



GAME DESIGN DOCUMENT

SUPERCHARGED GDD

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Game Overview – Supercharged

Game Title: Supercharged

Genre: First-Person Parkour Platformer

Engine: Unreal Engine 5.3

Perspective: First-Person

Platform(s): PC (Steam)

Target Audience: Players who enjoy fast-paced traversal, platformers, and creative mobility challenges (e.g. fans of Mirror's Edge, Ghostrunner, Portal, Titanfall 2)

Core Gameplay Loop

1. **Shoot platforms to build your path across gaps and hazards**
 2. **Explore broken digital environments**
 3. **Use wall-running and sprinting to maintain momentum**
 4. **Reach the goal while avoiding hostile AI and environmental traps**
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Unique Selling Point (USP)

"You shoot not to kill, but to create."

The player's gun isn't a weapon — it's a **platform-creator**. Every challenge becomes a puzzle of movement and creation.

Core Movement Mechanics

- **Sprint:** High-speed running used for momentum and long jumps
 - **Wall-Run:** Allows the player to run across walls for short durations
 - *No double jump, dash, climb, or ledge grabs*
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Challenge Design

- Success depends on flow: **shoot, run, wall-run, land, repeat**
 - Players must decide **where** and **when** to spawn platforms
 - Levels are designed to encourage **freedom within precision** — wrong placement punishes but right placement feels empowering
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Narrative Premise

A young gamer is mysteriously sucked into a game world through a glowing PC in a storage room. Inside, everything is massive — as if he's shrunk or the world is data-inflated. He must master movement and platform-creation to escape. The world is broken, corrupted, and shifting... but movement brings clarity.

Game Pillars

These are the foundational design principles that guide all decisions in Supercharged:

1. Creative Traversal

The player solves movement challenges by spawning platforms. This is not a game about shooting enemies — it's about **constructing your own path** with flow and precision.

2. Minimalist Movement Depth

With just **sprint** and **wall-run**, the game focuses on tight execution and level layout — encouraging mastery through simplicity.

3. Flow-State Design

Levels are built to encourage a **smooth, uninterrupted rhythm** of sprinting, wall-running, and shooting. Momentum is your reward.

4. Digital Chaos, Visual Clarity

The world is broken, glitchy, and oversized — but the design maintains **clean visual language** to keep gameplay readable and satisfying.

Player Experience Goals

What should players *feel* when playing Supercharged?

Design Goal	Implementation Strategy
Flow State	Smooth, reactive controls; avoid interruptions; clean level pacing
Addictive Rhythm	Escalating challenges, no filler sections, always momentum or puzzle to solve
Visual Curiosity	Unique environments with emotional tone per level
Surprise + Mastery	Each level introduces a new twist (platform + enemy), teaches, then challenges
Emotional Loop	Curiosity → Confidence → Flow → High → Craving

- ◆ **"I'm fast — and I'm building my own way."**

Players should feel empowered and in control as they solve movement puzzles by creating their own traversal path.

- ◆ **"This world is broken, but I can still move through it."**

Despite the surreal, unstable environments, players find confidence through precise platforming and reliable movement.

- ◆ **"Mistakes are my teacher."**

Failure is fast and forgiving. Levels are built to encourage experimentation and quick retry — teaching mastery without frustration.

Art Style

Visual Theme:

“Inside a computer world, where anti-virus is trying to delete you but you must survive and get your way out.”

The world feels like a 3D digital world— part test map, part debug mode, part stylized realistic chaos.

World Aesthetic | Different from level to level but a short summary is-

- **Modular, Raw Geometry:**

Environments resemble test rooms, greyboxes, or half-baked Blender scenes. Expect clean cubes, stretched UV shells, wireframes, and placeholder meshes.

- **Glitch Elements:**

Platforms, walls, and background elements **flicker** or dissolve into pixel noise.

- **Stylized Surrealism:**

Objects are realistic in shape but **oversized** — like the player is shrunk inside a giant digital storeroom. A keyboard becomes a bridge. A monitor is a wall.

- **Contrast Strategy:**

Gameplay elements are always **high contrast** vs. background (e.g. platform creation glow stands out even in bright areas).

