changes
Overview
Where’s the HUB?
What’s the HUB used for?

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 8)	**ago 07, 2024 16:46**	**Michael Orsini**
v. 7	ago 05, 2024 23:09	Michael Orsini
v. 6	ago 02, 2024 15:39	Michael Orsini
v. 5	ago 02, 2024 12:07	Michael Orsini
v. 4	ago 02, 2024 12:06	Michael Orsini
v. 3	ago 01, 2024 19:24	Michael Orsini
v. 2	lug 25, 2024 11:47	Michael Orsini
v. 1	lug 20, 2024 10:21	Michael Orsini

Developer	Data	Details
Michael	20 lug 2024	Created
Michael	2 ago 2024	Filled in: Overview, Where’s the HUB?, What’s the HUB used for?

Overview

The HUB must be the place where the game pace slows down and the player can recover from exploration and high-pressure areas. This place is a calm environment and communicates safety.

Here the player can also find some of the core Equipment to use during its journey and a useful map of the zone.

Where’s the HUB?

The HUB is located in the very first part of the game, which the player can access immediately. The HUB area is also a central area of the game map allowing the player to reach it easily and explore before accessing abilities that can make the player explore further from the central areas.

Thanks to the Compass the player can locate the HUB position almost anytime, except for some zones that make the Compass behave chaotically.

What’s the HUB used for?

The HUB is the main character’s home and is where the player can feel completely safe. Here the player finds a Campfire constantly lit to warm himself up and raise his Body Temperature.

In the HUB the player also finds a representation of the game map and all the initial Equipment:

- The Backpack
- ⚠ The Sewer Kit
- Matches
- The very first Letter or Photo that delivers the first piece of narrative and can be burned in the fire to save the first time (Save in the HUB doesn’t increase the Burnt Memories level).

👷 Photos and Letters

Version and Changes
Overview
Where to find Photos and Letters
Use Photos and Letters
⚠️ Gameplay use
⚠️ Burnt memories Level
Narrative use

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 8)	**set 10, 2024 14:02**	**Michael Orsini**
v. 7	ago 12, 2024 17:54	Michael Orsini
v. 6	ago 02, 2024 16:23	Michael Orsini
v. 5	ago 02, 2024 15:42	Michael Orsini
v. 4	ago 02, 2024 15:37	Michael Orsini
v. 3	ago 02, 2024 15:32	Michael Orsini
v. 2	ago 02, 2024 15:18	Michael Orsini
v. 1	lug 29, 2024 18:21	Michael Orsini

Developer	Data	Details
Michael	`29 lug 2024`	Created
Michael	`2 ago 2024`	Filled in: Overview, Where to find Photos and Letters, Use Photos and Letters

Overview

The narrative is an important component of the game and is delivered in many ways, of these ways is through special items: Photos and Letters. Photos and Letters hold special memories for the main character and have a strong narrative and gameplay value.

Photos and Letters can be burned in Campfires to save the game but with an inconvenient downside creating planning and strategy even when deciding whether or not to save the game.

Where to find Photos and Letters

Photos and Letters can be found around the whole game map, precise positions can be found in the 👷 Level Design section.

Use Photos and Letters

Photos and Letters are pickable items limited in the game that have multiple uses, both for narrative, and gameplay:

⚠ Gameplay use

- Photos and Letters can be burned in Campfires to Save the game.
- When burning Photos and Letters, a burning SFX and VFX plays and the main character cries for the loss of an important memory.
- Saving the game becomes something to plan for and requires investing these resources precious for the Main Character.

⚠ Burnt memories Level

Burning these items in any Campfire (not in the HUB) increases the game's overall difficulty corresponding to a value that increases each Danger Factor in each Area.

Narrative use

Photos and Letters have narrative value and are used to deliver bits of story to the player. Most of the time these items have written messages for the player or other important narrative information about other characters.

👷 Dynamic Dialogue System

Responsibility of MO @Michael Orsini

Version and Changes
Overview
General functionalities
IN Effects
OUT Effects

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 3)	**ago 29, 2024 11:59**	**Michael Orsini**
v. 2	ago 25, 2024 14:50	Michael Orsini
v. 1	ago 25, 2024 14:48	Michael Orsini

Developer	Date	Details
Michael	25 ago 2024	Created and filled it in

Overview

The Dynamic Dialogue System is the system used to write dialogues blended in the environment in Project Winter. The system consists of floating text that, most of the time, appears in the FOW of the player for some time and disappears after. The Dynamic Dialogue System wants to promote immersion making the environment the canvas to write the story on and diegetic UI.

For more information about dialogues and bits of narrative details see 👷 Dialogue Section

General functionalities

Following is a list of all the general functionalities that the Dynamic Dialogue System has:

- Each effect must have a duration.
- Each effect must have the possibility to stick to objects and translate, rotate, and scale with them
- Each effect must have the possibility to stick to the player's FOW for some time after being collided with before disappearing

IN Effects

Following is a list of all effects that the Dynamic Dialogue System can use to make text appear in the scene.

Effect	Description

Slow fade in (whole text)	The whole text slowly fades in from top to bottom
Slow fade in (letter by letter)	The text slowly fades in letter by letter
Slithering	The text gets inside the scene following a path from a point to another like a train on rails or a snake

OUT Effects

Following is a list of all effects that the Dynamic Dialogue System can use to make text disappear from the scene.

- Each OUT effect must trigger after some time.
- Each OUT effect must always fade out.

Effect	Description
Slow fade out (whole text)	The whole text slowly fades out from top to bottom
Slow fade out (letter by letter)	The text slowly fades out letter by letter
Blown by the wind	The text gets blown away
Reduce to snowy dust	The text gets reduced to snowy dust that floats away
Lead the player slithering	The text goes away from a point to another following a chosen path like a train on rails or a snake

👷 Level Design

Version and Changes

> Storico cambiamenti

Developer	Date	Details
Michael	20 giu 2024	First template draft
Giacomo	29 ago 2024	First draft

Introduction

This section includes the detailed process of creating the game map since its inception, all the details regarding the different areas, how the gameplay evolves in the areas and all the assets used.

The overview of the map-level design includes the research preliminary to the creation of the map, the creation process itself, and the final result.

The different areas of the map are covered one by one and treated as separate levels with their objectives, assets, different creature behaviors, different environments, points of interest and collectibles.

🎮 Map level Design

🎮 Map level Design

- Version and Changes
- Overview
- The map
  - Research and sources of inspiration
  - Process of creation
- Areas overview
  - The Hub
  - The Coast Peak
  - The Forest
  - The Village
  - The Lodestone Cavern
  - The Island
  - The Tundra (Removed from the game)
  - The Beach (Removed from the game)

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 10)	**set 10, 2024 12:18**	**Michael Orsini**
v. 9	set 10, 2024 12:15	Michael Orsini
v. 8	set 07, 2024 19:48	Giacomo Franzoso
v. 7	set 07, 2024 11:37	Giacomo Franzoso
v. 6	ago 30, 2024 16:52	Giacomo Franzoso
v. 5	ago 29, 2024 18:04	Giacomo Franzoso
v. 4	lug 03, 2024 17:17	Michael Orsini
v. 3	lug 03, 2024 16:29	Michael Orsini
v. 2	lug 03, 2024 16:23	Michael Orsini
v. 1	giu 20, 2024 11:01	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template
Giacomo	29 ago 2024	Blockout and draft

Overview

This section contains an in-depth presentation of the map, with a breakdown of each section o, comprehensive information on the relative gameplay, difficulty, and danger level, and a thorough report on the research and sources of inspiration used to create it.

The environment is the reproduction of Mitkof Island, an island entirely covered by a forest part of the Tongass Forest, the largest U.S. national forest. Mitkof Island is part of the Alaska region. Tongass Forest is a temperate rainforest, considered part of the Tundra biome, with its rich forest of coniferous and broadleaf. The forest covers an area of 68.000 km2 but for the purpose of the game, an area of 42 km2 is reproduced, rescaled to a size of 1.2 km2 with a scale of 1:35.

Being a realistic environment, the terrain is varied with mountains, peaks, hills, depth, lakes, rivers and the sea, as the area we reproduced is set on an island. For the purpose of the game, a Lodestone Cavern has been added to the environment to fit with the story and to add an interesting twist to the gameplay.

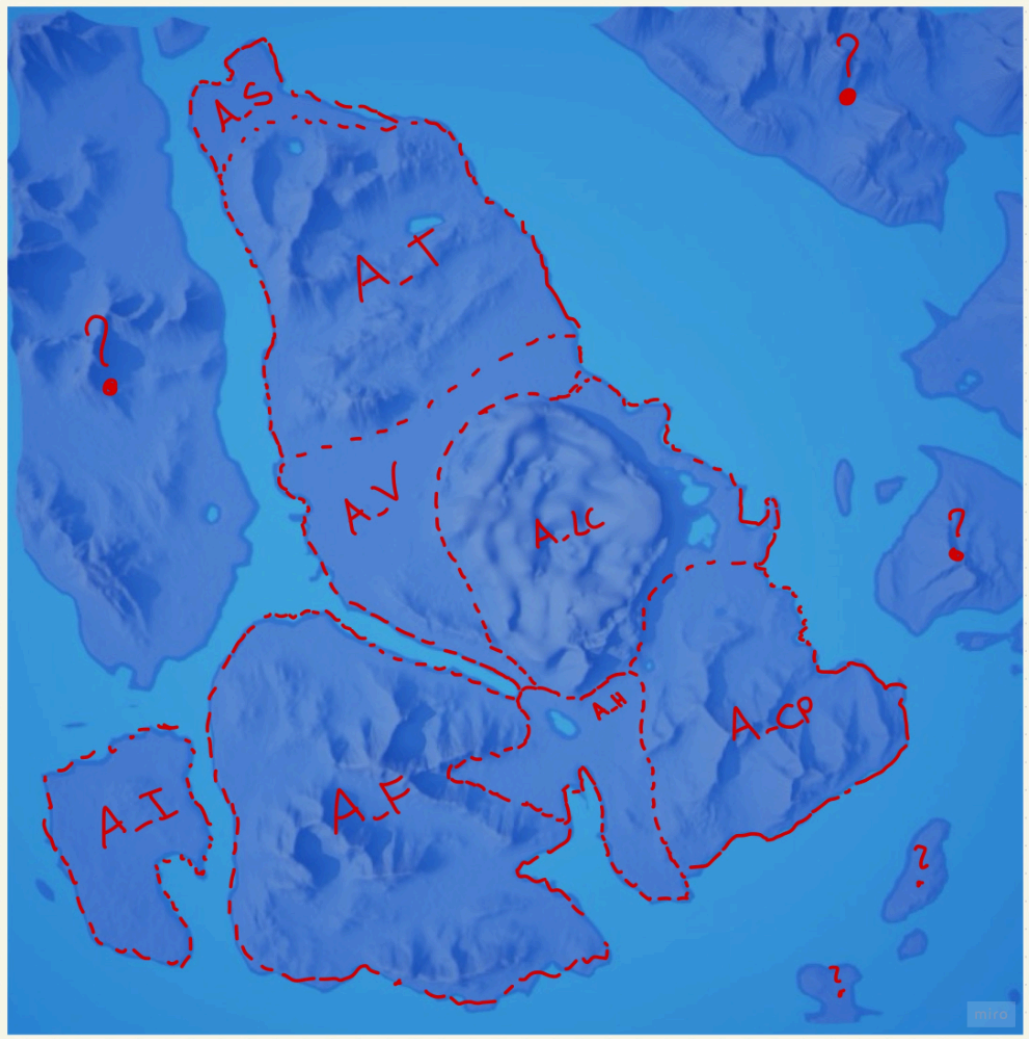
There are 6 main areas to explore:

- **The Hub**: it is the starting/tutorial zone. Here the player begins its journey and starts to familiarize with the fundamental mechanics of the game. In the Hub, there is the house of the main character where he can return to manage his backpack and refill matches to light campfires.
- **The Coast Peak**: it is the first zone the player should explore, being the world built as a semi-open world (some zones are not accessible without certain items). The coast peak has a great verticality, with beautiful vistas during the ascension and an important item on the top.
- **The Forest**: it is a gloomy, dark, and dense forest, with various points of interest where the character can collect items for survival and letters and notes to unlock pieces of the story, constantly chased by the creature.
- **The Village**: It is the only zone with anthropic signs of life. It is an abandoned village where the player will find postcards and letters to unlock pieces of the story. The creature activity in the zone is very intense and the player must survive the creature while searching for an important item.
- **The Lodestone Cavern**: the cavern’s entrance is near the village. It is completely dark inside and the flashlight is mandatory to explore it. The creature is active inside the cave and this is the scariest zone of the game. The compass will not help inside, as the Lodestone interferes with the magnetic poles, resulting in a weird behavior of the pointer.
- **The Island**: it is the only non-mandatory zone of the game the player can explore. This little island is accessible through the sled and contains a collectible that completes the story. The island is difficult to explore as the forest is very dense and the winds are pretty intense so the player risks to die from freezing easily.

