

Game design document

Wierkieker - Kasteel Twickel



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Chosen concept - Mystery machine

A dietetic app where you have to solve the mystery of Nicholaas Bohmer by using a device called the mystery machine. It is capable of peeking into the past(AR), talking to ghosts, and Interacting with the real world. By using these functions, you will gather evidence and learn about real-life history and myths. At the end of the route, you will need to answer the mystery of who betrayed Nicolaas.

Platform - Mobile phone - app

Language - English and Dutch

Target audience - locals, families, 12+.

Tools - AR.

Art - 2D and 3D, realistic.

Game engine - Unity

<https://xd.adobe.com/view/a1f2b56e-8418-4421-b5c2-934d8ba066f7-f4a1/?fullscreen&hints=off>

Story

Overarching story

The story takes place in current-day Twente. You play as yourself, who has found a machine made by local handyman Herman Bökkerink. Herman died some time ago and has uploaded his conscience into the machine. When Herman was still alive, he used the machine to look back into the past and solve mysteries. Now Herman guides you to do the same.

Story at Twickel

At Twickel we are tasked to solve the mystery of Nicolaas Bohmer. He was the Innkeeper of Carelshaven and also a runner for the lord of Twickel. During the French occupation of the Netherlands, Nicolaas was said to have combined his work as a runner for the lord of Twickel with that of a spy. The French were against the royals and as such the lord of Twickel wanted to undermine them as much as possible. One day Nicolaas was arrested by a French sergeant who found illegal documents that proved Nicolaas was a spy. The sergeant shot Nicolaas in the heart without a fair trial and buried him somewhere near Castle Twickel in the year 1795. Some years later people started reporting a hellhound haunting the estate. This hellhound was said to be Nicolaas. It was said that he was betrayed and was still hunting for the one who betrayed him. Now all these years later, you will need to find out who betrayed Nicolaas and finally set him free.

Characters

Main character

Nicolaas Bohmer

Nicolaas Bohmer was innkeeper of Carelshaven. He is said to have been a spy for the nationalists, combining his job as a sprinter for the lord of Twickel with his spying. In the end, he was shot by a French army sergeant without due trial at the place that is now called the Beumerskerkhof. It is said that he was betrayed, and now haunts Twickel as a hellhound

The chosen perpetrator

Aleida Christina Dorothea

Daughter of Nicolaas, she fell in love with Gerrit Klein Rouweler but her dad would not let them be together since Gerrit was a second son to a small farmer. Some say she let slip to him that her father was a spy for the lord of Twickel who then told the French army sergeant. It is not known if she knew of Gerrit Klein's apparent betrayal or if she might have played a role in it. Eventually, she married someone else called Gerrit Rohaan. For our story, she is the one who has betrayed Nicolaas, fueled by anger over Gerrit Klein Rouweler. She was also concerned with Nicolaas endangering his family with his work, hoping that their family would be spared if she gave him up.

Main suspects

The lord of Twickel - Carel George van Wassenaer Obdam

Carel was lord of Obdam, Zuidwijk, Hensbroek, Spierdijk, and Wogmeer but most importantly, he was lord of Twickel. He commissioned the Twickelervaart to be dug and Carelshaven to be built. He was removed as lord of Twickel after he was caught smuggling goods into Vienna where he was supposed to apologize to the emperor after firing on one of his ships. In 1795 he forcefully joined the patriots after his previous blunder in Vienna.

Tax lawyer - Carel Frederik Puntman Carel

In 1786 the Catholics regained their right to practice their faith in public. Nicolaas Bohmer was extremely against this change as a devout Dutch reformist. The pastor and church council opposed this idea with the support of the lord of Twickel. In Carelshaven as well as outside Nicolaas was letting himself be known as a big supporter of the church and pastor. There were rumours that he was commanded to do this by the Lord of Twickel. The anti-catholic behaviour, combined with the fact that Nicolaas told people to commit tax fraud to undermine the French regime, led Carel Frederik to believe that Nicolaas was a problem that had to be dealt with. He planned an ambush with the French authorities which led to Nicolaas being shot.

Farmers son Gerrit Klein Rouweler

Gerrit lived in the Twickelerfarm Klein Rouweler, not too far from Nicolaas and his family. He fell in love with Nicolaas's daughter Aleida and they regularly met. When he asked Nicolaas for his daughter's hand in marriage, Nicolaas declined. Since Gerrit was the second son of a crotter, he did not see him as a fit match for his daughter. After this, Nicolaas forbade his daughter from meeting with Gerrit. Gerrit had learned from Aleida that her father, next to being an innkeeper, was also a spy for Carel George and other nationalists. He is said to have reported Nicolaas to the French military office in Deventer in revenge for how Nicolaas had treated him.