Platform Gun FX

- **Glowing, geometric ripple when a platform is created**
 - Sound design reinforces the ‘constructive’ feel — no guns or bangs, only synthesis and hums
 - EMP-like visual bursts occur in transitions or ability upgrades
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HUD / UI

- Minimal — No ammo count, no clutter
- Reticle changes only when interactables are nearby
- Glitch transitions between levels or death/retry moments

- Only Health bar and Objective bar
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Game Systems

These are the core underlying systems that drive gameplay, feedback, and progression in Supercharged.

1. Platform Creation System (Core USP)

|  "Shoot to build."


- The player uses a **gun-like tool** to spawn temporary platforms.
- Pressing fire creates a **platform at the point of impact**, but only on **valid surfaces**.
- Platforms disappear after a set time or after landing on them once (depending on type).
- Platform types can include:
 - **Standard** [basic step (2 platform at a time and 3rd one will delete the 1st one)]
 - **Bounce** (launches player upward if player lands on it + basic step)
 - **EMP-Charged** (Destroy the platform and launch the player up but 1 platform at a time can be created)

1.a. EMP Power System (Progression Tool)

|  "You evolve with the world."

- Player shoots an EMP charged projectile by **holding RMB / Left Trigger & Release It**.
 - These can disable digital barriers, freeze enemies, or alter platform types
 - The EMP energy is charged through traversal actions (e.g. wall-runs, perfect landings)
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2. Movement System

|  "Simplicity breeds mastery."

- **Sprint:** Boosts speed for longer jumps or rhythm
 - **Wall-Run:** Automatic when near valid walls at sprint speed
 - Movement works in harmony with shooting — players often sprint → wall-run → shoot → land.
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3. Checkpoint & Respawn System

🧠 "Fail fast, retry faster."

- Levels have **auto-checkpoints** tied to progression beats
 - Upon falling or death, player respawns instantly at the last checkpoint
 - Music and SFX **soft fade out and in** to maintain flow
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4. Glitch World Feedback System

📍 "The world reacts to the player's power."

- World becomes more **stable** as the player completes areas
 - Glitches reduce near activated nodes
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5. Level Progression System

🔒 "Each level is a corrupted program."

- Players unlock new levels by reaching the **core pc** of each digital world
 - Levels represent corrupted software (e.g. Blender, Photoshop, substance painter)
 - No XP or upgrades — progression is **knowledge + movement mastery**
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🧩 Level Structure

🏗️ Overview

Each level in *Supercharged* represents an **application or digital space**, pulled from the computer's memory. The design focus is **linear traversal**, with optional paths to experiment with mechanics.

- Total: **6 core levels**
 - Each level = ~25–30 minutes of gameplay
 - Levels escalate in terms of **mechanic complexity**, not combat
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📍 Level Format

Each level follows a clear 3-act rhythm:

1. Act 1 – Introduction

- Short, safe spaces to **introduce the level's twist**
- Visual storytelling sets the theme (e.g., getting sucked inside the computer world)

2. Act 2 – Flow Challenge

- Mid-sections emphasize wall-running + platform-shooting mastery
- Tighter gaps, longer runs, more verticality
- Light puzzle elements (e.g. platform chaining)

3. Act 3 – Climax & Exit

- Final traversal sequence builds tension (timed jumps, instability)
- Ends with reaching the **Main PC**
- Transitions into next app-level via a glitch portal

Level Ingredients

- **Wall-run zones:** Long vertical/angled walls with speed incentive
- **Platform gaps:** Areas with no floor — must shoot mid-air or pre-place platforms
- **Environmental hazards:**
 - Red glitch zones = instant death
 - Collapsing geometry = time pressure
 - Enemies = Can delete you
- **Visual landmarks:**
 - Giant keyboard, zoomed-in UV grid, corrupt file tower

Thematic Progression

Level	Theme	Unique Mechanic
1	Storage Room	Intro to all core mechanics
2	Blender File	Floating meshes + geometry logic
3	Photoshop World	Layer-switching visuals
4	Substance painter	World represents the material world
5	Corrupted Files	Brings uncertainty and glitchy ness
6	The Game Itself	Emotional + full mechanic remix

