Overall Vision
The game is called Darkness Manor, and it takes place in current day time. The character wakes up in a mansion, and tries to find a way out, though everywhere seems to be closed off. After looking in the first floor gallery, which has clues as to where you have to go, the character can then go look around the mansion. After the player has obtained two keys, they can go through the study and get out. After this happens, the character wakes back up in the mansion, and is led to the main foyer doors, where the villain tells the player they cannot escape, and that they know they are in this game, and closes off the game, signaling the end of the prologue.

This is a single player adventure horror game, where you move forward through puzzles, such as the puzzle in the prologue of finding the keys and getting out. The end of the prologue introduces us to the villain, who toys with us while we try to get out. The twist is that the villain knows we are playing a game, so they break the 4th wall in toying with us.

Mechanics
The player's goal is to escape, and throughout the game, we find more tools to help do this. The character will not have any abilities, but the tools are what let us do different things. For example, having a lantern will let us see in dark areas, a prybar will let us open locked chests and doors, and a wrench can let us access things such as the house's power panel. Throughout this happening, the player may have a monster following it, or the villain messing with the game, such as making it harder for the player to do what they want in a tense situation. For now, the game's setting can be the mansion and surrounding areas.

Dynamics
A basic pc is all that is required to run the game, as it is all in text. Moving forward though, a 3D game would be more interesting as the villain can mess with the game in other ways, such as the player not being able to see clearly. The game only has the main menu right now, which lets the player go ingame or quit. Doing actions is also technically a menu, where you can input your direction or check items and inspect.

Aesthetics
The setting will feel creepy. You are in an old run down mansion, which most looks like it has not been used, yet there are signs of some rooms and some things being used recently, such as the main bedroom being spotless. The player has to feel like anything can jump out at any time, but not actually jump-scaring the player, since we are going for more of a creepy feeling, rather than feeling like we are about to be jump-scared at any time. We also have to incorporate the sense of us not being able to do exactly what we want, like we are losing control of the character. This makes us feel helpless and more scared, which adds to the setting of the game. The character just wants to escape, they did wake up somewhere random after all, but we do not let them until the end, even though we feel like we may have made it out a couple times.