

EXPLORE

INSPECT

DEBUG

MODIFY

REBUILD

Game Design Document • story-driven third-person action-adventure

GADGET OVERVIEW



AO GLASSES

See the invisible



AO GLOVE

Interact & Modify



AO TECH PACK

Carry the studio



AO DRONE

Scan & Assist



AO WRIST CORE

Quick Tools



AO MODULES

Extend Abilities

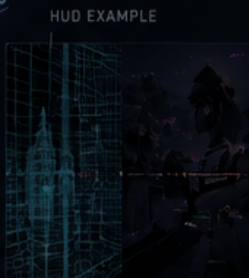
AO GLASSES



Augmented Reality Glasses

FUNCTIONS

- ▶ AR Overlay (wireframe, grid, data)
- ▶ Scan & Analyze objects
- ▶ Show hidden elements (colliders, logic)
- ▶ Performance metrics (FPS, draw calls)
- ▶ Night / low-light vision
- ▶ Capture references & notes



REAL WORLD → YOUR PLAYGROUND

AO GLOVE



Your direct interface with the world.

FUNCTIONS

- ▶ Touch & manipulate objects
- ▶ Modify materials (Shader Shift)
- ▶ Create VFX & simulations
- ▶ Rewire logic & connections
- ▶ Paint, sculpt, and place assets
- ▶ Haptic feedback (feel the world)



INTERACT



MODIFY



SIMULATE

AO DRONE



Small drone. Big perspective.

FUNCTIONS

- ▶ Scouting & area scanning
- ▶ Aerial camera & lighting
- ▶ Capture references
- ▶ Mark points of interest
- ▶ Assist in puzzle solving
- ▶ Deploy special tools (e.g. light, sensor)

AO WRIST CORE



Quick access. Full control.

FUNCTIONS

- ▶ Ability wheel & tool selection
- ▶ Real-time feedback (GPU/Core load)
- ▶ Notes, maps, objectives
- ▶ Shortcuts & custom tools
- ▶ Sync with glasses, glove and drone
- ▶ Emergency functions

AO MODULES



Plug. Upgrade. Adapt.

FUNCTIONS

- ▶ VFX Module (particles, fluids)
- ▶ Shader Module (materials)
- ▶ Simulation Module (physics)
- ▶ AI Module (procedural tools)
- ▶ Environment Module (terrain, foliage)
- ▶ Custom Modules (your creations)

AO TECH PACK (BACKPACK)

A portable studio. Everything you need, anywhere.

INSIDE THE PACK



Mini Drone Bay

Laptop / Tablet Slot

Modular Storage

Tool Modules

Power Core

Cables & Accessories

ABILITIES (EXAMPLES)



INSPECT

See the structure
Understand the system.



DEBUG

Find the problem
Reveal the truth.



SHADER SHIFT

Change materials
Reimagine the look.



SIMULATE

Create VFX & physics
Bring ideas to life.



OPTIMIZE

Reduce, simplify
Better performance.



REBUILD

Transform and build
A new world.

USAGE IN DAILY LIFE



WORK

Create • Learn • Experiment



PLAN

Notes • Sketches • Ideas



EXPLORE

Scan • Analyze • Capture



IMPROVE

Iterate • Optimize • Repeat

GDD v0.1 • Concept phase • September 2026

AHMED OSAMA

TECHNICAL ARTIST

"The right tools don't just help you create.
They help you see a better version of the world."

FROM PROBLEM TO PIPELINE.

— Ahmed Osama

GAMES

COMPUTER GRAPHICS

REAL-TIME VFX

TOOLS

PIPELINES

AND MORE...

High Concept

A mysterious world of rules, impossible phenomena, and tools that let the player understand what others cannot see.

GAME

- Genre: single-player third-person action-adventure.
- Focus: exploration, traversal, environmental puzzles, light combat, discovery, and story mystery.
- Perspective: over-the-shoulder / third person.
- Tone: curious, mysterious, hopeful, occasionally uncanny — not horror-first.
- Player fantasy: understand a world that appears impossible, then learn how to influence it.