Emotion Curve

Level	Theme	Platform Twist	Flow Focus	Emotion Curve	Hook
1	Storeroom (Demo)	Stable, infinite	Core mechanic tutorial	Curiosity → Confidence	Pulled into the digital world

2	Blender	Half made assets/ stutter	Vertical chaos, shape adaptation	Confusion → Flow Burst	half made assets and instability
3	Photoshop	Timed / fading	Tempo and trust in movement	Disorientation → Rhythm High	Movement feels musical
4	Substance Painter	Surface-reactive	Grip/bounce control choices	Caution → System Mastery	Texture affects gameplay
5	Corrupted Files	Random platform failure	Reaction speed, low safety zones	Anxiety → Survival Relief	Survival under pressure
6	The Game Itself	Combo of all prior mechanics	Final speed run of all skills	Nostalgia → Catharsis → Craving	Finish leaves players wanting more

Design Intent

- Levels have **no combat requirement** — only enemy avoidance / Freezing
- **Traversal is the challenge**
- Players are always encouraged to **flow** — the smoother you go, the faster it feels
- Each new level expands or twists the platform creation mechanic. Hence each level have same way of executing the mechanic but different use case of it.

Core Design Philosophy

- Every jump, sprint, wall-run, and shot must feel intentional and reward timing.
- No janky pauses or mechanical distractions mid-level.
- Surprise the player often — new visuals, new patterns, new behaviours.
- Reuse systems smartly, but hide the seams with good pacing.

Enemy & Obstacle Design

Philosophy

Enemies in *Supercharged* are not traditional combatants — they are **digital anomalies** meant to disrupt flow, apply pressure, and **threaten traversal**.

|"Enemies exist to break your rhythm — not to be shot down."|

The player cannot kill enemies directly. Instead, they must **outmaneuver, distract, or disable** them using smart traversal or **EMP-charged platforms**.

▼ **Enemy Type A: Corruptor Drone**

Visual Style:

- Hovering orb or crab-like spider-bot made of basic mesh
- Glows red when aggressive, static flicker when idle
- Animates with glitch pulses and distortion trails

Behavior:

- Patrols a fixed loop or guards a node/platform
- Activates upon proximity (radius detection)
- **Chases briefly**, then resets to original patrol
- Has a slight delay before attacking, giving time to react

Attack:

- Disrupts gravity near the player (mini pull), causing missteps during parkour
- If contact made: instant respawn at checkpoint

How to counter:

- **EMP** stun them temporarily (5 seconds)
- Some levels allow EMP chaining to disable groups
- Others force avoidance only

▼ **Enemy Type B : Follower**

Visual Style:

- Hovering spherical shield like mesh
- Glows red when see us and blue when patrolling

Behavior:

- Patrols at a specific area
- Activates upon proximity
- Chases till they can see us on a stable floor
- Attack Immediately

Attack:

- Shoots laser towards player deducting 100% health if player kept getting shot for more than 4 seconds

How to counter:

- Out speed them
- **EMP** stuns them temporarily (5 seconds)

▼  **Enemy Type C : Platformer**

Visual Style:

- Static chess piece like shaped
- Glows red when see us and blue when scouting

Behavior:

- Scout for specific angles
- Activates upon proximity
- Attack Immediately

Attack:

- Shoots laser projectile towards player deduct 50% health with each shots

How to counter:

- Can't out speed them
- **EMP** stuns them temporarily (5 seconds) then cross the path

▼  **Secondary Enemy: Corrupted Terrain (Passive)**

These aren't enemies with AI, but dangerous **world elements**:

- **Glitch Pools**: Red flickering digital fluid; kills instantly on contact
- **Corrupt Walls**: Cannot wall-run on them (visually cracked with static)
- **Phantom Floors**: Appear solid but disappear if stepped on for too long
- **Flicker Bridges**: Blink in/out on a timer — platform only during stable moments

These are all used to create **timing**, **pathing**, and **precision** challenges.