The map

Screenshot from Open Street Map

The image above is taken from Open Street Map and it served as the basis for the creation of the game world. The main island is Mitkof Island, where the game is set. The little island in the left corner is “The Island” area of the game. The other lands and isles are not accessible to the player. The area is completely filled with trees and there is a city on top of the island but, for the purpose of the game, it has been removed and the island isn’t completely explorable. The Lodestone Cavern has been sculpted at the center of the island, leveraging the mountain that is already present but has been remodeled for the purpose of the cavern. The same has been done for the Coast Peak. It has been sculpted on the already existing mountain range, leveraging its realistic orography and modeling it to serve the purpose of the game.



Areas of the map

The map above shows how the game world is divided into the different areas:

- A_H: The Hub
- A_CP: The Coast Peak
- A_F: The Forest
- A_V: The Village
- A_LC: The Lodestone Cavern
- A_I: The Island
- A_T: The Tundra (removed from the game)
- A_S: The Beach (removed from the game)

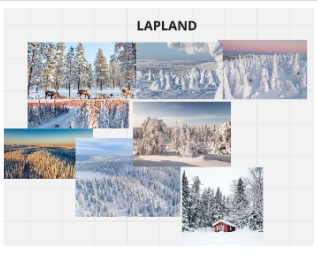
Each area has its relative danger level, a parameter that regulates the activity of the creature: the higher the level, the more active the creature is (see 👷 Creature System). The danger level is also related to the overall difficulty of the area, so when a player understands that an area is too difficult, she can go to another, more manageable area. Through area difficulty and narrative design, the player can be conducted through a path priorly decided, making understandable the correct path to follow.

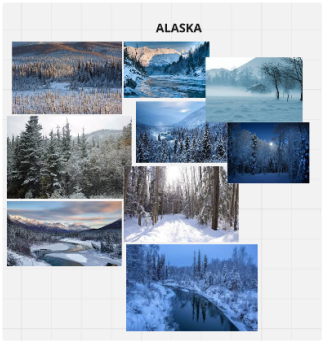
The map with the position of the items

Each area of the map has an important piece of equipment the player has to find to have access to new areas. To discover the whole story, the player must find the letters and notes scattered throughout the entire map. These items are hidden and difficult to find, except for the first one in the tutorial section.

Research and sources of inspiration

To create the map we researched different locations that fit with the theme of the game. The first environments found were glacial and snowy locations with forests, and the focus was on Norway, Lapland, Alaska, and Canada. Lots of references were collected for all the locations, as shown below.

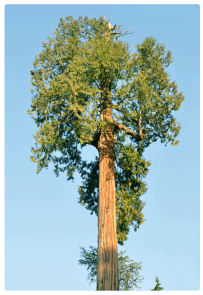


For each of the locations we searched for large forests and then the Tongass Forest in Alaska perfectly matched the narrative of the game, being a huge and dense forest, with with heavy atmospheric phenomena resulting in some beautiful landscapes during the winter season. The trees of the Tongass Forest also matched the tree package available for the project so the choice was made. Furthermore, the Tongass Forest has a lot of giant trees that are older than 800 years, and this was another attention point as there is a giant tree featured in the game, so the choice was even more solid.

The trees of the Tongass forest are coniferous and broadleaf. In particular, trees are the following:

Sitka Spruce (Alaska’s state tree)	
Western Hamlock	
Mountain Hemlock	
Shore Pine	

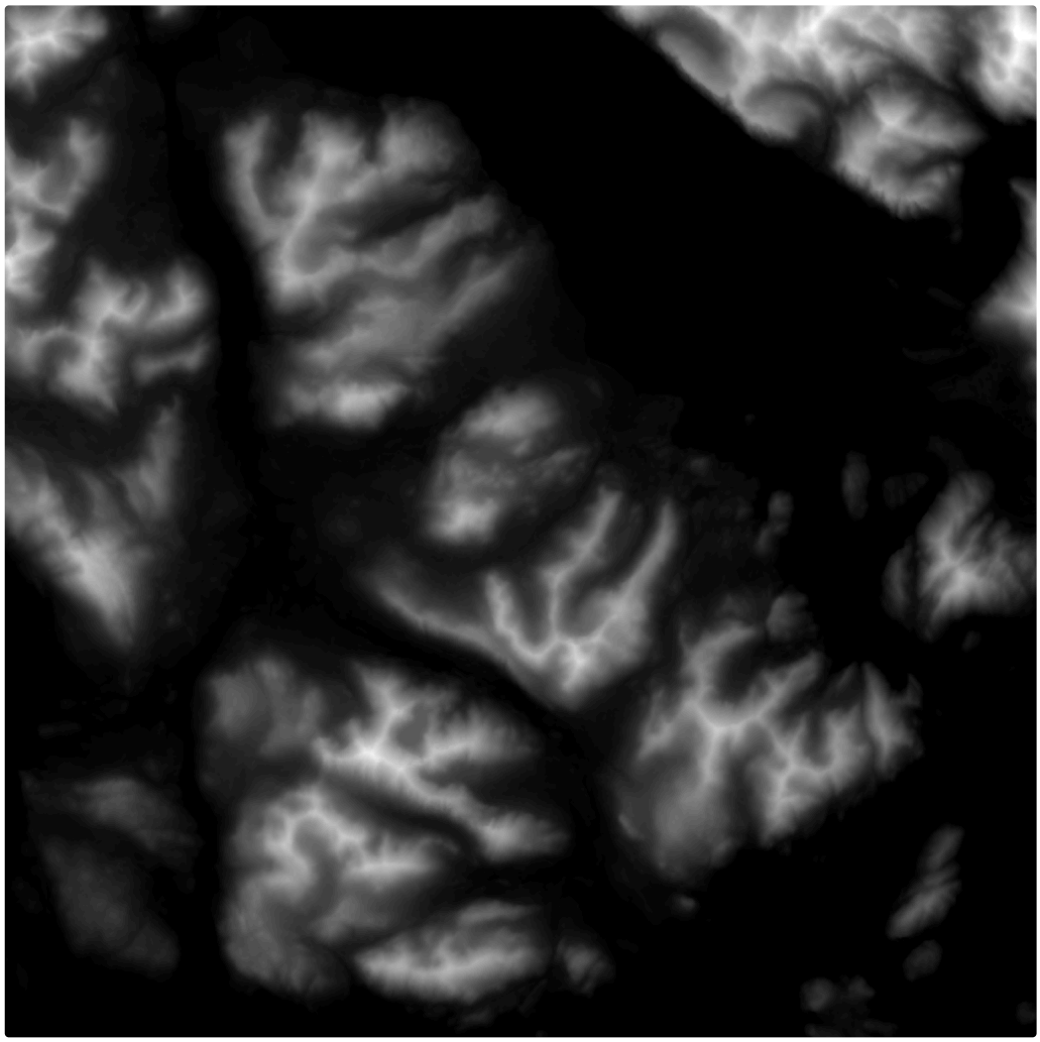
Yellow Cedar	
Western Redcedar	

Trees in Mitkof Island are mainly coniferous, which perfectly fits with the tree package for Unreal.

Process of creation

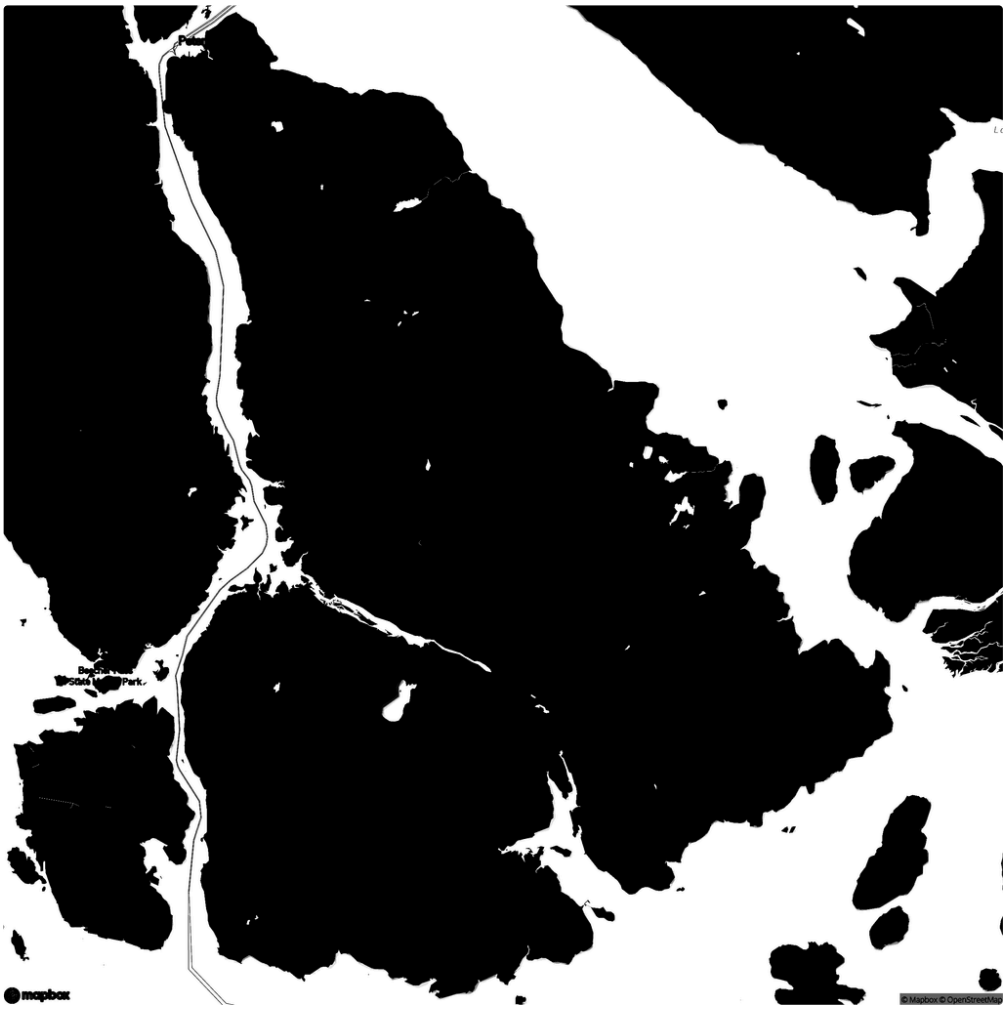
To the creation of the game map, after the research, has been carried out as follows:

1. Extraction of the Heightmap using an online tool created by a Polish community of the game Cities: Skyline. The height is the following.



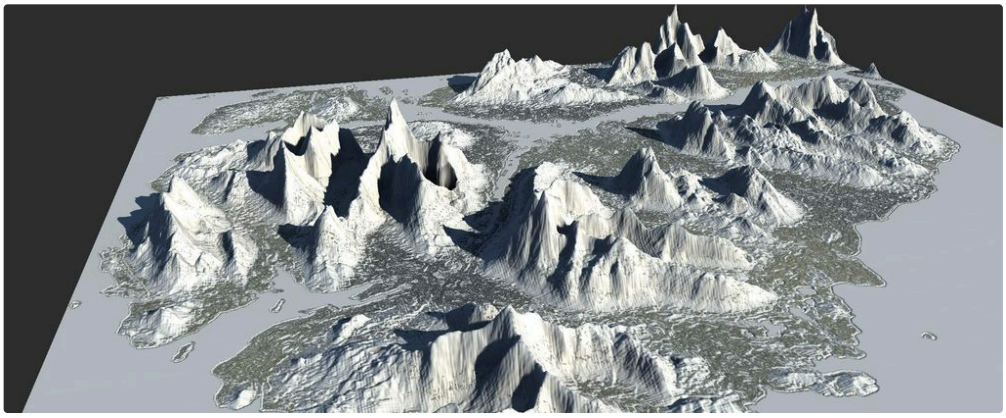
Heightmap export

2. The terrain has been created in Gaea, dedicated software for environment creation in which it is possible to import a height map to generate the terrain and then work on the terrain for the details.
3. A watermask was created through Photoshop to work on the details of the water areas of the map. The water mask is the following.



