

# High Concept Document

## Audio Centred Gameplay

The player takes the role of a person with vision loss that must find the way back to their home. Through noise and sounds, or smells and textures, the scene visuals start filling the ambiance with light and soft colours – the game is meant to be playable without the use of these characteristics. It can be labelled as an artistic representation of how the world is perceived with the senses available to someone with these characteristics.

The main goal is to get back home or to a specific place either for an emotional motive or just for setting an objective. The information given to the player describes what can be found on the whereabouts of the winning destination so with the visuals painted and the sounds played the player can guess if they are heading in the right direction.

Setting the player in a small town can lead to different objectives that can encourage more than one play-through.

### Game features

- Minority group representation
- Ease of gameplay / Accessibility
- Appealing visuals
- Potential replayability

### Target audience

- Casual players
- Non-players
- Blind people

### Distribution channels

- PC / Console
- VR (Oculus / Vive / PS VR)
- Android (Google Cardboard)

Proteus

Blind Drive

Out of sight (Short film)

Storyboard (Gold Mechanic)

Gameplay Mockup (Photoshop)

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