

GAME DESIGN DOCUMENT

This is a living document describing the high-level direction and intended experience of the game, not a fixed implementation specification. Individual minigame mechanics are defined in their own per-minigame design documents.

Project Name: KILLSTREAM **Genre:** Party / Mini-Game / Dark / Action **Engine:** Unity **Platform(s):** PC **Target Players:** 2 to 6 players **Game Mode:** Multiplayer **Target Playtime:** 10h **GDD Version:** 0.1 **Last Updated:** 19.08.26

1. GAME OVERVIEW

1.1 High Concept

Every year, the ultra-rich enter men over the age of eighteen into a lottery for their own entertainment. If your name comes out of the draw, you are forced to become part of a show broadcast live on television. A fast-paced cyberpunk minigame game set in a dystopian future.

1.2 Player Fantasy

The player is aware that they were forced into this show and carries a bleak, dark mood. The show itself, meanwhile, is presented as energetic and upbeat on the platforms it airs on. We see the environments the way the player sees them: bleak, and in a dark cyberpunk register.

1.3 Elevator Pitch

A machine party turned into entertainment for the rich.

1.4 Core Selling Points

Mechanics that are fun to play, and games that fit their environment.

1.5 Inspirations

Gameplay Inspirations

Machine Party, Pummel Party, Mario Party, Minecraft Minigames

Visual Inspirations

Machine Party, Cyberpunk 2077, Ruiner, Marathon, Ghostrunner, Buy how to kill a fly [H2KAF] (Perfect Example), LAIN

(Y2K Cybercore + Dystopian Cyberpunk)

Narrative Inspirations

The Lottery – Shirley Jackson, Squid Game, The Running Man, Black Mirror

2. DESIGN PILLARS

Define 3–5 principles that every part of the game should follow.

Pillar 1 — Games Must Be Easy to Understand

Description: Minigames should be easy to grasp and their mechanics should not be overly complicated.

Pillar 2 — Games Must Be Fun

Description: Even when the mechanics are simple, the games have to be fun.

Pillar 3 — Players Must Interact

Description: There should be minigames that allow manipulation or cooperation.

Pillar 4 — The Fun of Chaos

Description: The game can contain RNG and chaos, but it has to stay at an enjoyable dose.

Pillar 5 — Competitiveness

Description: The scoring system has to be tuned well and should fuel rivalry.

3. TARGET EXPERIENCE

Target Audience

Age Range: 16+ **Player Type:** Looking for a party game to unwind with friends, lightly competitive, suited to streamer clips **Comparable Games:** Machine Party, Mario Party etc.

Why Would They Play?

To have fun with friends

To unwind

A bit of competition with friends

Streamer friendly

The originality and impact of the art direction, supported by the story

Intended Player Emotions

Panic

Ambition

Tension

Comedy

Betrayal

Friendship

The dopamine of winning

4. CORE GAME LOOP

Detailed Loop

Main Lobby – Mini Cutscene (Story) – Mini Game Selection Scene – Mini Game Tutorial – Game Scene – Game Ending (Point) Scene – After 5 Mini Games Cutscene (Story) – After 10th Mini Game Points Scene – Leaderboard Scene – Ending Cutscene (Story)

This chain is the production target. The development first-playable milestone validates the lobby → minigame → score screen → next minigame → run leaderboard backbone using the three existing designs, Giant Dwarf, Assembly Memory and Chair Grab. The first playable runs a reorderable ordered minigame ID array from config; no specific sequence of three is hardcoded. In the production flow, the same run model runs an ordered playlist that a separate selection policy generates and shuffles from the minigame pool at the start of the game.

Cutscene states must be switchable through config. In the first-playable development build, cutscenes are disabled by default; they will be decided during the content and presentation polish phase.

5. GAME STRUCTURE

Overall Structure

At the production target, players play 10 minigames selected from the minigame pool in random order. The game starts with the 10 minigames chosen in the first run. Custom game is added afterwards, and in custom game the ability to disable cutscenes and to build a playlist from the minigame list is added. If random selection from the pool is wanted, 10 minigames are drawn from the pool at random. If there is going to be a competitive mode, minigame banning can be added.