CORE LINE

The world isn't broken. Its rules are.

PLAYER VERBS

EXPLORE

OBSERVE

INSPECT

EXPERIMENT

ADAPT

REBUILD

The Experiment

The technical idea starts the story; the story quickly becomes larger than the technology.

Ahmed is a curious creator who spends late nights experimenting with tools, graphics, code, and small prototypes. One project, FRAME, attempts to generate complex spaces from a small set of mathematical rules.

One night he pushes the experiment further. The simulation no longer stops. The monitor begins showing his own room from an impossible angle — from behind him, even though no camera exists.

A beautiful anomaly forms in the room: unfamiliar plants, impossible architecture, and light behaving in ways that should not exist. Ahmed approaches it and is pulled through.

He wakes in a vast world that feels designed, lived-in, and older than the experiment that supposedly created it. He has no powers and no special equipment. The first objective is simply to survive, explore, and understand where he is.

Later he discovers a pair of strange glasses in an abandoned workshop. When he tries them on, a hidden layer of the world appears: traces, structures, connections, and information invisible to the naked eye.

The central mystery grows from there: if FRAME generated this place, why was someone here before Ahmed? Why were the glasses made for a human face? And what if FRAME did not create this world at all — what if it found it?

Story Structure

The mystery should escalate from personal curiosity to a larger question about creation and discovery.

ACT I — THE DOOR

Ahmed experiments with FRAME, crosses into the unknown world, survives without tools, and finds the AR glasses.

ACT II — THE BUILDER

He learns the world has systems and history. He modifies the glasses, builds the glove interface, then assembles his own backpack and drone from discovered technology.

ACT III — THE DISCOVERY

Evidence shows the anomalies are not random. The world is reacting, adapting, and possibly observing Ahmed. Some 'errors' produce new forms rather than damage.

ACT IV — THE REFRAME

Ahmed discovers FRAME was not a generator but a bridge. The final conflict is not simply destroy vs save: it is how much control a creator should impose on a world capable of evolving.

Fantasy First, Technology Underneath

The player experiences places and stories — not lessons labeled 'materials' or 'simulation'.

THE CITY WITHOUT NIGHT

A city has lived under a sun that never sets. Its people have adapted culturally and physically. The underlying cause may be a stalled celestial system, but the story is about a society that lost darkness.

THE SKY SEA

An ocean hangs above a settlement. Falling droplets become floating paths, hazards, and creatures. The technical logic can draw from fluids and forces without ever calling the level a 'simulation tutorial'.

THE REBUILDING FOREST

Every night the forest rearranges itself. Paths disappear, landmarks move, and survivors mark temporary routes. Procedural generation becomes a world rule, not a lecture.

THE MIRROR DISTRICT

Reflections behave as independent spaces. Some doors exist only in reflection; some characters remember events differently depending on which side the player enters.

THE STILL QUARTER

A small area appears frozen in a repeated moment. The mystery is emotional and narrative first; the systems explanation is discovered later.

THE ORIGIN VAULT

Late-game ruins contain evidence of previous observers, incomplete tools, and the history of whoever first learned to read the world's hidden layer.

Core Loop

The player should feel smart for observing and experimenting, not for memorizing technical terminology.

1 ARRIVE

Enter a new location with a visible problem, mystery, or obstacle.

2 OBSERVE

Explore naturally. Talk, watch creatures, inspect architecture, test movement.

3 REVEAL

Use glasses when needed to expose hidden traces, connections, or unusual states.

4 EXPERIMENT

Use the glove, environment, drone, or movement to test a hypothesis.

5 RESOLVE

Open a route, survive an encounter, restore a place, or intentionally change it.

6 LEARN

Gain a module, story clue, tool upgrade, or new understanding of the world.

Traversal & Exploration

Ahmed should feel capable but human; tools expand access rather than replacing movement.

