1 General description

The prototype will be a 2D top down game in which the player will be given the task of escaping the room that they were put in.

2 Mechanics

2.1 Actions and Challenges

The player will be able to move around in a 2D environment and interact with objects within that environment. Some challenges the player may face include: Looking for objects to solve puzzles, hiding or running away from enemies. The player will only be able to see parts of the map which they explored

2.2 Genre

The genre of the game would be a Horror game. Some sub-genres include: Puzzle, Narrative.

2.3 Game examples

The Stanley Parable (The one weird horror game)

3 Interrogation

3.1 Hypothesis

When faced with limited information the player will engage in cautious play until they get more information in which the player will engage in reckless play.

3.2 Goals

To make a field of view system in which the player can only see whats in their immediate vicinity. To make a system in which something in the game changes when the player completes the game.

4 Process

User input code has been used from a previous project I did. A generic tilemap was made in asseprite to use for a map

5 Player motivation design

Make the player curious to keep them motivated. Maybe a door in which the player can leave at any time, but their curiosity stops them.