The watermask

4. Once created the terrain on Gaea with the desired level of detail, started the export with the creation of a PNG file to be imported into Unreal.



One of the tries on Gaea

5. After the PNG file had been imported and consequently the terrain had been created in Unreal, the sculpting phase began to match the terrain with the idea we had for the map of the game (the Coast Peak, the Cavern etc…)
6. Then a landscape material has been applied to give a realistic touch to the mountains and the overall environment. The landscape material behaves differently based on the slope of the mountain, resulting in rocks when the slope has acute angles and snow when the surface is flat or with a gentle slope.

Areas overview

The game takes place in part of the Mitkof Island and the little isle on the bottom left of the map is a bonus area. There are 5 mandatory areas the player must explore to complete the game, plus one bonus area the player can visit to find all the collectibles (for completionist players). Hereinbelow the list of the areas with an overview and the description of the environment, the assets, the collectibles items, the danger level, and the campfires' spots for each one of them.

The Hub

The Hub is the first area of the game, where the story begins and the player familiarize with the mechanics of the game. The area is intended as a tutorial so everything is explained to help the player to be accustomed to the different mechanics.

- **Environment**: It is a forest environment. The character wakes up near a river/lake after something happened to him and the goal is to reach his home. The setting is a passage between the mountains, with the sparse forest, snow all over the ground and items that guide the player towards the house.
- **Assets**: Trees, bushes, grass, snow, rocks, scattered branches, fence, the house, the backpack, the compass, the flashlight, letters, logs, matches
- **Collectables items**: the backpack, the compass, the flashlight two letters, logs, matches
- **Danger Level**: No danger here, the home of the character works as a safe place for the player
- **Campfires' spots**: Inside the character’s home

The Coast Peak

After the Hub, the Coast Peak is the easiest way for the player to take (even if it will be attracted by the Watchtower in the Forest). This area is based on verticality and it is filled with narration during the ascension and beautiful vistas. It is intended as an easy area to explore, with low dangeer level resulting in less activity of the creature and enhancing the player’s curiosity to reach the top. Once on the top, the player is rewarded with a fundamental item for exploration, the sled. At the bottom of the mountain there is an explorable area where the player could find an entrance for the Lodestone Cavern.

- **Environment**: It is a mountain environment. The player starts from the bottom of the mountain to reach the top of it, enjoying the vistas from the height and chilling during the exploration. The ascension is long but enjoyable, with low creature activity and nice passages to see.
- **Assets**: Trees, grass, snow, rocks, fence, letters, the sled, logs
- **Collectables items**: The sled, letters, logs
- **Danger Level**: 0,2
- **Campfires' spots**: Nearly at half of the ascension, there is one campfire. Another campfire is in front of the entrance of the Lodestone Cavern

The Forest

One of the most dangerous area of the map, the Forest is a gloomy, dark and dense forest where the player can find different interest points (e.g. the Watchtower) and collect several letters. The danger level is high resulting in a high creature’s activity, making it a difficult area to explore. The player is attracted by the light of the Watchtower and the area is fascinating even if dangerous to explore. The snowstorm is heavier and the visibility is limited giving the player an amplified sense of fear and anxiety. In this area there is another fundamental object, the Scout Badge, that enables the player to create and light campfires.

- **Environment**: It is a dense forest, obscure and with low visibility given the heavier snowstorm. There are lots of trees, bushes and high grass, with the Watchtower on the top of a mountain that is visibile even from the home of the

character.

- **Assets**: Trees, grass, snow, rocks, fence, letters, logs, huts, shacks, wooden houses, the Scout Badge
- **Collectables items**: The Scout Badge, letters, logs
- **Danger Level**: 0,9
- **Campfires' spots**: One campfire on the path towards the Watchtower. A stove that works as a campfire inside the Watchtower.

The Village

The abandoned village is the only area where is clear that other humans lived on the island but it is not known by the player why people abandoned it. The village is difficult to explore as the danger level is high and the creature is very active, but there are many letters to find and one of the most important object of all, the Key that opens up a door in the character's home so exploration is mandatory. It is one of the most challenging area of the game. In this area there is one of the entrance of the Lodestone Cavern.

- **Environment**: A plane with some trees, wooden houses typical of an Alaska village, completely covered with snow and some lights to guide the player.
- **Assets**: Trees, snow, rocks, fences, letters, logs, wooden houses, the Key
- **Collectables items**: The Key, letters, logs
- **Danger Level**: 0,8
- **Campfires' spots**: One campfire is in the village near a specific house .

The Lodestone Cavern

The Lodestone Cavern is the scariest area of the game. Built as a labyrinth, the cavern is completely dark where the only source of light is the flashlight and the creature is active in chasing the player during exploration. The lodestone interferes with the compass, resulting in weird behavior of the pointer, and with the flashlight, making it turns off from time to time for brief moments. At the hearth of the cavern there is an important and unique object, the Teddy Bear, the only counter for the creature. The cavern is accessible from two different areas, the Coast Peak and the Village, making the exploration different based on the entrance the player will take (or will find first).

- **Environment**: A rock cavern with stalagmites and stalactites with uneven ground and natural walls that make it difficult to explore. It is built as a labyrinth so the exploration result in a challenge for the player. Rocks, moss and dripping water are the main components of the cavern.
- **Assets**: Rocks, rocks with moss, water, letter, the Teddy Bear
- **Collectables items**: The Teddy Bear, a letter
- **Danger Level**: 0,5
- **Campfires' spots**: No campfire inside the Cavern.

The Island

The Island is only reachable with the sled and exploring the ice expanse around the main island. This is the only bonus area but it is a challenging exploration as atmospheric phenomena are intense, there is no campfire and the character can easily freeze and die. There is no activity of the creature as the level of challenge is high due to the difficulty of the exploration and the risk of freezing. The Island has a dense forest with lots of trees and bushes with a very low visibility for the player. The player must explore this island in little pieces to get to know it or death is inevitable on the first exploration.

- **Environment**: A dense forest, with lots of tree and big bushes to make difficult to explore it. Low visibility due to strong snowstorm and high risk of freezing.
- **Assets**: Trees, grass, bushes, snow, rocks, branches, letter, logs
- **Collectables items**: A letter
- **Danger Level**: 0,0

- **Campfires' spots**: No campfire on the Island.

The Tundra (Removed from the game)

The Beach (Removed from the game)

📝 Area - HUB

Version and Changes
Overview
Breakdown
Environment
Objective
Points of Interest
Player Progression
Collectibles
Asset List

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 5)	**set 10, 2024 14:05**	**Michael Orsini**
v. 4	set 10, 2024 14:02	Michael Orsini
v. 3	ago 05, 2024 16:03	Michael Orsini
v. 2	ago 05, 2024 16:02	Michael Orsini
v. 1	ago 05, 2024 16:02	Michael Orsini

Developer	Data	Details
Michael	5 ago 2024	Created

Overview

Breakdown

Breakdown of the area in each major section

Environment

Environment description with details about flora and structures

Objective

Main objectives of the player while in this area

Points of Interest

Main points of interest for the player

Player Progression

Breakdown of the player progression in the area

Collectibles

List of collectibles in the area

Asset List

📝 Area - The Coast Peak

Version and Changes
Overview
Breakdown
Environment
Objective
Points of Interest
Player Progression
Collectibles
Asset List

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 4)	**set 10, 2024 14:05**	**Michael Orsini**
v. 3	ago 05, 2024 16:14	Michael Orsini
v. 2	ago 05, 2024 16:08	Michael Orsini
v. 1	ago 05, 2024 16:02	Michael Orsini

Developer	Data	Details
Michael	5 ago 2024	Created

Overview

Breakdown

Breakdown of the area in each major section

Environment

Environment description with details about flora and structures

Objective

Main objectives of the player while in this area

Points of Interest

Main points of interest for the player

Player Progression

Breakdown of the player progression in the area

Collectibles

List of collectibles in the area

Asset List

📝 Area - The Forest

Version and Changes
Overview
Breakdown
Environment
Objective
Points of Interest
Player Progression
Collectibles
Asset List

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 2)	**set 10, 2024 14:05**	**Michael Orsini**
v. 1	ago 05, 2024 16:09	Michael Orsini

Developer	Data	Details
Michael	5 ago 2024	Created

Overview

Breakdown

Breakdown of the area in each major section

Environment

Environment description with details about flora and structures

Objective

Main objectives of the player while in this area

Points of Interest

Main points of interest for the player

Player Progression

Breakdown of the player progression in the area

Collectibles

List of collectibles in the area

Asset List

📝 Area - The Village

Version and Changes
Overview
Breakdown
Environment
Objective
Points of Interest
Player Progression
Collectibles
Asset List

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 2)	**set 10, 2024 14:05**	**Michael Orsini**
v. 1	ago 05, 2024 16:09	Michael Orsini

Developer	Data	Details
Michael	5 ago 2024	Created

Overview

Breakdown

Breakdown of the area in each major section

Environment

Environment description with details about flora and structures

Objective

Main objectives of the player while in this area

Points of Interest

Main points of interest for the player

Player Progression

Breakdown of the player progression in the area

Collectibles

List of collectibles in the area

Asset List

📝 Area - The Lodestone Cavern

Version and Changes
Overview
Breakdown
Environment
Objective
Points of Interest
Player Progression
Collectibles
Asset List

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 2)	**set 10, 2024 14:06**	**Michael Orsini**
v. 1	ago 05, 2024 16:09	Michael Orsini

Developer	Data	Details
Michael	5 ago 2024	Created

Overview

Breakdown

Breakdown of the area in each major section

Environment

Environment description with details about flora and structures

Objective

Main objectives of the player while in this area

Points of Interest

Main points of interest for the player

Player Progression

Breakdown of the player progression in the area

Collectibles

List of collectibles in the area

Asset List

📝 Area - The Island

Version and Changes
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Objective
Points of Interest
Player Progression
Collectibles
Asset List

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 2)	**set 10, 2024 14:06**	**Michael Orsini**
v. 1	ago 05, 2024 16:10	Michael Orsini

Developer	Data	Details
Michael	5 ago 2024	Created

Overview

Breakdown

Breakdown of the area in each major section

Environment

Environment description with details about flora and structures

Objective

Main objectives of the player while in this area

Points of Interest

Main points of interest for the player

Player Progression

Breakdown of the player progression in the area

Collectibles

List of collectibles in the area

Asset List

⚠ Area - The Tundra (Removed)

Version and Changes
Overview
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Environment
Objective
Points of Interest
Player Progression
Collectibles
Asset List

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 3)	**set 10, 2024 13:11**	**Michael Orsini**
v. 2	ago 29, 2024 17:54	Giacomo Franzoso
v. 1	ago 05, 2024 16:10	Michael Orsini

Developer	Data	Details
Michael	5 ago 2024	Created

Overview

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Environment

Objective

Points of Interest

Player Progression

Collectibles

Asset List

⚠ Area - The Beach (Removed)

Version and Changes
Overview
Breakdown
Environment
Objective
Points of Interest
Player Progression
Collectibles
Asset List

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 3)	**set 10, 2024 13:12**	**Michael Orsini**
v. 2	ago 29, 2024 17:54	Giacomo Franzoso
v. 1	ago 05, 2024 16:13	Michael Orsini

Developer	Data	Details
Michael	5 ago 2024	Created

Overview

Breakdown

Environment

Objective

Points of Interest

Player Progression

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👷 Characters

Responsibility of TB @Tommaso Bacci

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 14)	**set 10, 2024 12:19**	**Michael Orsini**
v. 13	lug 31, 2024 15:38	bano camacho
v. 12	lug 03, 2024 17:49	Michael Orsini
v. 11	lug 03, 2024 17:17	Michael Orsini
v. 10	lug 03, 2024 16:33	Michael Orsini
v. 9	lug 03, 2024 16:33	Michael Orsini
v. 8	lug 03, 2024 16:29	Michael Orsini
v. 7	lug 03, 2024 16:26	Michael Orsini
v. 6	lug 03, 2024 15:41	Michael Orsini
v. 5	giu 24, 2024 18:42	Michael Orsini
v. 4	giu 20, 2024 10:28	Michael Orsini
v. 3	giu 20, 2024 10:05	Michael Orsini
v. 2	giu 20, 2024 10:02	Michael Orsini
v. 1	giu 20, 2024 09:58	Michael Orsini

Developer	Date	Details
Michael	`20 giu 2024`	First template draft
Michael	`24 giu 2024`	Added a brief description

Introduction

In this sections we need to **list out and describe each character** of the story.