The Innkeeper - Helmich Helmichs

Helmich was a concurrent to Nicolaas Bohmer in regards to his inn Carelshaven. He was the owner of inn and posthouse De Kroon in Delden. In this posthouse, he had heard that Nicolaas was a spy. To get rid of his business rival he reported Nicolaas to the French military and told them when he would be travelling with incriminating documents.

Side Characters

Ghost of the North Mill

According to legend, the mill is haunted by a ghost, sometimes it can be seen floating over the nearby lake and making the water bubble, but it has not been seen in a long time. The North mill was built somewhere between 1100 and 1325, it was used for making oil from seeds (lijnzaad). It is hard to find speculations on why there is a ghost in the mill, supposedly the ghost was once a dishonest man who took more of his profit than he needed, out of guilt he jumped into the mill where he squished himself, dropped into the lake and drowned himself in the nearby lake. Local kids were known to throw wooden bats at the ghost when it was spotted, although sources don't mention when this last happened.

Hendrika Hofhuis

The last woman to go through a water trail. She did so willingly when she was accused of being a witch by her fellow townspeople. She wrote to them all to witness her water trail and when she sank she was declared innocent.

Witte Wieven

Female ghosts that appear like mist and have bright red eyes. They can be friendly but anger quickly when not given proper gifts.

Ladies of Beckum

The sisters Maria and Ursula van Beckum were ladies from Diepenheim, they were found guilty of heresy and were captured and imprisoned in the dungeon of Castle Twickel. They were later burned at the stake by the owner of house Twickel, the Drost of Twente at that time, Goossen van Raesfelt, but were said to have faced this with such courage that they became martyrs.

The ghostly white lady

Like many old castles, Twickel Castle has its own ghost story. Legend has it that the castle is haunted by a "White Lady." She is said to be the spirit of a woman who died tragically in the castle and now roams its halls. The details of her story may vary, but ghostly apparitions and mysterious occurrences have been reported by visitors and staff over the years.

French army sergeant

French army sergeant who shot and killed Nicolaas Bohmer at the Beumerskerkhof. After finding contradictory documents on Nicolaas, he accused and found Nicolaas guilty of spying and by war rights, shot him on sight.

Locations

Beumers Kerkhof

The field of grass in front of Castle Twickel where Nicolaas was shot and buried and is now said to haunt.

Carelshaven

Inn next to the Twickelevaart. Built by Carel George and kept by Nicolaas Bohmer. Possibly used to gather intel for spying by Nicolaas

Inn / posthouse De Kroon

Inn in Delden that also served as a posthouse, owned by Helmich Helmichs and rival to Carelshaven.

North mill

Oil and bread mill on the estate of Twickel, the south mill is gone but the north mill is still there and unchanged.

Gallow fields

Place where the Witte Wieven are said to live, there is a legend of a golden table buried somewhere there that the Witte Wieven protect.

Witch bridge

This bridge goes over the Twickelervaart, where Hendrika's watertrail took place. When digging the Twickelervaart, the workers found whale bones and shark teeth and suspected it was the devil's work or that giants lived there.