- Run, jump, vault, mantle, crouch, squeeze through gaps, climb selected surfaces, balance across narrow structures.
- Traversal reads the world physically first. Gadgets reveal alternate routes after the player understands the ordinary space.
- Drone can scout, light dark areas, and mark paths but should not solve navigation automatically.
- Environmental routes can change after major interactions, encouraging return trips and alternate perspectives.
- Collectibles should mostly be meaningful: module parts, sketches, logs, personal objects, and evidence about previous explorers.
- Optional experiments reward curiosity: unusual uses of tools may uncover shortcuts, hidden scenes, or cosmetic upgrades.

TRAVERSAL PRINCIPLE

The player should be able to enjoy moving through the world even before opening the AR layer. Hidden-system gameplay enhances a good adventure space; it should not compensate for a boring one.

Combat Without Becoming a Shooter

Direct combat exists, but understanding the encounter should create better options.

BASELINE ACTIONS

- Dodge / quick step
- Glove pulse for light impact or interruption
- Short-range defensive field or parry-like timing tool
- Environmental interactions during combat
- Contextual stun / push rather than lethal gunplay as the default

SYSTEM OPTIONS

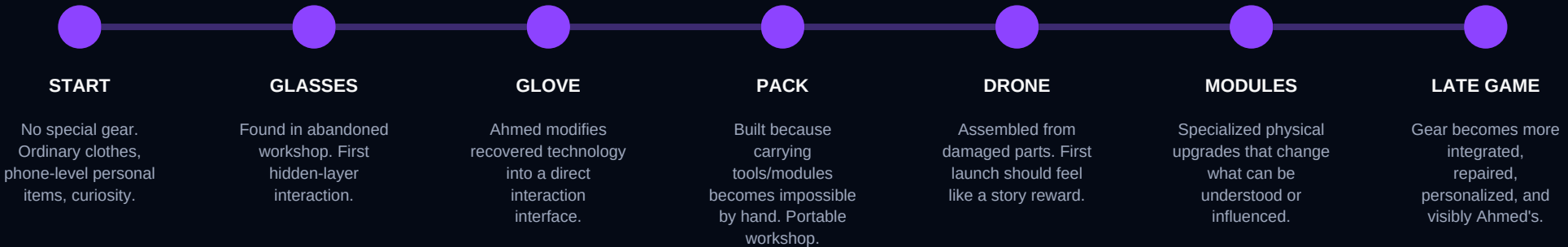
- Reveal a creature's relationship to light, sound, heat, or movement.
- Rewire a device so it changes allegiance or function.
- Temporarily alter a surface to create cover, a trap, or a route.
- Freeze or redirect an unstable phenomenon.
- Use the drone to distract, illuminate, or expose a weak interaction.
- Boss encounters combine movement, observation, and system manipulation.

Gadgets Are Earned

Ahmed's final silhouette is the result of the journey.

PROGRESSION RULE

Do not start the game with the full concept-sheet loadout. The equipment becomes emotionally meaningful because the player discovers, modifies, builds, repairs, and learns to trust it.



Abilities as Adventure Tools

Technical Art inspires the mechanic; fiction and readability sell it.

INSPECT

Reveal traces, hidden geometry, invisible routes, weak relationships, previous movement.

REWIRE

Change a connection between two world elements: door/control, light/source, machine/target.

SHADER SHIFT

Temporarily change how a surface behaves: transparency, emissive, dissolve, distortion, hardened/frozen state.

SIMULATE

Influence dynamic phenomena: wind, particles, fluids, force, motion.

OPTIMIZE

Stabilize an overloaded or chaotic space, reducing noise and restoring predictable behavior.

REBUILD

Late-game transformation ability for major structures or set pieces, not a spammed universal solution.

10–15 Minute Vertical Slice

A small polished slice can prove the character, tone, core mystery, and one complete interaction loop.

