Doors Feature Design Document

Overview

- Doors are pivotal to our game as they will help to manage pacing in our third person survival horror game.
- Doors should fit the various settings within our Resident Evil-like Mansion environment.
- Doors should block players navigation and view.
- Doors should be a soft navigational obstacle.
- Doors should be able to be toggled to Locked which will then make them a hard navigational obstacle until Unlocked.

User Stories

- As a player I must to be able to open doors to help me navigate through the space
- As a player I must to close doors behind me to control the space and escape enemies
- As a player I must be informed or intuitively know how to interact with the door
- As a player I must be able to differentiate if the door is locked or unlocked.

- As a Level Designer I need to be able to use doors to control the flow point between rooms
- As a Level Designer I must be able to place the door into the environment and select the type with ease.
- As a Level Designer I must be able to select the initial door state and any requirements (locked, open, required object to open)

- As a Designer I need the ability to have multiple visual variations of doors to dress, prop, and build environmental functional narrative.
- As a Designer I must be able to reiterate the design with ease.

Goals

Priority	Function	Description	Jira	Comments
Must	Door should Open	Doors should open to allow players to traverse the environment		Open method (side to side? Up down?) Dimensional constraints?
Must	Door should Close	When a door is closed it is a soft navigational obstacle		
Must	Door should be able to be Locked	When a door is locked it is a hard navigational obstacle		What is the expected outcome when player interacts with locked door?
Could	Door could be able to start open ajar	The door can start open a little, allowing an obscured view to what lays beyond		Powered by door state or physics?
Must	Doors must be interactable	Players must be able to interact with doors regardless of their state and have feedback which shows this		Is the feedback audio or visual based?
Must	Door must display interaction prompt	When players are within a certain distance to the door, an interaction prompt will appear		
Must	Doors must be interactable close up	Players should have to walk close to the door to interact with it		Do we have a desired range? Would we like to drive this range via the door or player controller/character?

Must	Doors must have different variations of appearance and be easily switched in editor	Non-gameplay related different meshes to fulfill the fantasy of a believable environment		We can drive this via a master actor driven by a data table where the dev can select via drop down. The data table will contain desired name, mesh, etc.
Must	Doors must Feedback to a player when locked	Players should know when a door is locked, and therefore get audio feedback when interacted with		Will need to work with the audio team to obtain the audio feedback file.
Should	Some doors should have different visuals when locked	Depending on the environment Locked doors might have different visuals (e.g. a bathroom stall door or lab door)		
Should	Doors should have option to change speed at which they open	We should be able to tweak how fast / slow a door can open to control pacing		
Could	Doors could have option to close on their own	Doors could slam behind a player to create tension / surprise		How far do we want the distance to be between the player and the door before it slams shut?

Visual Brief

Visual Description	Concept Art
Doors should be attached to walls and seamlessly blend in with their environment	PENDING
Doors should block the players vision	PENDING
Door lock states	PENDING