

Sibir

Game Identity / Mantra:

Survival exploration game in an abandoned soviet bunker deep below.

Design Pillars:

Psychologically scary, intuitive, intriguing

Genre/Story/Mechanics Summary:

This game uses a unique smoke mechanic to make exploration dangerous...)

Features:

Smoke mechanics,
Crafting,
Damage effects,
Exploration places

Interface:

Keyboard + mouse:
WASD - movement
Build - B
Inventory - E
Drop item - Q

Art Style:

Include references to lots of images and games that have a similar aesthetic to what you're trying to achieve.

Music/Sound:

Include links to music and sound design similar to What you're trying to achieve. You can also list the emotional responses that the sound should invoke in the player.

Development Roadmap / Launch Criteria:

Platform: Steam.

Audience: Abandoned exploration fans, soviet aesthetic fans