The first-playable development milestone does not change the production pool target; it only validates the full run flow with the three existing minigames.

Number of Mini-Games

Target: >30

Session Structure

Mini-Games Per Session: 10 Average Mini-Game Duration: Approximately 5 – 10 min (not certain, needs field analysis) Average Session Duration: 1h

6. WIN / LOSS CONDITIONS

Player Goal

To take the maximum points from the minigames.

Victory Condition

Completing the minigame without dying.

Failure Condition

Failing to complete the minigame successfully.

Elimination System

Death-based: whoever dies is eliminated. They receive a lower score.

Respawn / Retry Rules

No respawn. Re-entry within a minigame, the valid Set count and the Round flow are defined in the individual minigame document.

7. PLAYER

Player Character

Role: Contestant **Identity:** Poor **Background:** A poor person selected by the lottery

Player Abilities

Depends on the minigame. In one minigame you might crouch, and in another you can't.

Movement

Depends on the minigame.

Intended Movement Feel

Fast, reactive and fun.

Health / Lives

An eliminated player becomes a spectator within the same set. Whether they become active again in the next valid set is a rule of the individual minigame document.

8. CONTROLS

Keyboard & Mouse

Depends on the minigame. We explain the keys used under each minigame.

9. MINI-GAME DESIGN

Mini-Game Design Rules

Maximum Duration

10 min (to be researched)

Tutorial / Explanation Time

There is a ready button on the explanation screen. A minigame can only start when every player who is eligible and connected for that minigame is ready; a majority is not enough. The moment the last required ready is accepted authoritatively, the minigame load/start flow begins directly; there is no shared 15-second countdown and no window for withdrawing a ready. Per-set countdown behaviour is defined in each minigame's own document.

Disconnects Before a Minigame and During Active Play

- If a client disconnects before the minigame starts, the player is given the D-107 reconnect window to return. If the player comes back and readies up again, the minigame can start.
- When the reconnect window expires, if the host is connected and at least 2 players remain, the lobby/run can continue with the remaining players. Players who do not want to continue return to the main menu themselves through the normal exit path; no separate continuation vote is implemented for the first playable. When fewer than two players remain, no new minigame is started and the run is ended.
- If a client disconnects during an active minigame, the player counts as eliminated for that minigame. If the remaining state still satisfies the minigame's own completion rules, play continues; otherwise the set/minigame is resolved by its normal rules.
- If the host disconnects, no host migration is performed; the minigame becomes Aborted and the lobby dissolves.

Technical Aborts and Run Results

- For a technical Aborted outside of disconnect/host-loss, no score is written; the scene/controller is cleaned up and the same playlist occurrence is retried once.
- If the same occurrence aborts technically a second time, there is no infinite retry; the run ends and connected players return to the lobby. Points committed in earlier minigames are preserved.
- A host disconnect does not generate an automatic retry; the lobby ends directly.
- The Game Points awarded by every Completed minigame are added cumulatively to the player's run total.
- In the first-playable final leaderboard, players with equal totals share the same placement. A bonus/showdown minigame that could be designed later is out of scope for the current first playable.

Difficulty Philosophy

Low RNG influence. More skill-based, resting on the better player winning.

Failure Philosophy

I played badly and lost, unlucky. I couldn't get used to the game and couldn't win, unlucky. This minigame just wasn't for me, unlucky.

Randomness

RNG has to exist at certain points, but it should be tuned as fairly as possible.

Player Interaction

Depends on the minigame. Sometimes players can interact with each other, sometimes they can interact with the environment.

12. STORY

Story Premise

Every year, the ultra-rich enter men over the age of eighteen into a lottery for their own entertainment. If your name comes out of the draw, you are forced to become part of this live-broadcast show. At the end, the camera focuses on the winner, everyone applauds, and the presenter comes over with a microphone and

hands them a cheque. They congratulate the player. Then the live broadcast closes, they kick him out, and he falls into a pit — where there are many other people holding cheques of their own.

World Background

A Black Mirror–style cyberpunk universe where corrupted people no longer know what to do with themselves.