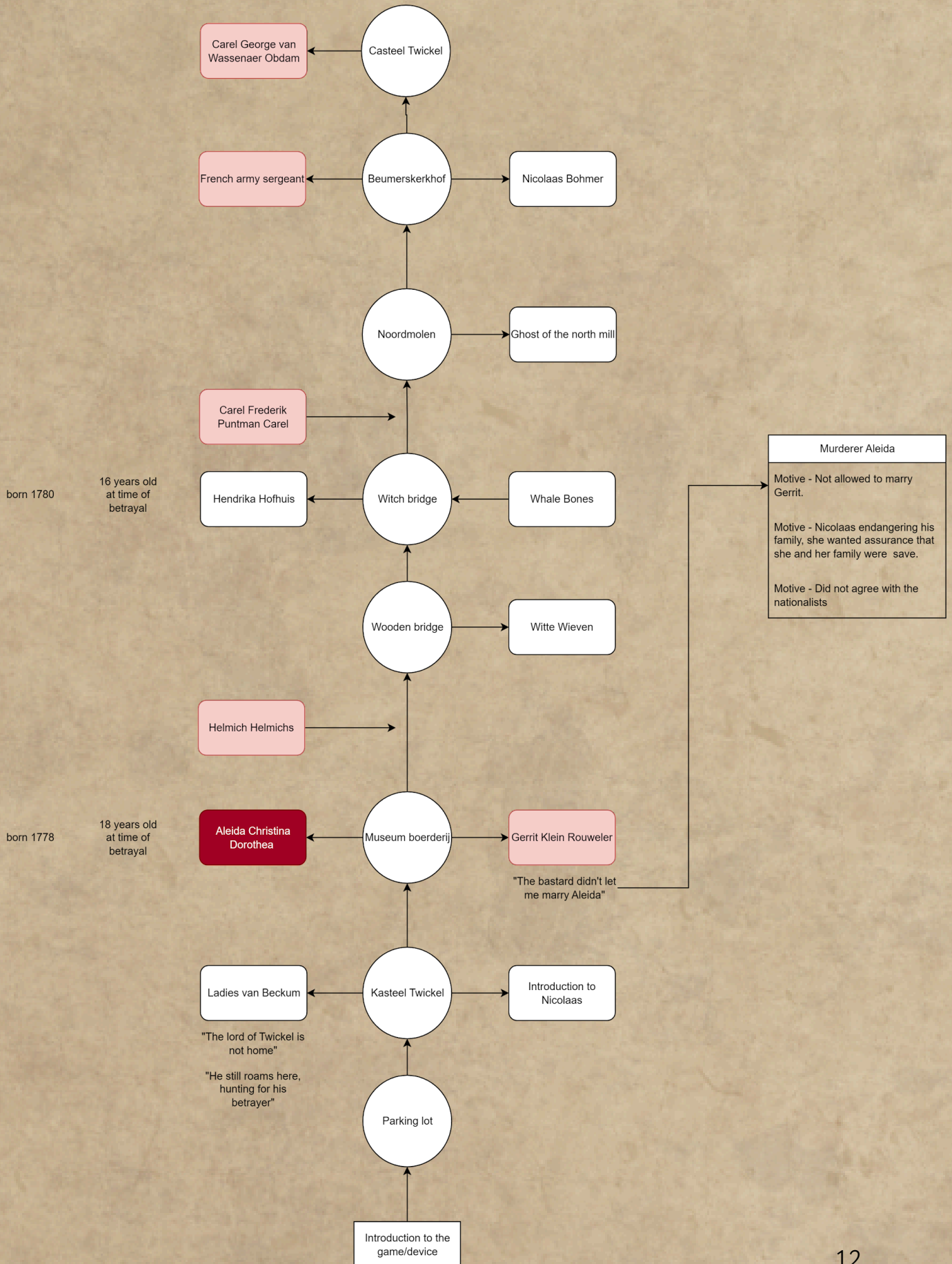
Twickelervaart

This bridge goes over the Twickelervaart, where Hendrika's watertrail took place. When digging the Twickelervaart, the workers found whale bones and shark teeth and suspected it was the devil's work or that giants lived there.

Castle Twickel

This Castle is the heart of the Twickel estate. In the time of Nicolaas, it was the seat of the lord of Twickel.

Story planning - not updated for a while



The final story and dialogue can be found in :
<https://arcweave.com/app/project/MWEZP3K02g>

Gameplay

Core Gameplay loop

At the core of the game lies the route you walk in real life. During this walk the player is tasked with solving a mystery in the past. To do this, the player will use the diegetic app interface which is equipped with sensors capable of detecting ghosts and past fragments. Depending on the scenario, they can use the camera on their phone to peek into the past and solve an AR puzzle or communicate with ghosts in the past. All of these actions will result in the gathering of evidence that in the end can be used to correctly solve the mystery.