Each Character will be described through:

- Background
- Splash Art/Asset
- Character Info
- Role in the game

Character List (Use the Character Template for each character in the list) :

1. Main character
2. Mother
3. Father
4. Creature
5. The House

👷 Main Character

Version and Changes
Background
Character Info
Splash Art and Asset
Role in the game

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 4)	**set 10, 2024 12:08**	**Michael Orsini**
v. 3	ago 15, 2024 00:12	bano camacho
v. 2	lug 31, 2024 15:35	bano camacho
v. 1	lug 31, 2024 11:25	bano camacho

Developer	Date	Details
Michael	20 giu 2024	First draft template
Baldassare	Jun 31,2024	Character info
Baldassare	Ago 15, 2024	BackGround_and_Role

Background

He’s a boy raised on a small island, where different events were held such as camps and summer parties, where many people from around the country came to reconnect with nature during the summer. In winter the island is usually more desolated due to the lack of tourists visiting.

His parents were forest rangers who were in charge of protecting the entire island. They took care of their only son with all the love possible and they also taught him how to live and survive in the forest, always taking care of nature. The boy was diagnosed with a hereditary disease since birth, which degenerates the boy’s cognitive system, causing him mental gaps and memory loss.

Character Info

Name: Oroitz (temporary name)

Age: 10 years old

Height: 1.3 mts

Weight: 30 kg

Description: A 10 year-old boy native to the area, with brown hair, dressed in a jacket and winter clothes, with a bag full of his belongings that help him to survive. The boy is smart and clever and his personality is insecure, fearful and forgetful.

Splash Art and Asset

Role in the game

He will be the protagonist of the story, through whom all the events of the story and plot twists will be conveyed and understood from his perspective. He will be the one looking for his parents and discover the truth behind what happened in his family.

👷 Creature

Version and Changes
Background
Character Info
Splash Art and Asset
Role in the game

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 3)	**set 10, 2024 12:19**	**Michael Orsini**
v. 2	ago 15, 2024 00:14	bano camacho
v. 1	lug 31, 2024 15:37	bano camacho

Developer	Date	Details
Michael	20 giu 2024	First draft template
Baldassare	Jun 31,2024	Character info

Background

The creature is a terrifying and dangerous beast created by the boy’s mind. It's based on the horror stories and tales of the forest that his father told him to scare him, where he described it in such a detailed way that it was impossible for the boy not to imagine it.

Character Info

Name: The Creature

Age: Unknown

Height: 3 mts

Weight: 200 kg

Description: It’s a big creature with white fur that camouflages itself perfectly with the snow of its surroundings. An evil aura emanates from its body and it has glowing yellow eyes that follow the main character and the player will feel that it can see them even if it’s not around. It also makes a particular sound that can cause goosebumps and tension at any time.

It usually lurks all over the island. It’s a great hunter that likes to play with its prey and before attacking, so it’s better to run away and avoid it because if the boy stays too close the creature will not hesitate to attack.

Splash Art and Asset

Role in the game

The creature is the antagonist of the story, it’s the hunter of the main character. It will be giving horror, anxiety and feelings of urgency to the player. It likes to play with its prey and tire them to then get close enough to strike (Its pattern and movement system can be found in the creature section).

👷 Narrative Desing

- Version and Changes
- Overview
- Narrative Section
- How the narrative arrives to the player.
  - Floating Dialogues
  - Scene, Levels and Environment
- Scenes and levels
  - The Hub Area
    - Key Events
      - Awake and Found the compass
      - Hear the creature
      - Arrival at the house and found the campfire
      - Found the Map
      - Found the drawing of the creature
      - The Parents room's Door
      - Take the bag and The parents argument

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 9)	**set 10, 2024 12:20**	**Michael Orsini**
v. 8	ago 29, 2024 11:54	Michael Orsini
v. 7	ago 15, 2024 00:09	bano camacho
v. 6	ago 14, 2024 00:09	bano camacho
v. 5	lug 29, 2024 11:42	bano camacho
v. 4	lug 16, 2024 10:39	bano camacho
v. 3	lug 16, 2024 10:39	bano camacho
v. 2	lug 15, 2024 12:21	bano camacho
v. 1	lug 10, 2024 11:38	bano camacho

Developer	Data	Details
Michael	3 lug 2024	Created
Baldassare	16 jul 2024	Structured

Overview

In Winter Project, the narrative is a fundamental part of the experience that is intended to be given to the player, showing the feelings that the main character develops throughout his journey. Using elements to tell his story such as the surrounding environment, introspective dialogues that the protagonist have and the collectable elements lost around the map that help to link the loose wire of the story.

This section of the document will develop how the story will be told through in-game elements, how they interrelate in a coherent way with some mechanics, as well as how the story is divided in three fragments where each one will be showing the psychological state of the main character.

Narrative Section

In the winter project, the story takes the player into a snowy forest, a hostile environment that makes anyone feel like nature's little prey. Where the main character is absorbed in his thoughts with feelings of desperation, loneliness and urgency.

The narrative of this game, along with its setting, is designed to convey to the player all these emotions that the main character may have, seeking to give an immersive experience. This section will discuss the three parts into which the story will be divided: Sink, Walk in the Deep and Awake. It will also discuss how the narrative will be delivered to the player.

How the narrative arrives to the player.

Winter Project wants to convey to the player the story that the main character is going through, shown through certain techniques and elements that separately will tell or give clues to the narrative. Making the player must put all the parts together like a puzzle so that he can assemble and understand the whole story.

These elements will be placed strategically, so that the character can see them and activate the key moments and see the fragments of the story that they have. To deliver the narrative elements such as dialogues, objects, cut-scenes will be used.

Floating Dialogues

Throughout the game the main character will have introspective dialogues, either lines of thoughts or narrating certain things he sees from his perspective. These will appear in lines of text with effects in different positions on the game map, making the dialogues a part of the setting, in order to give the player as much context as possible so they can understand what the main character is feeling and going though.

Scene, Levels and Environment

The setting within Winter Project is designed in a way that conveys the emotions and sensations that the main character feels throughout the game, such as loneliness, anxiety, feeling lost. Also, it will be shown in specific places within the map scenes carefully implemented, using the level design for the player to understand what's happening in the game.

Scenes and levels

Winter Project will be divided into eight narrative areas, each area that the player goes through goes deeper into the mind of the main character. Here it will show what has happened to the boy that leads him to begin his journey, at the same time the main character will find answers to his questions and how all of his problems started and how to solve them.

The Hub Area

This is the first area where the player takes the control of the main character to the beginning of the story, understating what his motivations are, what he's facing and why he began this turbulent adventure.

Key Events

Here are exposed the important points that move the story making the player understand, explaining how to move forward and what’s his main mission.

Awake and Found the compass

Description: The main character wakes up at the edge of a water source, facing an area of the forest that covers the entire path making a division with the interior of the forest, while there’s a snowstorm.

Without understanding well what happened, the main character realizes he’s soaking wet so he must return home as soon as possible because otherwise he could die. For this he must find his compass first that fell at some point into the water.

Dialogues to use: Here are the dialogues that are going to be used during the key events. For the positioning and further information on these refer to (Story and Dialogues Document).

- **FTHA_1**
- **FTHA_2**
- **FTHA_3**

Objective: At this time in the game, its aim is to give the player control over the main character to see how he moves, and also to explain to the player the new mechanics he will be able use throughout the story and how the storm affects him if he’s wet.

Sound effects to use: Snowstorm white sound.

Hear the creature

Description: The main character is walking through a thick, dense and dark forest, with a storm above him, on his way home thanks to the compass guiding him. He talks a little about the fall that led him to be all wet, when suddenly he hears a loud thunderous noise that startles him and makes him understand that not only he must hurry because of the storm, but that something is following him as the sound is coming from behind him.

Dialogues to use: Here are the dialogues that are going to be used during the key events. For the positioning and further information on these refer to (Story and Dialogues Document).

- **FTHA_4**
- **FTHA_5**

Objective: At this point the player should listen to the creature with the intention of introducing the antagonist of the story, as well as giving more context to the situation the main character is in.

Sound effects to use: Snowstorm white sound, creature sounds.

Arrival at the house and found the campfire

Description: Arriving at the house the player finds a rather lonely, dark environment, with a single source of light which is the campfire that illuminates the area where it's located and fades the snow around it. Giving the player a light and a safe place to be.

Dialogues to use: Here are the dialogues that are going to be used during the key events. For the positioning and further information on these refer to (Story and Dialogues Document).

- **FTHA_6**
- **FTHA_7**

Objective: At this part of the first mission, the player is given the context of the things that are going on inside the boy's mind, his feelings and concerns, giving more immersion and empathy with the character. As well as helping the player to understand the main function of the campfire and how it will help them survive by recovering the body's heat.

Sound effects to use: Snowstorm white sound, campfire sound.

Found the Map

Description: When entering the house the boy will find a large map of the entire game area in the living room, which will have marked specific points of interest where the player will get important objects and will discover how the setting of the different areas are defined.

Dialogues to use: Here are the dialogues that are going to be used during the key events. For the positioning and further information on these refer to (Story and Dialogues Document).

- **FTHA_9**

Objective: The map will help the player to give landmarks of where these important objects are, so that the player has a better geographical understanding of the position in which he could find himself and, together with the compass, knows the path to the house.

Sound effects to use: Wood floor noise.

Found the drawing of the creature

Description: Somewhere in the house the player will find the boy's drawing that will show the physical appearance of the creature that his father always talked about.

Dialogues to use: Here are the dialogues that are going to be used during the key events. For the positioning and further information on these refer to (Story and Dialogues Document).

- **FTHA_8**

Objective: This scene will help to introduce the creature as a threat that can appear at any time in the game, as well as provide some information on how it attacks. So, the player must always be aware of his surroundings so he doesn't get caught.

Sound effects to use: Wood floor noise.

The Parents room's Door

Description: When the main character approaches the door he will try to open it but he won't be able to. He will need the key that the father always takes with him everytime he leaves the house or has an argument with his mother.

Dialogues to use: Here are the dialogues that are going to be used during the key events. For the positioning and further information on these refer to (Story and Dialogues Document).

- **FTHA_11**

Objective: Here it's explained to the player that at some important moment of the game he will be able to get the key to open the door and see what his parents are hiding.

Sound effects to use: Wood floor noise.

Take the bag and The parents argument

Description: The main character will enter his room, a very dark and quiet room, where he can see his bed, a closet and his bag lying on the floor and he must go and pick it up in order to be able to make longer trips. Once he has grabbed the bag, screams from his father to his mother can be heard until the boy leaves the house.

Dialogues to use: Here are the dialogues that are going to be used during the key events. For the positioning and further information on these refer to (Story and Dialogues Document).

- **FTHA_13**

Objective: The player is given an inventory where he can store multiple items but cannot exceed it otherwise it will become too heavy and the character will find it difficult to walk.

Sound effects to use: Wood floor noise, zipper sound.

👷 Story Winter project

- Version and Changes
- Overview
- Sinopsis.
- Characters
  - Main character
  - Antagonist
- Story structure

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 4)	**set 10, 2024 12:22**	**Michael Orsini**
v. 3	lug 31, 2024 11:11	bano camacho
v. 2	lug 31, 2024 09:59	bano camacho
v. 1	lug 25, 2024 10:36	bano camacho

Developer	Data	Details
Michael	3 lug 2024	Created
Baldassare	Jul 31, 2024	Sinopsis and character
Baldassare	Ago 12, 2024	The Hub Area

Overview

The story within Winter Project has a lot of weight because through it, and with the help of different mechanics, it moves the player to the resolution of the main character's problem. Giving coherence, setting, details, immersion, so that the player wants to continue delving into the game.

This document develops all the essential parts that must be given to the development team to align all the work efforts towards the same purpose and goal, giving not only how the game’s story begins, develops and concludes, but also how the characters, setting and key plot points will be developed in the game.

Sinopsis.