Current State of the World

Dark, cyberpunk but weighted toward Y2K and the 90s: a degenerate society that feeds on chaos.

Why Do The Games Exist?

Nobody knows why. Everyone assumes it is so the rich can be entertained, and nobody questions it. But the real matter is the story Shirley Jackson tells in "The Lottery."

<https://www.youtube.com/watch?v=XvIJyWx3dH4>

Why Is The Player Participating?

A lottery is drawn.

Main Conflict

Rich vs poor

Innovation vs traditionalism

Story Goal

Sometimes you carry on certain traditions without knowing why. However disgusting they are...

13. STORY STRUCTURE

Beginning

One cinematic at the opening

Mid Game

One cinematic after 5 minigames

Finale

A hard-hitting closing cinematic after the 10th minigame and the leaderboard are complete

14. STORY DELIVERY

Storytelling Philosophy

Imagery in the environment that supports the story

Events shown in the cutscenes

15. HUB / LOBBY

At the start of the game there could be a background scene like a live-broadcast waiting room, where players wait but which is not interactive, with canned animations playing. 3D but not interactive — an area where starting the game and similar operations are handled purely through UI.

After 5 minigames there could be a small interval lobby, this time interactive, as if we were trying to escape the live-broadcast room???

16. PROGRESSION

Run Progression

No progression is earned within a run apart from points. Points can be converted into money at the end of the game and used for cosmetics.

Permanent Progression

Purchased cosmetics persist. Performance from previous runs could be kept somewhere like a run history (this becomes more meaningful later if there is a competitive side).

Cosmetics

There should be cosmetics that can be added to the character. Hats, glasses, clothing, skin colour and so on.

Achievements

We can add Steam Achievements. There could be plenty of things earned from specific minigames and so on.

For example: Collect All the Hats in the Cosmetic Market, Go Live 50 Times, Complete a Minigame Without Dying Once

17. ART DIRECTION (Y2K Cybercore (Webcore) + Dystopian Cyberpunk)

Video Link: <https://tr.pinterest.com/pin/3799980930779011/>

18. UI / UX

UI Style

A cyberpunk-style typeface but with a pixelated PS1–PS2 aesthetic. Broadcast-themed above all.

HUD Elements

Minigame dependent.

Mini-Game Intro Screen

A broadcast-themed television look.

Objective Display

An info screen that appears before the minigame starts.

Timer

Minigame dependent.

Score

At the end of each minigame, a score screen opens showing the Game Points awarded according to the result defined by the point system document.

The binding source for placement aggregation, disconnect/abort outcomes, ties and the distribution of 600 Game Points is the point system document.

Failure Screen

None. When you die you become a spectator.

Victory Screen

Also none. There is only the score screen directly at the end of the minigame.

Main Menu

- Play
- Customization
- Settings
- Credits
- Quit

19. AUDIO

Sound effects and music use should suit the Y2K Cybercore (Webcore) + Dystopian Cyberpunk theme.

20. TECHNICAL DESIGN

Engine

Unity

Rendering Pipeline

URP / HDRP

Target Resolution

1920x1080

Target FPS

Minimum Hardware Target

TBD

21. SYSTEMS (Can be changed while development)

Game Manager

General game state.

Mini-Game Manager

Starting and ending minigames.

Scene Management

Scene and minigame transitions.

Player Controller

Movement.

Input System

Unity input system.

Save System

Save data.

Multiplayer System

FishNet Steam infrastructure.

Dialogue System

If it happens, the activation of dialogue and subtitles.

Audio System

SFX and music system.

UI System

HUD and menu systems.

22. MINI-GAME ARCHITECTURE

Shared Systems and Differences

In general we can write the mechanics in a single script, serialize them so they can be switched on and off, and make them reusable across minigames. That way we can use the same script in several minigames. It could save time.

- Player controller (Changes depending on the minigame)
- Timer (Changes depending on the minigame (might not exist))
- Objective system (Changes depending on the minigame)
- Win / loss system
- Spawn system
- UI (Changes depending on the minigame)
- Audio
- Loading

23. SAVE SYSTEM

What Is Saved?