 **Design Role of Enemies**

- Never the primary challenge — they're **disruption tools**
 - Force players to **move differently**, use different platform angles, or **EMP execution**
 - Must be tightly controlled so they **don't interrupt flow too often**
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Difficulty Scaling

- **Early levels:** Minimal enemies — more focus on learning mechanics
 - **Mid-game:** Enemies placed near key traversal paths
 - **Late-game:** Require juggling EMP + movement under pressure (without becoming unfair)
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UX / HUD

Design Philosophy

“Let the world speak. UI should guide, not shout.”

Supercharged follows a **minimalist UX approach** to keep the screen clean and let the **environmental design, lighting, and movement** lead the player’s eye.

There are **no ammo counts, or minimaps**. All information is delivered via subtle feedback systems — audio, visual, and tactile (vibration, if on controller).

HUD Elements

Element	Description	Style
Crosshair	Always visible; changes colour or shape when aiming at valid surfaces	White dot, expands slightly on movement and change colour if object can't be hit
EMP Charge Meter	Shows when EMP shot is charged (if unlocked)	Minimal bar or segmented arc around Crosshair
Checkpoint Flash	Visual cue when you pass a checkpoint	Quick screen-wide pulse / static clear-up - Saving Throbber bottom left

No numbers, no text-heavy overlays — **visual clarity is king**.

In-World Guidance Systems

Instead of UI markers, use **world-driven feedback**:

- **Directional lighting & shadows:** Always points toward progression
 - **Colour coding:**
 - **Cool blues/teals** = normal paths
 - **Reds/oranges** = Idol path to go for
 - **Flickering glitches:** Help players identify unstable paths
 - **Sound cues:** Platform cooldowns, EMP readiness, enemy proximity
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UX Feedback Systems

System	Purpose	Example
Dynamic FOV increase	When sprinting or wall-running	Makes speed feel fast and alive
Subtle screen shake	When landing or creating a platform	Adds punch to feedback
Desaturation glitch	Player is being targeted by an enemy	Warns without UI spam
EMP activation pulse	Full-screen distortion effect	Reinforces "charged" state

Audio UX (Diegetic + Non-Diegetic)

- **EMP charging** hum grows in pitch as it fills
- **Platform shot** sounds vary based on type (standard vs bounce vs EMP)
- **Enemies** emit glitchy static or Doppler buzz when nearby
- **Ambient audio:** Each level has a soft track that builds with traversal rhythm

Settings

- Resume
- Restart Game
- Load from checkpoint
- ▼ Option
 - ▼ Graphics
 - Mouse invert
 - Sensitivity
 - Resolution
 - Resolution Scale
 - Texture Quality
 - Shadow Quality
 - Vsync
 - FPS
 - ▼ Audio
 - Master Volume
 - Dialogue Volume
 - FX Volume

- BGFX Volume
- Ambience Volume
- ▼ Controls
 - Bindings
- Quit to menu

Narrative System

Narrative Philosophy

“The story isn’t told. It’s experienced.”

Supercharged uses **environmental storytelling**, **minimal VO/dialogue**, and **visual metaphor** to communicate the narrative. The world feels alive and corrupted — it doesn’t need cutscenes to tell the player what’s wrong.

Narrative Delivery Methods

Method	Description
Opening Sequence	First-person intro in storage room. Player is pulled into the game world.
In-World Visuals	Giant oversized digital assets mirrored from the real world
Light VO Prompts	Rare voice lines (static-filtered) guide player after key milestones
Environmental Changes	Levels become more “stable” as the player progresses
Looped Respawns	Dying and restarting is narratively justified — you're stuck in a corrupted loop
Thematic Levels	Each level = a software used to make the game(Blender, substance painter, Photoshop, etc.) symbolizing lost functions

Main Character

- **You (the player)** — a regular adult kid, curious and obsessed with games
- No dialogue or name given — keeps it relatable and immersive
- The player discovers they are not in control of this game; the game world has rules of its own

Core Narrative Loop

1. Player is pulled into the computer through a mysterious game

2. Each level is a new corrupted program
3. You are trying to find your way out in these corrupted environments using platform creation
4. You keep dying and respawning — realizing this world is not meant to be escaped easily
5. By the final level, you reach **the game itself**

Narrative Themes

- **Loss of Control:** You enter a world that follows alien logic
- **Creation vs. Destruction:** Your only power is to build platforms, not to fight

IN - GAME CURRENT PHOTO

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