Memories are one of the most important things that human beings can have because they can affect future behaviors. A good memory full of joy can produce a flame of hope when everything seems lost, just as a bad memory can lead you into the darkness even if it’s a good day.

Oroitz is in search of his parents in the vastness of a mountainous island with really stormy weather that had not been seen in years in the area. In his search, the boy must be very cautious not only because of the conditions that have left

the island deserted, but also because he knew of the existence of a creature. He has never seen it but his father had told him for years stories of this creature that likes to play with its prey and attack if it’s seen for too long. So the boy must be aware of his movements and avoid the creature as soon as possible.

In his journey he will always be tested by the fierce nature he must go through, where not only the incense cold and the creature will affect his journey, but the worry, the loneliness, the feeling of being lost and his memories being more and more unstable. So his path will not be easy and he will have to do his best.

He will be accompanied by the memories of the relationship with his family, how they taught him how to live in the forest, how they treated him, the good and the bad time. With this he will understand that SOMETIME A MEMORY THAT YOU APPRECIATE AND TREASURE CAN GIVE YOU THE LAST PUSH TO PULL YOU OUT OF THE STRONGEST STORM.

Characters

Main character

Name Oroitz (provisioned name)

Age 10

Height 1.3 mts

Weight 30 kg

A 10 year-old boy native to the area, with brown hair, dressed in a jacket and winter clothes, with a bag full of his belongings that help him to survive. The boy is smart and clever, with a disease that causes his memories to be altered and has mental gaps, that's why his personality is insecure and fearful. He was raised by his forest ranger parents which he loves so much and they taught him how to survive in the forest.

Antagonist

Name The Creature

Age Unknown

Height 3mts

weight 200 kg

It is a big black and dark creature, where an evil aura emanates from its body. It has bright yellow eyes that follow you and make you feel it's watching you even if it's not near. It usually haunts all areas of the island, it's a great hunter and likes to play with its prey before attacking. You cannot fight against it so if you confront it, it will attack and you will not be able to avoid it. The best way to survive is escape.

Story structure

The Hub Area

The boy gets up from the ground near a water source with a view of different trees and mountains that cover the path where the boy must go, where there’s a strong snowstorm occurring. He doesn’t really remember what happened, he just remembers that he fell on the water.

FTHA_1 Exclaims the main character

In this place the boy wants to return home, but quickly realizes that he doesn’t know where it is or how to get there, he feels lost. (That’s why the main character won't be able to move forward without the compass. The trees will be used as boundary markers where he cant get out of there without the compass)

FTHA_2

So the boy must find the compass that’s on the shore of the beach near where he was.

FTHA_3

Once he finds it the boy sets out on his way home through the forest, in a setting with a heavy blizzard, in which he can’t see much in any direction and it’s easy to get lost.

As he goes on his journey the boy feels quite confused, having a headache. The fall seems to have had an effect on him.

FTHA_4

Then in a certain area a very loud noise of a wild creature is heard in the distance, so the boy better go quickly to the house.

FTHA_5

Arriving home the boy finds a lonely and dark landscape since his parents are not there. He only has the light of a campfire, with no snow around it, which his father never let it go out.

FTHA_6

FTHA_7

Once the boy has warmed up his body and calmed down from the cold, he proceeds to go inside the house. A small house where the living room and the kitchen are connected, with a hallway that leads to the rooms.

Somewhere in the house there’s a picture hanging of a monster (if the player finds the object in the position —— the boy will narrate the following):

FTHA_8

The boy will find a big map covering one wall of the room and will be able to see all the landmarks in the area where his parents told him to go if he ever got lost and they will always find him.

FTHA_9

During the exploration of the house, when the boy is close to the rooms, he will understand that he must find a way to make longer trips and that he needs his bag to continue.

FTHA_10

On the way to the rooms he finds two closed doors, one for the parents and one for the boy. When approaching the parents’ room the boy will say:

FTHA_11

The moment he enters his own room he’ll find a tidy room, with a bed in the middle and a shelf next to it. Here’s where he’ll find his bag.

FTHA_12

When he takes his bag he says:

FTHA_13

Once with the bag, the boy makes the decision to go in search of his parents. When he turns around he has a flashback of what has happened. He begins to hear his father screaming to his mother, but he doesn’t understand very well what they’re saying, to him they only sounded like murmurs on the walls of his closed room.

👷 Dialogue Section

Version and Changes
Overview
The Hub Area
FTHA_1:

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 4)	**set 10, 2024 12:23**	**Michael Orsini**
v. 3	set 04, 2024 14:26	bano camacho
v. 2	ago 29, 2024 11:53	Michael Orsini
v. 1	ago 12, 2024 21:21	bano camacho

Developer	Data	Details
Michael	3 lug 2024	Created
Baldassare	Ago 8,2024	Hub Area

Overview

The Hub Area

FTHA_1:

1. “What happened!?”
2. “I’m all soaking wet. I must return home to dry myself”

Position: In the air in front of the main character.

Effect: Fade away like the storm.

FTHA_2:

1. “How do I return home? I need the compass my father gave me. It must be here, it always helps me to find my way home ”

Position: In front of the trees that cover the path.

Effect: Fade in and fade the letters out.

FTHA_3:

1. “I found it!”
2. “I cannot lose it, otherwise I won't’ be able to go back”
3. “This giant tree in the woods brings back bad memories”

Position: Around the compass or near it.

Effect. break effect

FTHA_4:

1. “My head hurts so much. I didn’t think the ice would break, that hit hurt a lot.”

Position: In front of the character.

FTHA_5:

1. “They haven’t returned, they’re still missing”
2. “It has been 3 days since they left the house. Everything feels so lonely”

Position: On the top of the house or in front of it.

Effect. Fade in, fade letters out.

FTHA_6:

1. “This campfire is always lit, my father never lets the flame go out”

Position: On/Near the campfire.

effect. fade in, burn out

FTHA_7:

1. “I must be careful not to run into this beast. I cannot face it in any way”

Position: On the paper.

effect. fade in, burn out

FTHA_8:

1. “This map has marked the meeting points in case someone in the family gets lost”
2. “I will start to look for them in those points even if the journey will be a long one”

Position: On/Near the map

effect. fade in, fade out

FTHA_9:

1. “I want to reach farther places from the house”
2. “I must take the bag that’s in my room”

Position: On the wall.

effect. fade in, fade out

FTHA_10:

1. “My parents usually lock the door”
2. “The last night I heard them I got the feeling that they were arguing about something. I could hear my father screaming at my mother as always”

Position: At the door of the parents’ room.

Effect. Fade in, fade letters out.

FTHA_11:

1. “Here is my bag”

Position: On the bag.

FTHA_12:

1. “I don’t like this bag, but it was what I got.”
2. “Lately they don’t listen to me”
3. “It’s really big. It can become very heavy and tiresome to carry”

Position: In front of the main character.

FTHA_13:

1. “This is my father’s notebook, he often wrote her at night”
2. “I think I saw my mother reading it the same night they had the big fight”

Position: In front of the main character.

📝 Art and Aesthetic

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 8)	**lug 03, 2024 17:19**	**Michael Orsini**
v. 7	lug 03, 2024 17:06	Michael Orsini
v. 6	lug 03, 2024 16:47	Michael Orsini
v. 5	lug 03, 2024 16:46	Michael Orsini
v. 4	giu 20, 2024 11:03	Michael Orsini
v. 3	giu 20, 2024 10:05	Michael Orsini
v. 2	giu 20, 2024 10:02	Michael Orsini
v. 1	giu 20, 2024 09:59	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First template draft

Introduction

📝 **Environment**

📝 **Assets**

📝 **VFX**

📝 **Animations**

📝 Environment

Version and Changes

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 4)	**lug 03, 2024 17:20**	**Michael Orsini**
v. 3	lug 03, 2024 17:07	Michael Orsini
v. 2	lug 03, 2024 16:48	Michael Orsini
v. 1	giu 20, 2024 10:58	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template

📝 Assets

Version and Changes

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 3)	**lug 03, 2024 17:20**	**Michael Orsini**
v. 2	lug 03, 2024 16:48	Michael Orsini
v. 1	giu 20, 2024 10:59	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template

📝 VFX

Version and Changes

Version and Changes

Storico cambiamenti

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v. 2	lug 03, 2024 16:49	Michael Orsini
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Developer	Date	Details
Michael	20 giu 2024	First draft template

📝 Animations

Version and Changes

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 3)	**lug 03, 2024 17:21**	**Michael Orsini**
v. 2	lug 03, 2024 16:49	Michael Orsini
v. 1	giu 20, 2024 11:00	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template

👷 UI and Controls

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 9)	**set 10, 2024 12:21**	**Michael Orsini**
v. 8	ago 07, 2024 16:02	Michael Orsini
v. 7	lug 03, 2024 17:21	Michael Orsini
v. 6	lug 03, 2024 16:57	Michael Orsini
v. 5	lug 03, 2024 16:51	Michael Orsini
v. 4	giu 20, 2024 11:05	Michael Orsini
v. 3	giu 20, 2024 10:05	Michael Orsini
v. 2	giu 20, 2024 10:02	Michael Orsini
v. 1	giu 20, 2024 10:01	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First template draft

Introduction

👷 In-Game UI

👷 Controls

👷 Main Menu

Pause Menu

👷 In-Game UI

- Version and Changes
- Overview
- In-Game Screen
  - Aiming Dot
  - Button Prompt for interacting with Objects and Interactives
  - Body Temperature
  - Danger Zones and Creature Presence
- Backpack Screen
  - Backpack Weight
  - Throw away Objects

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 7)	**ago 06, 2024 19:50**	**Michael Orsini**
v. 6	ago 06, 2024 19:50	Michael Orsini
v. 5	ago 06, 2024 18:52	Michael Orsini
v. 4	ago 06, 2024 18:51	Michael Orsini
v. 3	lug 03, 2024 17:22	Michael Orsini
v. 2	lug 03, 2024 16:52	Michael Orsini
v. 1	giu 20, 2024 10:49	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template
Michael	6 ago 2024	Filled in: Overview, In-Game Screen, Aiming Dot, Button Prompt, Body temperature, Danger Zones and Creature Presence, backpack screen, backpack weight, throw away objects

Overview

Project Winter has a highly diegetic UI that aims to immerse the player in the game as much as possible. For this reason, UI elements are reduced to a minimum and used only if strictly necessary, other information is delivered to the player through the use of VFX, SFX, and screen effects.

In this section are listed the UI elements used in the game both diegetic and normal.

In-Game Screen

The In-Game screen is the standard screen in the game, the screen the player sees most of the time while exploring, interacting with the world, running from the creature, and surviving.

Aiming Dot

The Aiming Dot is a colored dot that stands out from the environment and indicates the center of the screen to the player and where the main character is looking. This UI element helps the player to be oriented in the low-visibility snowy Project Winter environment.

<Insert Aiming Dot image here>

Button Prompt for interacting with Objects and Interactives

When the player is looking at an Object or something interactable, a prompt with the interact button is shown on the target (works also in the Backpack Screen). The prompt pops out organically and shows the button to press. The interaction prompt helps the player orient with commands in the absence of a proper tutorial and UI to show commands to the player.

<Insert button prompt image examples here>

Body Temperature

The Body Temperature is a core element in the game. The information about the Body Temperature status is delivered to the player through incremental screen freezing, cold breath VFXs, and discomfort SFXs coming from the main character.

The screen freezing starts from the screen corners and slowly envelops the whole screen in ice when the player is completely frozen.

<Insert screen freezing stages images here>

Incremental SFXs to signal the Body Temperature getting lower are heavy breathing and teeth chattering getting more and more prominent as the temperature lowers.

Danger Zones and Creature Presence

Upon entering the Danger Zone the player is alerted with SFXs and Screen VFXs and when the Creature spawns more Screen VFXs are played.

<insert here images of the various screens>

Backpack Screen

The Backpack Screen is the screen that the player sees when opening the backpack. In this screen, the player can manage the inventory, manage the backpack weight, and throw away unwanted items.

Backpack Weight

The Backpack Weight is responsible for the main character’s movement speed. The Backpack Weight information is shown to the player as a Backpack icon that slowly fills up as the player puts more and more weight inside. When certain thresholds are surpassed the backpack turns yellow or red when is filled.

<Insert backpack fill UI element image at each stage>

Throw away Objects

While on the Backpack Screen, near the bottom right of the screen, the player can see a bin icon. The player can drag and drop items on the bin icon to throw away items out of the Backpack. While the player drags an item into the bin, the bin gets bigger and lights up.