- Settings
- Progress
- Cosmetics
- Story progress (If the cinematics were disabled, save that too)
- Achievements
- Game History (Can be added later)

Save Type

Local + Cloud

24. SETTINGS

Graphics

- Resolution
- Fullscreen
- VSync
- Quality
- Motion Blur

Audio

- Master
- Music

- SFX
- Voice (Will this be added???)

Accessibility

- Subtitles (Will this be added???)
- Screen Shake
- Hold / Toggle Options

25. SCOPE

MVP

FishNet MP system for the gameplay loop – 3 minigames (Giant Dwarf, Assembly Memory, Chair Grab) – lobby – point system – basic UI

First-Playable Decisions

- The playlist comes from a reorderable ordered minigame ID array in config; production selection produces a random/shuffled array against the same contract.
- After all-ready, load/start begins directly with no shared countdown. Set countdowns are specific to each minigame.
- After the reconnect timeout, play continues if the host plus at least 2 connected players remain; there is no separate continuation vote.
- A technical Aborted outside of disconnect retries the same occurrence once; a second abort ends the run.
- Game Points accumulate cumulatively across minigames; a first-playable final tie is shown as the same placement. A bonus/showdown minigame is the scope of a separate future design.
- Cutscenes are disabled by default in the first playable; they are left to the content and presentation polish phase.

Vertical Slice (Beta Release Can Be Done at the Same Time)

10 polished minigames – finished lobby system – final art style – cinematics – points and win/lose system

Full Release

- 30 minigames and a playable gameplay loop

26. DEVELOPMENT ROADMAP

Phase 1 — Prototype

Goal: 1 month

Phase 2 — Vertical Slice

Goal: 2.5 months

Phase 3 — Beta Release

Goal: 3 months

Phase 4 — Production

Goal: 4 months

Phase 5 — Polish

Goal: 5 months

Phase 6 — Full Release

Goal: 6 months

27. CHANGELOG

Unversioned change — 31.08.26

- The first-playable scope was separated out as the three existing minigames; the production 10-minigame session target was preserved. Open core-loop decisions were recorded as visible blockers before implementation.
- The first-playable fixed ordered playlist plus later shuffle support, the all-ready start gate, reconnect/host-loss behaviour, the post-minigame score screen and the config-controlled cutscene path were defined by Kaan; the remaining sub-decisions were kept as blockers.

Unversioned change — 29.08.26

- Target player range changed from 2–4 to 2–6 (Kaan). No other design value changed.

Version 0.1

Date: 22.08.26

- Initial GDD created.

28. Narrative Extra Information

KILLSTREAM is a deadly competition programme, broadcast live on television, in which the ultra-rich turn the lower class into entertainment and men over the age of eighteen are selected by compulsory lottery every year. To the public, KILLSTREAM is marketed as one of the rare opportunities that can completely change a poor person's life and, if they win, raise them into the wealthy class. While contestants fight each other in deadly minigames with that hope, the programme is presented as a great entertainment event by sponsors, cheerful broadcast graphics, presenters and millions of viewers. Throughout the game, the player also sees the cruelty of the system, yet still believes that at least the winner can escape this world. In the finale, the player who completes all the minigames and finishes first on the leaderboard is declared the winner on a grand stage to applause. The cameras focus on them, the presenter comes over to congratulate them and hands them a cheque for a large sum of money. The broadcast ends with the message that the winner's life is now changed forever. But the moment the broadcast closes, the whole show is over; the staff completely

change their attitude toward the player and throw him into a pit behind the stage. There he meets hundreds of former KILLSTREAM champions, each holding the same winning cheque. And so the final truth of the game is revealed: KILLSTREAM was never a system in which the poor could become rich. The money, status and freedom given to the winner are an illusion created purely for the live broadcast; in this society, someone born into the lower class is never allowed to cross into the upper class. The former winners were used only to sustain the programme's propaganda that "everyone has a chance to rise," and were then erased from society entirely. The real purpose of KILLSTREAM is not merely to entertain people, but to convince the lower class that the system is fair and that if they are successful enough, one day they too can be rich. The finale ends with the player realising that although they won every game, they never had any chance of winning at all.