Mind the Gap - Game Design Document

Start

Introduction Train Carriage

Starting carriage

Introduction Audio
(Train Announcer)

"The next station is Moorgate. Change here for Circle and Hammersmith and Metropolitan lines and main line suburban rail services. This train terminates at High Barnet"

Train Carriage
Environment

Train Carriage
Environment

Train Announcer

"Doors will open on the right-hand side and remember to... (in the original train announcer voice) ... Mind the Gap (in a mysterious new voice)"

Scene Transition

Lights start to flicker rapidly eventually leaving the player in darkness

As the lights cut to black you hear the sound of the train crashing on impact

First Carriage

The lights flicker back on revealing to the player that everyone in the environment has dissapeared and they are on their own in their carriage.

Train Announcer

"See it. Say It. Sorted... Is probably what that you wanted to hear but fortunately for you I am here to help you out of this tricky situation you've got yourself into."

Player walks to
end of the carriage

Train Announcer

"Just remember to stay calm and do exactly as I tell you, all you need to do is get to the front of this train as quickly as possible and in return you can live again."

Puzzle 01
(Test of Hearts)

Pressure Pad
(Object Choice)

Train Announcer

"Sorry I probably should have mentioned there are going to be a few things you will have to do for me first and I'd like to get to know you a bit better so before we begin let's test your heart shall we! Please find and grab what means most to you in this carriage and place it next to the door... remember I'm waiting"

Multiple Choice Objects

Wallet (Choice 01)	Watch (Choice 03)
Book (Choice 02)	Gun (Choice 04)

Door opens to
second carriage

Train Announcer

"Now that is an interesting choice, I have to admit I didn't see that one coming! please make your way to the next carriage but please make this exciting for me this time... you won't believe some of the people I've had to deal with in the past"

Puzzle 02
(Test of Wits)

Train Announcer

"I'm getting this feeling that you're not a very patient person so just to make things more interesting I can speed things up a bit for you"

Button Sequence

Train Announcer

"RIGHT next up were going to test your wits, you will see four symbols around you, press the buttons in the correct sequence of strongest to weakest and the next door will open... but just remember that the clock is ticking... Think carefully"

Button Sequence Choices

Knight (2 of 4)	Queen (4 of 4)
King (1 of 4)	Bishop (3 of 4)

Door opens to the next
section of the carriage

Puzzle 03
(Test of Strength)

Move Luggage (Objects)

Train Announcer

"Well done! Now that we know your head is screwed on tight, we really should test you physically by seeing how strong you are. You won't believe how many people left their luggage in here after the last few at-tempts! To get through you will need to grab and move all the luggage... I would be quick if I were you, the last guy didn't take this long..."

Multiple Moveable objects (Any sequence)

Luggage 01	Luggage 01	Luggage 01	Luggage 01
Luggage 02	Luggage 02	Luggage 02	Luggage 02

Door opens to the next
section of the carriage

Puzzle 04
(Test of Speed)

Pull Hand Rails

Train Announcer

"I must say that this is actually quite entertaining, I almost want you to make it! I can see that you're getting a bit restless so don't worry this last task is going to be very quick. To test your speed All you need to do is pull down all of the handrails in this carriage in the next... 30 seconds... times ticking"

Multiple pullable objects (Any Sequence)

Handrail 01	Handrail 03	Handrail 05	Handrail 07
Handrail 01	Handrail 04	Handrail 06	Handrail 08

Door opens to the next
section of the carriage

Drivers Carriage

Train Announcer

"I have to say that you piqued my interest, and you made some fascinating choices back there. You will live for now but I'm certain that we will see each other again sooner than you think... See you for now and please... Mind the Gap"

Environment Change

Lights start to flicker rapidly eventually leaving the player in darkness

As the lights cut to black you hear the sound of the train crashing on impact

Scene Transition

Starting carriage

As the lights cut to black you hear the sound of the train crashing on impact

Lights start to flicker rapidly eventually leaving the player in darkness

Environment Change

Player Looks down
at right hand

Object of Choice

FADE OUT

THE END

Key

⬛	Audio	⬛	Scene Transition	⬛	Scene Transition
⬛	Environment	⬛	Interactive	⬛	Interactive