THE ONE SHEET GAME DESIGN DOCUMENT: Inspired and Modified from Scott Rogers

Game Title:
Lost in the Woods

Intended Platform:
PC/Windows

Target Audience:
Young adults that were fans of classic 2010s horror games

Summary of Gameplay:
Simple collectathon where the player avoids being caught by a roaming monster that becomes more aggressive as more clues are collected

Theme, Story and Emotion:
A park ranger is called in the middle of the night and is told that a group of hikers never returned to their camp site earlier that evening. He is tasked with searching the park for the group but only finds more and more clues of some kind of foul play and feels and ever present set of eyes watching his back

Audio:
Real world recordings and realistic sounds edited to sound bit crushed.

Art and Visuals:
Simple low poly 3D assets with a pixelation shader on the camera to give an old retro feel.

Inspiration and Competition:
This game is heavily inspired by Unity horror games of the early 2010s such as Slender

Uniqueniquess and Hook:
The unique aspect of this game is the fact that it is bringing things back to a simpler time of games where you can turn off your brain and get scared by a monster. Bringing the old formula into the modern day

Game Engine: *This will be a 3D game made using the Unity game engine.*