<insert bin icon images for both stages>

👷 Controls

Version and Changes
Controls

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 8)	**ago 25, 2024 16:46**	**Michael Orsini**
v. 7	ago 25, 2024 16:44	Michael Orsini
v. 6	ago 25, 2024 16:39	Michael Orsini
v. 5	ago 07, 2024 17:17	Michael Orsini
v. 4	ago 07, 2024 17:17	Michael Orsini
v. 3	lug 03, 2024 17:22	Michael Orsini
v. 2	lug 03, 2024 16:56	Michael Orsini
v. 1	lug 03, 2024 16:53	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template
Michael	7 ago 2024	Filled in: Controls

Controls

Action	Key
Move forward	W
Move backward	S
Move left	A
Move right	D
Sprint	SPACE
Look around	Mouse
Use Equipment	Q
Interact with	Left click
Drag	Hold left click

Switch Equipment	Mouse Wheel
Open/Close the Backpack	I

📝 Title Screen

Version and Changes

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 1)	**ago 07, 2024 15:49**	**Michael Orsini**

Developer	Date	Details
Michael	20 giu 2024	First draft template

👷 Main Menu

- Version and Changes
- Overview
- Main Menu Flow
- Functionalities
  - New Game
  - Continue
  - Settings
  - Quit

Version and Changes

Storico cambiamenti

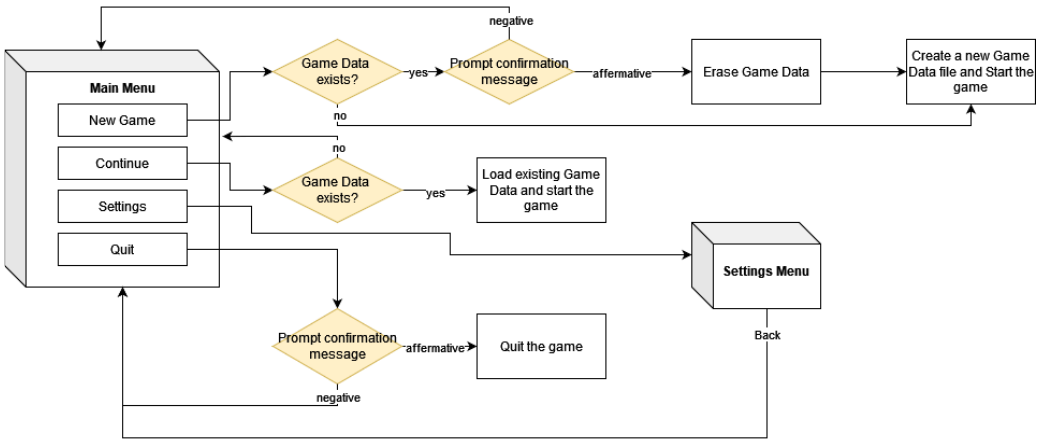
Versione	Data	Commento
Versione attuale (v. 5)	**ago 07, 2024 16:21**	**Michael Orsini**
v. 4	ago 07, 2024 15:52	Michael Orsini
v. 3	ago 07, 2024 15:48	Michael Orsini
v. 2	lug 03, 2024 17:23	Michael Orsini
v. 1	lug 03, 2024 16:54	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template
Michael	7 ago 2024	Filled in: Overview, Main Menu Flow, Functionalities

Overview

After the Title Screen, the Main Menu is the first intractable screen players see when playing. In the Main Menu players can start a New Game, Continue a game previously started, change Game Settings, and Quit the game. The Main Menu must have a clear, readable font and transmit the mountain's isolation and danger through snowstorm imagery. While the player is in the Title Screen and Main Menu background music plays.

Main Menu Flow



Main Menu Flow diagram

Functionalities

New Game

The player can click on New Game to start a new game.

1. The player clicks on the New Game button;
2. The game checks if there's a Game Data file;
    a. If there's a Game Data file the game asks for confirmation to erase the file;
        i. If the player accepts, erase the file;
        ii. If the player refuses, return to the Main Menu;
3. Create a new game save the file and start the game.

Continue

The player can click on Continue to load the current Game Data file and play the game.

1. If a Game Data file exists, the player can select the Continue button;
2. The player clicks on the Continue button;
3. Load the Game Data file and start the game.

Settings

The player can click on Settings to be redirected to the Settings Menu.

1. The player clicks on the Settings button;
2. The player is redirected to the Settings Menu.

Quit

The player can click on Quit to Quit from the application.

1. The player clicks on the Quit button;
2. The game asks for confirmation to quit;
    a. If the player refuses, is redirected to the Main Menu
    b. If the player accepts, the application closes.

👷 Pause Menu

- Version and Changes
- Overview
- Pause Menu Flow
- Functionalities
  - Resume
  - Settings
  - Quit to Main Menu

Version and Changes

Storico cambiamenti

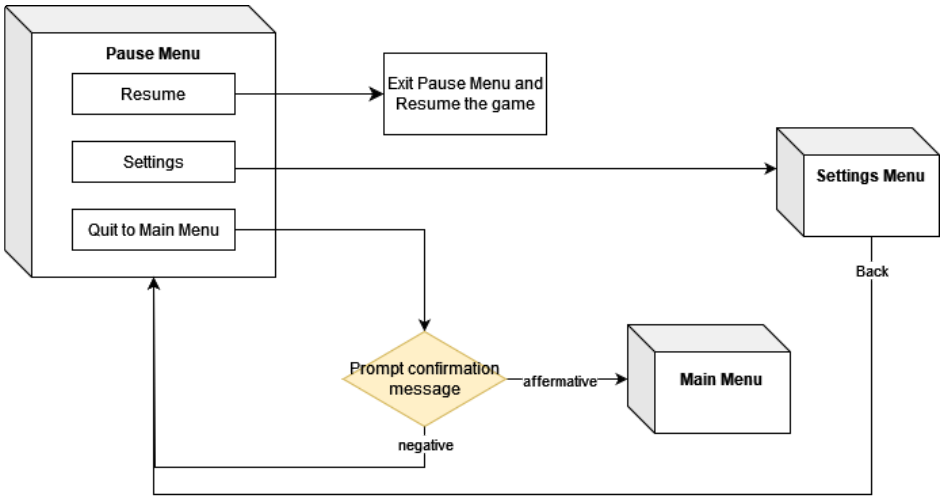
Versione	Data	Commento
Versione attuale (v. 2)	**ago 07, 2024 16:21**	**Michael Orsini**
v. 1	ago 07, 2024 15:58	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template
Michael	7 ago 2024	Filled in: Overview, Pause Menu Flow, Functionalities

Overview

The Pause Menu can be called anytime during gameplay by pressing the Pause button. In the Pause Menu players can Resume the game, change game Settings, and Quit to the Main Menu. The Pause Menu is simple and clear and must completely overlay the gameplay screen leaving little to no vision of the In-Game screen.

Pause Menu Flow



Pause Menu Flow diagram

Functionalities

Resume

The player can click on the Resume button to exit the Pause Menu and return to playing.

1. The player clicks on the Resume button;
2. The game quits the Pause Menu, and the player resumes playing.

Settings

The player can click on Settings to be redirected to the Settings Menu.

1. The player clicks on the Settings button;
2. The player is redirected to the Settings Menu.

Quit to Main Menu

The player can click on the Quit to Main Menu button to quit the game and go back to the Main Menu.

1. The player clicks on the Quit to Main Menu button;
2. The game asks for confirmation to quit;
    a. If refuses, the player is redirected to the Pause Menu
    b. If the player accepts, the player is redirected to the Main Menu.

👷 Settings Menu

Version and Changes
Overview
Settings Menu Flow
Functionalities
    Back
Audio Window
Graphics Window
Controls Window

Version and Changes

Storico cambiamenti

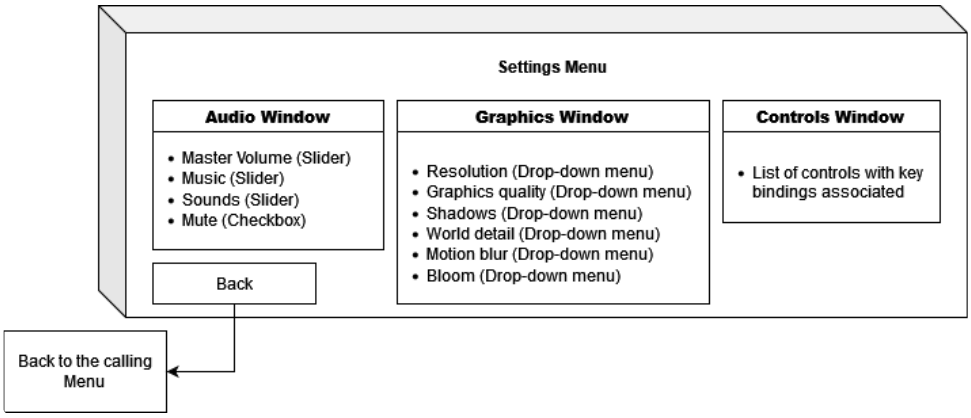
Versione	Data	Commento
Versione attuale (v. 5)	**ago 07, 2024 16:47**	**Michael Orsini**
v. 4	ago 07, 2024 16:43	Michael Orsini
v. 3	ago 07, 2024 16:21	Michael Orsini
v. 2	lug 03, 2024 17:25	Michael Orsini
v. 1	lug 03, 2024 16:54	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template
Michael	7 ago 2024	Filled in: Overview, Settings Menu Flow, Functionalities, Audio Window, Graphics Window, Control Window.

Overview

The Settings Menu can be accessed from the Main Menu and the Pause Menu. In the Settings Menu players can navigate around 3 windows: Audio Window, Graphics Window, and Controls Window. The Menu is simple and without imagery with a readable and clear font. Upon opening the Settings Menu the Audio Window is opened first.

Settings Menu Flow



Settings Menu Flow diagram

Functionalities

Back

The Back button is visible in every window.

The player can click on the Back button to return to the previous menu.

1. The player clicks on the Back button;
2. The player returns to the previous calling menu.

Audio Window

The player can click on the Audio Window button to switch to the Audio Window.

1. The player clicks on the Audio Window button;
2. The Settings Menu now shows the Audio Window containing audio settings.

The Audio Window contains all audio settings to set up. In the Audio Window, the player can manage:

- Master Volume (Slider: 0 - 100): The master volume of the game, controls the volume of all audio sources.
- Music (Slider: 0 - 100): The music’s volume, controls the volume of music in menus and certain parts of the game.
- Sounds (Slider: 0 - 100): The sounds' volume, controls the volume of SFX in the game.
- Mute (Checkbox): If checked, mutes the game.

Graphics Window

The player can click on the Graphics Window button to switch to the Audio Window.

1. The player clicks on the Graphics Window button;
2. The Settings Menu now shows the Graphics Window containing graphics settings.

The Graphics Window contains all graphics settings to set up. In the Graphics Window, the player can manage:

- Resolution (Drop-down Menu): The general resolution of the game.
  - 4320p (8k): 7680x4320.
  - 2160p (4K): 3840x2160.
  - 1440p (2k): 2560x1440.
  - 1080p (HD): 1920x1080.
  - 720p (HD): 1280x720.
  - 480p (SD): 854x480.

    - 360p (SD): 640x360.
- Graphics Quality (Drop-down Menu): The quality of graphics in the game, sets all settings in the Graphic Window to respect the chosen quality.
    - Low
    - Medium
    - High
    - Ultra
    - Custom
- Shadows (Drop-down Menu): The quality of shadows in the game.
    - Low
    - Medium
    - High
    - Ultra
- World Details (Drop-down Menu): The amount of details that textures and models have in the game.
    - Low
    - Medium
    - High
    - Ultra
- Motion Blur (Drop-down Menu): The quality and amount of motion blur in the game. Motion blur is a visual effect that imitates the natural blurring of moving objects as they do in real life, and can affect performances.
    - Low
    - Medium
    - High
    - Ultra
- Bloom (Drop-down Menu): The quality and amount of bloom in the game. Bloom effects lighting and performances.
    - Low
    - Medium
    - High
    - Ultra

Controls Window

The player can click on the Controls Window button to switch to the Audio Window.

1. The player clicks on the Controls Window button;
2. The Settings Menu now shows the Controls Window containing control settings.

The Controls Window contains all control settings to set up. In the Controls Window, the player can manage controls by switching keybindings as pleased.