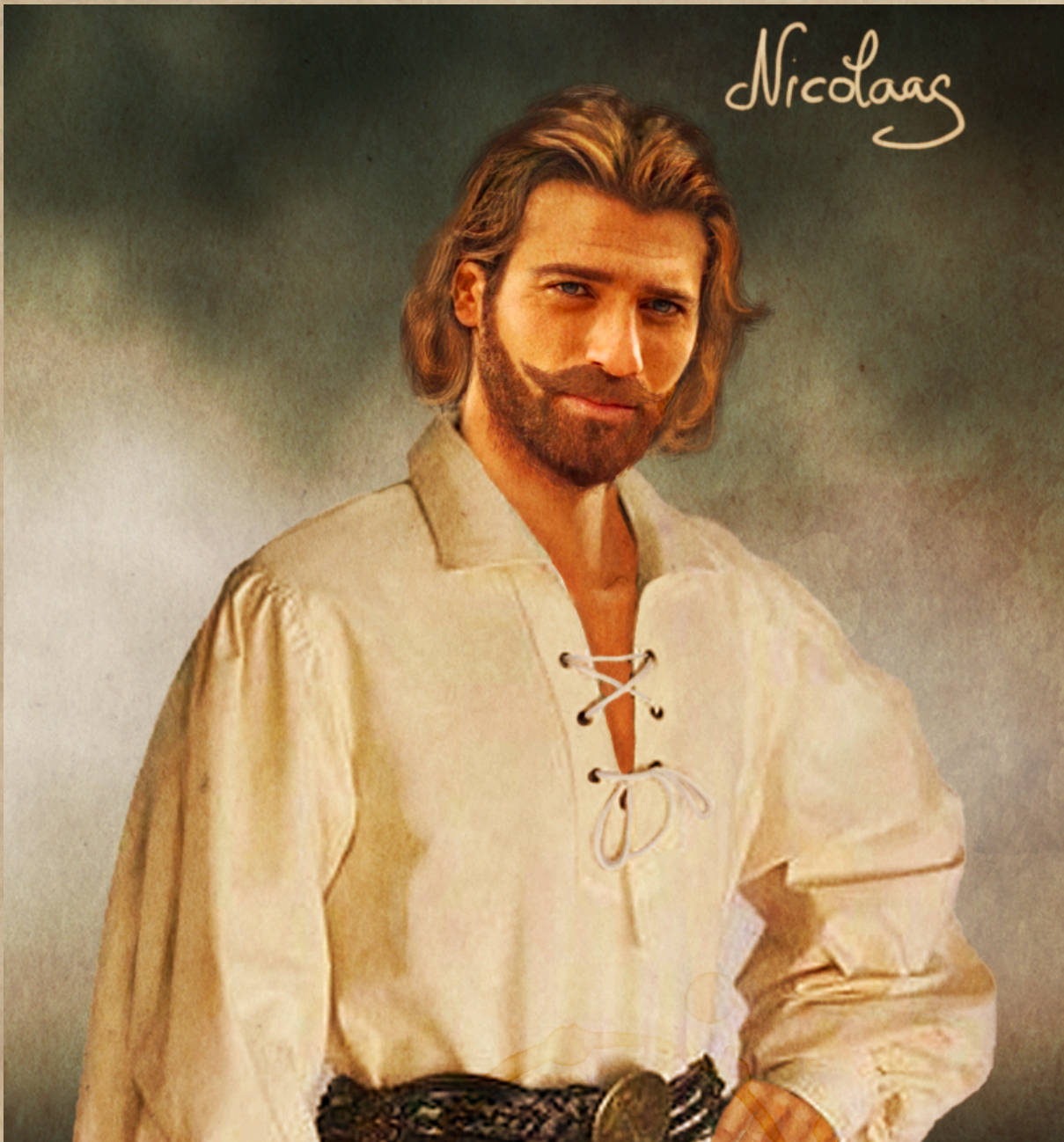
Gameplay mechanics

- Route - a map is present to guide the player towards their next objective, the map is updated after major story beats.
- Peek into the past - An AR puzzle featuring some story that will award the player with evidence when solved correctly. During the puzzle, you can walk around in the scene that is brought to life by AR and interact with it. For example, clicking on a key to add it to your inventory and then using it on a lock.
- Communicate with ghosts - The player can communicate with ghosts, this will begin a dialogue where the player can choose their responses and questions, leading to different conversations and possibly different amounts of evidence being given.
- Radar - The radar is located in the main interface and will scan for past fragments. When near one it will show up as a red dot and a warning will appear urging you to use your camera to peek into the past.
- EMF reader - Also located in the main menu, the EMF reader can go from 1 to 5. The higher the number, the closer you are to a ghost. When you are near a ghost, you will have to call out "show yourself" for a ghost to appear.

Art

The game will feature 2d art and 3d art.

2D art - Semi-realistic style achieved by photo bashing



Art of Nicolaas Bohmer - main character of the game



Art of the ghostly white lady - a ghost you encounter in the game

3d art - semi-realistic

Poly limit - 20,000 per scene

For now, characters are represented by “shades”, these models are devoid of any features but are given items and accessories to represent their character. Later these shades might be replaced but they currently serve to cut back development time.



Interface

Style/concept

Diegetic UI (<https://medium.com/@gfruity/what-are-your-ui-choices-834ea7d937c>), looks like an old timely steampunk device.



Elements

- Radar
 - Shows when near a past fragment
- EMF Reader
 - Will go off when near a ghost, the closer to a ghost the higher the reading. goes from 0 to 5
- Evidence
 - Shows the gathered evidence while you are building up a case.
- Camera app
 - Camera screen with maybe a nice border to show it is part of the device.
- Ghost app
 - Part of the device where you can communicate with ghosts. There should be options here to choose dialogue and also to see them or a bit of their story play out.
- Storyteller game mode
- Settings
- Expandability for more game modes

The final UI design can be found here:

<https://www.figma.com/file/KpcQP6w4cR2vTxlcquvfr8/Twickel?type=design&node-id=0-1&mode=design&t=jqOoN520q9XowKN9-0>