

sad.

Concept Document

V0.01

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Game Development Studio

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Introduction

sad. Is a single-player psychological horror adventure game. Throughout the game you solve puzzles to pass through the five stages of grief. The game has multiple focuses on different mental disorders.

Design Statement

The reasoning behind this game is to create an JRPG adventure game, I have always enjoyed creating games on limited resource based engines on older systems. It forces you to think creatively and adapt your situations and ideas towards the limited engines. I also believe there is not a single horror gameboy game. I would like to create one due to that reason.

Target Audience

Single player action/adventure game players.

Gameplay

You are thrown into an experience where you hear of a forbidden area deep in the mines in your hometown. This leads off into a dark morbid story, You find yourself trapped deep in the mines and your goal is to find a way out. Throughout the entire game you have a constant feeling of dread and claustrophobia. The game has no monsters but just psychological events. The deeper you go through the mines, you progress by solving puzzles in multiple stages each stage you progress through represents the five stages of grief. The entire game has multiple associations with narcolepsy and nyctophobia as well as paranoid schizophrenia.