**[Insert Title]**

A Game Development proposal by

**Cryptic RealmZ**

**Members:**

**Baccay, Jhun Mark**

**Galang, Joshua**

**Olea, Jhazlene**

**Ydel, Blessed Monica**

**Summary**

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**Game Purpose, Aim and Goal**

The purpose of "Lost in the Abyss" is to immerse players in a gripping survival-horror experience set in a dark, mysterious underwater world. The game's aim is to provide intense suspense, challenge players to manage resources, solve complex puzzles, and survive against both supernatural and environmental threats. The ultimate goal is to escape the submerged city while uncovering the mystery behind the sabotage of the submarine and the ancient city’s dark history.

**Game Description**

"Lost in the Abyss" is a survival-horror and mystery game where players assume the role of a deep-sea research team member stranded in an ancient, submerged city after their submarine is sabotaged. The city is teeming with terrifying sea creatures and haunted by the vengeful spirits of a lost civilization. Players must explore, survive, and unravel the mystery behind the city’s dark past while dealing with internal conflicts within the team. The deeper they venture, the more deadly and haunting the experience becomes, culminating in an intense showdown.

**Game Significance**

The significance of "Lost in the Abyss" lies in its unique combination of survival mechanics, horror elements, and intricate puzzles, all set in a highly immersive underwater environment. The game offers a fresh take on the survival-horror genre by introducing an unexplored setting—an ancient, submerged city. It emphasizes psychological and environmental horror, forcing players to carefully balance resources, oxygen, and combat strategies, while unraveling a deep and engaging narrative. The game showcases the importance of maintaining suspense and tension through its eerie atmosphere and complex story of betrayal and sabotage.

**Game Genre**

"Lost in the Abyss" belongs to the **Survival Horror**, **Thriller**, **Mystery**, and **Adventure** genres. The game blends these genres to create a rich, suspenseful experience, with elements of action combat and puzzle-solving adding layers of complexity to the gameplay.

**Game Software/Platform**

The game will be developed using **GameMaker**, a powerful and accessible tool for creating 2D and 3D games. GameMaker is known for its flexibility, ease of use, and efficient workflow, which will help bring the dark, atmospheric underwater environments and complex game mechanics of "Lost in the Abyss" to life. The platform also supports cross-platform development, ensuring the game can be played on various devices, including PC and consoles.

**Chapter 2**

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