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# grey university

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## 1.0 game overview

### 1.1 concept

In *Grey University*, players take on the role of a student new to a small, “haunted” university. They will talk to their professors and classmates about daily life and the supernatural side of Grey University and the nearby village of New Chester. Eventually, players will be confronted with decisions about morality and their identity. Will they turn into a monster?

### 1.2 genre

*Grey University* is a queer Gothic visual novel game about gay vampires, monstrosity, and identity.

### 1.3 target

*Grey University* is targeted for Windows 10 and macOS 11.1.

### 1.4 audience

*Grey University* is a for fans of Gothic media (especially gay vampires and werewolves).

### 1.5 game flow summary

*Grey University* will consist of a series of scenes where players make dialogue choices, interact with “minigames” that manage resources, which impact what options are available in the world and in dialogue. Players will manage resources and explore the campus map in between conversations.

### 1.6 look and feel

*Grey University* should be both visually and structurally Gothic and queer. It will lean into a darker color palette but will also have a few elements of modern and minimal design.

## 2.0 gameplay and mechanics

## **2.1 gameplay**

*Grey University* will consist of two main gameplay states: conversation and exploration.

### **2.1.1 conversation**

In this state, players will navigate dialogue trees in order to build (or destroy) relationships with the non-player characters. Occasionally, this will take place in an instant messaging “app”, but most of the time it will take place in the “physical” game world.

### **2.1.2 exploration**

When the player is not talking to characters, they are exploring the game world, collecting clues about supernatural entities, and managing their resources (energy, money, time)

## **2.2 mechanics**

*Grey University* will have a large array of mechanics, but the main ones are talking and exploring.

## **3.0 story, setting, & character**

### **3.1 story and narrative**

*Grey University* takes place over the course of a semester in college. The player will slowly uncover the supernatural side of Grey University and will eventually become a monster themselves, though their morality is up to them.

### **3.2 game world**

*Grey University* takes place in a secluded area at a small private university and in the neighboring village of New Chester. It is often gloomy — perfect weather for vampires. There will be a map of campus and the surrounding area which the player may explore. Each area will be populated with various characters depending on variables such as time of day, past decisions, and progress in the story.

### **3.3 characters**

*Grey University* will have a few major characters, mostly representing the love interests and various monsters at the university.

## 4.0 interface

### 4.1 ui

*Grey University* will strive for a minimalistic user interface that synthesizes Gothic vibes and modern design.

### 4.2 controls

*Grey University* will be controlled mainly by mouse and keyboard, though there may be support for game pads in the future.

## 6.0 technical

### 6.1 target hardware

*Grey University* is targeted for Windows 10 and macOS 11.1.

### 6.2 development hardware

*Grey University* is being prototyped in RenPy, Twine, HTML5/CSS/JavaScript/PHP, and Swift.

## 7.0 game art

*Grey University's* color palette includes:

fang white: #f0f8ea

blood red: #ab0406

midnight blue: #012139

sky blue: #8790a9

rose: #f7ced4

deep red: #ba1f26