👷 Sound Design

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 13)	**ago 21, 2024 19:12**	**Michael Orsini**
v. 12	ago 21, 2024 19:12	Michael Orsini
v. 11	ago 21, 2024 17:51	Michael Orsini
v. 10	lug 03, 2024 21:42	Michael Orsini
v. 9	lug 03, 2024 17:25	Michael Orsini
v. 8	lug 03, 2024 16:58	Michael Orsini
v. 7	giu 24, 2024 18:38	Michael Orsini
v. 6	giu 24, 2024 18:38	Michael Orsini
v. 5	giu 20, 2024 11:05	Michael Orsini
v. 4	giu 20, 2024 10:52	Michael Orsini
v. 3	giu 20, 2024 10:47	Michael Orsini
v. 2	giu 20, 2024 10:05	Michael Orsini
v. 1	giu 20, 2024 10:02	Michael Orsini

Developer	Date	Details
Michael	`20 giu 2024`	First template draft
Michael	`24 giu 2024`	Added a brief description

Introduction

In this section are described decisions about the Sound Compartment. These decisions are splitted in the Soundtrack page and the SFX page. Please refer to the appropriate section.

Remeber to **CREDIT EVERY OWNER** for each outsourced resource we introduce in the game, if we record some of them internally, is required to state it in the documentation.

👷 Soundtrack

👷 SFX

👷 Soundtrack

Version and Changes
Introduction
List od Soundtracks

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 5)	**ago 21, 2024 19:08**	**Michael Orsini**
v. 4	lug 03, 2024 21:42	Michael Orsini
v. 3	lug 03, 2024 17:26	Michael Orsini
v. 2	lug 03, 2024 16:58	Michael Orsini
v. 1	giu 20, 2024 10:46	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template
Michael	21 ago 2024	Created Introduction and table, filled introduction

Introduction

In this secion are listed all Soundtracks used in the game in a table with the following informations:

- **ID:** Unique identifier. Composed of: SFX_ENTITY_NUMBER
- **Feel:** What feelings the soundtrack wants to evoke
- **Name:** Filename
- **Source:** Source of the file

List od Soundtracks

Where	Feel	Name	Source
Example: Main Menu	Desolation, Loneliness	MainMenuSoundtrack	Rosso Rossi - Song http://amazingsongs

👷 SFX

Version and Changes
Introduction
List of SFX

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 13)	**set 07, 2024 16:03**	**Giacomo Franzoso**
v. 12	set 07, 2024 15:27	Giacomo Franzoso
v. 11	ago 21, 2024 19:18	Michael Orsini
v. 10	ago 21, 2024 19:05	Michael Orsini
v. 9	ago 21, 2024 18:53	Michael Orsini
v. 8	ago 21, 2024 17:25	Michael Orsini
v. 7	ago 21, 2024 17:25	Michael Orsini
v. 6	ago 21, 2024 17:25	Michael Orsini
v. 5	ago 21, 2024 11:44	Michael Orsini
v. 4	lug 03, 2024 21:43	Michael Orsini
v. 3	lug 03, 2024 17:27	Michael Orsini
v. 2	lug 03, 2024 16:59	Michael Orsini
v. 1	giu 20, 2024 10:47	Michael Orsini

Developer	Date	Details
Michael	`20 giu 2024`	First draft template
Michael	`21 ago 2024`	Create table and added information
Giacomo	`7 set 2024`	Added sounds

Introduction

In this secion are listed all SFXs used in the game in a table with the following informations:

- **ID:** Unique identifier. Composed of: SFX_ENTITY_NUMBER
- **Purpose:** Purpose of the SFX
- **Description:** Brief description of the sound
- **Name:** Filename

- **Source:** Source of the file

List of SFX

ID	Purpose	Description	Name	Source
Creature				
SFX_CR_01	Occasionally played in danger zones to build up tension	Monstrous ethereal scary whispers	SFX_monster_talk	Freesound
SFX_CR_02	Possible sound for danger zones or when the creature catches you to use as a jumpscare and associate it with punishment	Very disturbing high pitched and loud sound of a disturbed signal	SFX_screech_disturbed	jump-scare.mp3 by downloder123 -- Freesound - jump-scare.mp3 by downloder123 -- License: Creative Commons 0
SFX_CR_03	Creature approaching, builds up tension, anxiety and fear	Moving water registered with an hydrophone, resembles something crawling or creeping	SFX_creeping	@Michael Orsini
SFX_CR_04	Background for other sounds	Bubbles registered with an hydrophone	SFX_creeping_bubblyBG	Hydrophone Bubbles - Plastic Cup Straw by Theogobbo -- Freesound - Hydrophone Bubbles - Plastic Cup Straw by Theogobbo -- License: Creative Commons 0
SFX_CR_05	Creature approaching	Bubbles registered with an hydrophone	SFX_creeping_bubbling	170119_hydrophone_river_4.wav by leonseptavaux -- Freesound - 170119_hydrophone_river_4.wav by leonseptavaux -- License: Attribution 4.0
SFX_CR_06	Creature approaching, builds up tension, anxiety and fear	Rain registered with an hydrophone	SFX_creeping_verylow	Rain on hydrophone by naturenotesuk -- Freesound - Rain on hydrophone by naturenotesuk -- License: Creative Commons 0
SFX_CR_07	Creature approaching, builds up tension, anxiety and fear	Rain registered with an hydrophone	SFX_creeping_low	Underwater crackling sounds_Hydrophone.wav by Mar.Sounds -- Freesound - Underwater crackling sounds_Hydrophone.wav by Mar.Sounds -- License: Creative Commons 0
SFX_CR_08	Creature approaching, builds up tension, anxiety and fear	Rain registered with an hydrophone	SFX_creeping_medium	hydrophone_ice_fizzy-water_glass_1.wav by leonseptavaux -- Freesound - hydrophone_ice_fizzy-water_glass_1.wav by leonseptavaux -- License: Attribution NonCommercial 4.0

SFX_CR_9	Creature approaching, builds up tension, anxiety and fear	Rain registered with an hydrophone	SFX_creeping_high	WATRPlmb_HydrophoneShower_InMotionAudio_FREESampleSunday .wav by InMotionAudio -- Freesound - WATRPlmb_HydrophoneShower_InMotionAudio_FREESampleSunday .wav by InMotionAudio -- License: Creative Commons 0
SFX_CR_10	Creature approaching, builds up tension, anxiety and fear	River registered with an hydrophone	SFX_creeping_crisp	hydrophonePlMerce.wav by Soundatic -- Freesound - hydrophonePlMerce.wav by Soundatic -- License: Attribution NonCommercial 4.0
SFX_CR_11	Creature approaching, builds up tension, anxiety and fear	Violins glissando, howling sounds and white noise	DSGNErie_Eerie06_InMotionAudio_SinisterTexturesVolume2	SONNISS #GAMEAUDIOGDC BUNDLE – License: EULA Agreement
SFX_CR_12	Creature approaching, builds up tension, anxiety and fear	Rumbling sound with high pitched animal noises	DSGNRise_CinematicMetallic Riser, Trailer, Designed, JF_Haunted Metal Vol 2_67	SONNISS #GAMEAUDIOGDC BUNDLE – License: EULA Agreement
SFX_CR_13	Creature approaching, builds up tension, anxiety and fear	Ghostly background sound with high pitched animal noises	DSGNRise_CinematicMetallic Riser, Trailer, Designed Eerie Wail_JF_Haunted Metal Vol 2_02	SONNISS #GAMEAUDIOGDC BUNDLE – License: EULA Agreement
Player				
SFX_PL_01	Walking sound to ensure immersion and realism	Steps in the snow	SFX_walk_in_snow	Walking in the snow by uiti -- Freesound - Walking in the snow by uiti -- License: Attribution NonCommercial 4.0
SFX_PL_02	Walking sound when slowed to ensure immersion, realism and give an uditory feedback for the slow down mechanic	Slow steps in the snow	SFX_walk_in_snow_slow	Snow walk. Slow, fast, very fast. wav by rempen -- Freesound - Snow walk. Slow, fast, very fast. wav by rempen -- License: Attribution NonCommercial 4.0

SFX_PL_03	Walking sound to ensure immersion, realism and give an uditory feedback for the slow down mechanic	Medium speed steps in the snow	SFX_walk_in_snow_medium	Snow walk. Slow, fast, very fast. wav by rempen -- Freesound - Snow walk. Slow, fast, very fast. wav by rempen -- License: Attribution NonCommercial 4.0
SFX_PL_04	Walking sound when sprinting to ensure immersion, realism and give an uditory feedback for the slow down mechanic	Fast steps in the snow	SFX_walk_in_snow_fast	Snow walk. Slow, fast, very fast. wav by rempen -- Freesound - Snow walk. Slow, fast, very fast. wav by rempen -- License: Attribution NonCommercial 4.0
SFX_PL_05	Fatigue after sprinting to increase tension after sprinting and give an uditory feedback for the sprint cooldown	Young boy's heavy breathing	SFX_heavy_breathing_2	Freesound
SFX_PL_06	When reaching critical levels of body temperature to increase tension, anxiety and give an uditory feedback for the critical body temperature levels	Young boy's teeth chattering due to extreme cold	SFX_teeth_chattering	chattering of teeth by 13F_Panska_Petruzelova_Anna -- Freesound - chattering of teeth by 13F_Panska_Petruzelova_Anna -- License: Creative Commons 0
SFX_PL_07	When entering danger zones to build up tension and give an uditory feedback of the dangerous situation	Loud heartbeat	SFX_heartbeat	Freesound
SFX_PL_08	When the player sees the creature having a "jumpscare" sound to add tension	Clock ticks in reverse	CLOCKTick_ClockMultiReverse51_InMotionAudio_SinisterTextures3	SONNISS #GAMEAUDIOGDC BUNDLE – License: EULA Agreement
SFX_PL_09	When the player sees the creature having a	Boom with rumbling sound	DSGNBoom_Cinematic Metallic Hit, Boom, Trailer,	SONNISS #GAMEAUDIOGDC

	“jumpscare” sound to add tension		Sub_JF_Haunted Metal Vol 1_18	BUNDLE – License: EULA Agreement
SFX_PL_10	The player turns on and off the torchlight	Switch sound	OBJMisc_HairDryerSwitch36_InMotionAudio_BrokenHairDryer	SONNISS #GAMEAUDIOGDC BUNDLE – License: EULA Agreement
SFX_PL_11	The player falls off in the water	Water impact sound	Bluezone_BC0298_designed_water_impact_006	SONNISS #GAMEAUDIOGDC BUNDLE – License: EULA Agreement
SFX_PL_12	The player puts woods onto the ground	Wood sounds over concrete	WOODImpt_Drops20_InMotionAudio_Wood	SONNISS #GAMEAUDIOGDC BUNDLE – License: EULA Agreement
Ambience				
SFX_A_01	Occasionally played during exploration to poke the player and keep tension high	Scary elk bellow	SFX_elk	Elk 3.wav by Hyperionn -- Freesound - Elk 3.wav by Hyperionn -- License: Attribution 4.0
SFX_A_02	Occasionally played during exploration to poke the player and keep tension high	Echoing deep sound	SFX_ambience_deep	Deep Ambience by LloydEvans09 -- Freesound - Deep Ambience by LloydEvans09 -- License: Attribution 4.0
SFX_A_03	Occasionally played during exploration to poke the player and keep tension high	Horror sting	SFX_ambience_sting_1	Horror Sting (Deep in the Void) 2 by SilverIllusionist -- Freesound - Horror Sting (Deep in the Void) 2 by SilverIllusionist -- License: Attribution 4.0
SFX_A_04	Occasionally played during exploration and when entering hunting zones to poke the player	Tension buildup	SFX_ambience_tension_sting	Scary Tension Buildup 01 by Magmi.Soundtracks -- Freesound - Scary Tension Buildup 01 by Magmi.Soundtracks -- License: Attribution 4.0

	and keep tension high			
SFX_A_05	Ambience sounds to create the soundscape of a forest	Soundscape of a forest with chirping birds, water sounds and fire crackles	AMBForst_Forest08_InMotionAudio_TheForestSamples.wav	SONNISS #GAMEAUDIOGDC BUNDLE – License: EULA Agreement
SFX_A_06	Ambience sounds to create the atmosphere of a forest	Soundscape of a forest in the night, with wind, owls, rustling leaves	BIRDPrey_Spring Night Deciduous Forest Many Tawny Owls Wind Leaves Rustling_JSE_FA	SONNISS #GAMEAUDIOGDC BUNDLE – License: EULA Agreement
SFX_A_07	Ambience sounds to create the soundscape of a forest	Soundscape of a forest with chirping birds, flying insects and background hum	AMBForst_Morning Small Birch Forest Willow Warbler Singing Many Insects Humming_JSE_FoN_Quad	SONNISS #GAMEAUDIOGDC BUNDLE – License: EULA Agreement
SFX_A_08	Ambience sounds to create the soundscape of a forest	Cracking wood	WOODBrk_Snap09_InMotionAudio_Wood	SONNISS #GAMEAUDIOGDC BUNDLE – License: EULA Agreement
SFX_A_09	Ambience sounds to create the soundscape of a forest	Wind blowing through a forest, squeaking wood	WINDVege_Mixed Forest Wind Blowing Through Birches Beeches And Spruces Tree Trunk Squeaking_JSE_FoN_Quad	SONNISS #GAMEAUDIOGDC BUNDLE – License: EULA Agreement