- 1. Ahmed's room — interactive objects establish curiosity and personality.
- 2. FRAME experiment — player changes a few harmless parameters.
- 3. Impossible camera moment — screen shows the room from behind Ahmed.
- 4. Anomaly forms — environment subtly changes before the portal event.
- 5. Arrival — short vulnerable exploration with no gadgets.
- 6. Abandoned workshop — environmental storytelling and first major mystery clue.
- 7. Glasses found — player chooses to try them; hidden layer appears.
- 8. First Inspect puzzle — reveal a connection and open a route.
- 9. Small creature or hazard encounter — observation produces an alternate solution.
- 10. End beat — evidence suggests someone expected a human visitor.

SUCCESS CRITERIA

The slice is successful if a player understands Ahmed, wants to know who made the glasses, enjoys exploring before the AR layer appears, and can explain the first puzzle without using Technical Art vocabulary.

Stylized Tech Mystery

The game should feel authored, atmospheric, and playable — not like a UI demo.

CHARACTER

- Stylized semi-real proportions.
- Dark AO techwear with restrained purple/magenta.
- Gear evolves visibly through use and repair.
- Readable hands and gadgets for interaction animations.
- Human expressions remain warmer than the world UI.

WORLD

- Fantasy locations first; graphics logic is hidden under them.
- Strong silhouette landmarks and mysterious natural phenomena.
- AR mode overlays information without replacing the normal art direction.
- AO color appears mostly on Ahmed's tools and successful interactions.
- Corruption should sometimes be beautiful, not always red glitch noise.

Build the Game Like a Technical Art Showcase

Each system can become a real production case study without turning the story into a tutorial.

- Shader Shift → custom materials, masks, dissolve, transparency, emissive, distortion.
- Inspect mode → post process, outlines, depth/normal usage, highlighting, UI/world-space overlays.
- Rebuild → procedural geometry, animation, VFX sequencing, Niagara/VFX Graph style thinking.
- Dynamic phenomena → particles, fluids/forces, flipbooks, optimized effects.
- Drone and backpack → rigged hard-surface props, mechanical animation, attachment systems.
- World anomalies → procedural tools, level-art workflows, reusable interaction components.
- Performance → profiling and optimization documented as part of the project, not only claimed.

PORTFOLIO NARRATIVE

Concept exploration may be AI-assisted, while the game-ready model, Blender work, retopology, UVs, rigging, materials, shaders, VFX, tools, integration, profiling, and iteration are documented as authored production work.

Prototype Before Full Game

The concept can grow later; the first target is one convincing slice.

PHASE 01 Ahmed v0.1

Base body, recognizable head, hair, glasses, default outfit blockout.

PHASE 02 Room & FRAME

Interactive room, experiment setup, anomaly sequence.

PHASE 03 World Slice

One external environment, traversal, workshop, glasses pickup.

PHASE 04 Core System

Inspect + one Rewire/Shader interaction + one encounter.

PHASE 05 Polish

Lighting, VFX, animation, audio, optimization, cinematic framing.

PHASE 06 Decide

Evaluate whether to expand into a larger game or keep as flagship portfolio vertical slice.

Questions to Lock Before Production

These choices should be answered before expanding the GDD.

- Is the ReFrame world inhabited by human-like societies, non-human life, or mostly abandoned traces of previous observers?
- How verbal is Ahmed? Fully voiced protagonist, occasional dialogue, or mostly environmental reaction?
- How much combat is desirable compared with exploration and puzzles?
- Does the world physically persist after major player changes, or reset for level design control?
- Are gadgets diegetic only, or do we allow conventional HUD elements for accessibility?
- What is the first complete module after Inspect: Rewire, Shader Shift, or something simpler?
- How realistic should movement be: grounded adventure, agile parkour, or stylized mobility?
- What is the final emotional theme: curiosity, creation vs control, belonging, ambition, or discovery?

WORKING TITLE: RE:FRAME story about curiosity opening a door that should not have existed.