🦕 Market & Competitive Analysis (Old)

Responsibility of DS @Dionisio Sfondilias (Unlicensed)

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 11)	**feb 11, 2025 12:18**	**Michael Orsini**
v. 10	set 10, 2024 13:19	Michael Orsini
v. 9	lug 08, 2024 15:09	Michael Orsini
v. 8	lug 03, 2024 21:43	Michael Orsini
v. 7	lug 03, 2024 17:28	Michael Orsini
v. 6	lug 03, 2024 17:00	Michael Orsini
v. 5	lug 03, 2024 16:59	Michael Orsini
v. 4	lug 01, 2024 19:02	Dionisio Sfondilias (Unlicensed)
v. 3	lug 01, 2024 19:01	Dionisio Sfondilias (Unlicensed)
v. 2	giu 20, 2024 11:06	Michael Orsini
v. 1	giu 20, 2024 10:06	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First template draft
Dionisio	1 lug 2024	Filled sub-sections

Introduction

👷 Target Audience

📝 Competitors

👷 USPs and Key Competing Features

📝 Price Point

👷 SWOT

👷 Target Audience

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Version and Changes
Demographics and Preferences

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 10)	**lug 03, 2024 21:44**	**Michael Orsini**
v. 9	lug 03, 2024 17:52	Tommaso Bacci
v. 8	lug 03, 2024 17:48	Tommaso Bacci
v. 7	lug 03, 2024 17:29	Michael Orsini
v. 6	lug 03, 2024 17:01	Michael Orsini
v. 5	lug 03, 2024 01:37	Dionisio Sfondilias
v. 4	lug 03, 2024 01:35	Dionisio Sfondilias
v. 3	lug 03, 2024 00:55	Dionisio Sfondilias
v. 2	lug 01, 2024 18:45	Dionisio Sfondilias
v. 1	giu 20, 2024 10:30	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template
Dionisio	01 Luglio 2024	Wrote section
Dionisio	02 Luglio 2024	Fixed Titles

Demographics and Preferences

The targeted market for our game includes primarily young adults aged 18-35, with a significant portion of the audience being hardcore gamers who enjoy immersive experiences and storylines. This demographic seeks:

- **Immersive Gameplay**: Players we’re aiming at desire a highly immersive experience that leverages advanced graphics, sound design, a compelling storyline, with a diegetic UI to enhance the feeling of immersion.
- **Horror Elements**: A genuine sense of fear and tension, with a threatening, extremely cold environment.
- **Survival Mechanics**: The need for the player to escape cold and to stay warm, will in turn become a desperate attempt to both keep the campfires burning and to repair their clothes; in addition to these basic survival elements

players will have to keep their teddy bear in good shape. These mechanics require strategic thinking and resource management.

- **Engaging Storyline**: A narrative that keeps players engaged and invested in the outcome.
- **Innovation**: Unique gameplay mechanics, like the teddy bear one, that differentiate the game from existing titles in the genre. Also, the intense storyline and diegetic UI set *Project Winter* apart from other games of this genre.

👷 SWOT

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Version and Changes
Strengths
Weaknesses
Opportunities
Threats

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 10)	**lug 03, 2024 21:44**	**Michael Orsini**
v. 9	lug 03, 2024 17:53	Tommaso Bacci
v. 8	lug 03, 2024 17:47	Tommaso Bacci
v. 7	lug 03, 2024 17:29	Michael Orsini
v. 6	lug 03, 2024 17:02	Michael Orsini
v. 5	lug 03, 2024 01:37	Dionisio Sfondilias
v. 4	lug 03, 2024 01:36	Dionisio Sfondilias
v. 3	lug 03, 2024 00:55	Dionisio Sfondilias
v. 2	lug 01, 2024 18:45	Dionisio Sfondilias
v. 1	giu 27, 2024 12:38	Dionisio Sfondilias

Developer	Date	Details
Michael	20 giu 2024	First draft template
Dionisio	01 Luglio 2024	Wrote section
Dionisio	02 Luglio 2024	Fixed Titles

Strengths

- **Unique Mechanic**: The integration of a teddy bear as a key tool for survival introduces a novel mechanic that differentiates our game from other survival horror games.
- **Immersive Environment**: The mountain setting provides a naturally eerie and isolated environment, perfect for horror elements and survival challenges. The extreme and adverse weather conditions add to this.
- **Strong, Heartbreaking Narrative**: The storyline involving a man's (a father and a husband as well) quest to find his family after a car accident adds emotional depth, making the game more engaging and relatable. The emotional turmoil and drive to reunite with his family will resonate with players on a deeper level.
- **Diegetic UI**: Implementing a diegetic user interface ensures that all game information is presented within the game world, enhancing player immersion in the freezing horror environment. This approach minimizes distractions and

keeps players deeply engaged in the experience.

- **Graphics and Sound Design**: The semi-realistic style graphics and immersive, powerful soundscapes and SFX's, will enhance the player's feelings toward the experience.
- **Resource Management**: The use of logs and cloth pieces as resources introduces strategic planning, adding depth to the gameplay.

Weaknesses

- **Niche Appeal**: The combination of survival with emotional narrative elements might appeal to a niche audience, potentially limiting broader market appeal.
- **Complex Mechanics**: The resource management system and unique gameplay mechanics might be challenging for casual gamers or for those who only seeks narrative gaming experiences.
- **Potential for Repetitiveness**: If not properly balanced, the gameplay could become repetitive, reducing long-term engagement.

Opportunities

- **Everlasting Popularity of Survival Games**: The survival genre has been on the rise for years now and shows no sign of stopping, providing a ripe market for new and innovative titles.
- **Emotional Engagement**: The emotional narrative can attract a wider audience, including those who might not typically play survival or horror (or survival-horror) games but are interested in the story.
- **VR Integration**: Exploring virtual reality compatibility can offer an even more immersive experience and attract VR enthusiasts with a game that could be extremely well suited for this platform.
- **Community Building**: Using social media and gaming communities to build hype and possibly a player base before launch.
- **Streaming Culture**: Engaging with relatively small streamers and content creators can provide free marketing and draw attention to Project Winter's unique elements.

Threats

- **Highly Competitive Market**: The horror and survival genres are highly competitive, with established titles dominating the market.
- **Technological Barriers**: Ensuring the game runs smoothly across various platforms can be challenging and costly.
- **Development risks**: As per our Risk Analysis, there might be some technical difficulties throughout the development stage of the game. Monster's AI, animations, rendition of damages on equipment and clothes are a few examples of potential risks our team will need to keep an eye out for.

Making sure the story is good: Given the limited time available, it may be difficult for the team to be able to write texts that will appeal to a wide enough audience and that will carry the narrative forward by engaging people in the adventure. The story will not only have to be written appropriately, but it will also have to be delivered to the players in an effective way.

👷 USPs and Key Competing Features

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Version and Changes
Key Competing Features and Market Needs

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 10)	**lug 03, 2024 21:44**	**Michael Orsini**
v. 9	lug 03, 2024 17:53	Tommaso Bacci
v. 8	lug 03, 2024 17:49	Tommaso Bacci
v. 7	lug 03, 2024 17:29	Michael Orsini
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v. 5	lug 03, 2024 01:37	Dionisio Sfondilias
v. 4	lug 03, 2024 01:36	Dionisio Sfondilias
v. 3	lug 03, 2024 00:55	Dionisio Sfondilias
v. 2	lug 01, 2024 19:46	Dionisio Sfondilias
v. 1	giu 20, 2024 10:31	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template
Dionisio	01 Luglio 2024	Wrote section
Dionisio	02 Luglio 2024	Fixed Titles

Key Competing Features and Market Needs

Our product aims to meet market demands by providing an immersive, emotionally engaging, and unique survival horror experience. The game centers on a heartbreaking storyline where the main character must find his family, lost after a car accident, driving him into a perilous snowy landscape. This emotional journey, combined with the horror and survival elements, ensures a deeply engaging experience. By leveraging deep narrative and innovative gameplay mechanics, including a diegetic user interface, we position our game to stand out in a crowded market.

We will focus on building a strong narrative and incorporating feedback from our own tests to refine gameplay, ensuring it meets the standards expected by our target demographic. In summary, while there are significant strengths and

opportunities associated with our game, we must also address the identified weaknesses and threats through strategic planning and investment in quality.

By doing so, we can successfully introduce a refined and desirable product.

📝 Competitors

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Version and Changes

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 5)	**lug 03, 2024 21:45**	**Michael Orsini**
v. 4	lug 03, 2024 21:44	Michael Orsini
v. 3	lug 03, 2024 17:29	Michael Orsini
v. 2	lug 03, 2024 17:03	Michael Orsini
v. 1	giu 20, 2024 10:30	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template

📝 Price Point

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Version and Changes

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 6)	**lug 03, 2024 21:45**	**Michael Orsini**
v. 5	lug 03, 2024 17:31	Michael Orsini
v. 4	lug 03, 2024 17:05	Michael Orsini
v. 3	lug 03, 2024 17:04	Michael Orsini
v. 2	lug 03, 2024 17:03	Michael Orsini
v. 1	giu 20, 2024 10:33	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template

📝 Tech Analysis

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 6)	**lug 03, 2024 17:32**	**Michael Orsini**
v. 5	lug 03, 2024 17:05	Michael Orsini
v. 4	lug 03, 2024 17:05	Michael Orsini
v. 3	giu 20, 2024 11:09	Michael Orsini
v. 2	giu 20, 2024 11:09	Michael Orsini
v. 1	giu 20, 2024 10:07	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First template draft

Introduction

📝 Analysis

📝 Devices and Versions

📝 Analysis

Version and Changes

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 3)	**lug 03, 2024 17:33**	**Michael Orsini**
v. 2	lug 03, 2024 17:33	Michael Orsini
v. 1	giu 20, 2024 11:08	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template

📝 Devices and Versions

Version and Changes

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 2)	**lug 03, 2024 17:33**	**Michael Orsini**
v. 1	giu 20, 2024 11:08	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template

📝 Risk Analysis

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 2)	**lug 03, 2024 17:34**	**Michael Orsini**
v. 1	giu 20, 2024 10:07	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First template draft

Introduction

📝 Appendices

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 3)	**lug 03, 2024 17:34**	**Michael Orsini**
v. 2	giu 20, 2024 10:08	Michael Orsini
v. 1	giu 20, 2024 10:07	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First template draft

Section Template

Version and Changes
Title 1
Title 2

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 3)	**lug 03, 2024 16:42**	**Michael Orsini**
v. 2	lug 03, 2024 16:41	Michael Orsini
v. 1	lug 03, 2024 16:39	Michael Orsini

Developer	Data	Details
Michael	3 lug 2024	Created

Title 1

Title 2

Character Template

Version and Changes
Background
Character Info
Splash Art and Asset
Role in the game

Version and Changes

Storico cambiamenti

Versione	Data	Commento
Versione attuale (v. 5)	**lug 03, 2024 17:18**	**Michael Orsini**
v. 4	lug 03, 2024 16:31	Michael Orsini
v. 3	lug 03, 2024 16:30	Michael Orsini
v. 2	lug 03, 2024 16:26	Michael Orsini
v. 1	giu 20, 2024 10:25	Michael Orsini

Developer	Date	Details
Michael	20 giu 2024	First draft template

Background

Character Info

Splash Art and Asset

Role in the game