



Game Pitch We Eat Cement

8/29/2024

GAME-335

Version 1.0

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Executive Summary

High Concept

- You're in a liminal wheat field
- You want to not be in a liminal wheat field
- There's something coming after you
- There's a big scary building in the distance

Features and Synopsis

- Semi-randomized surreal encounters in what appears to be an infinite, liminal wheat field
- A creature of some kind that is chasing you
- Player wants to escape the creature, and the wheat field
- Player eventually enters the big scary building, where the climax of the game takes place, then escapes

Play Motivation

- The player will be placed in an environment that is brightly lit and open, but it is so liminal that it unsettles and makes the player want to leave
- The big scary building draws the eye and makes the player want to head towards it

Genre, Platform, ESRB

- Genre: Adventure/Horror
- Platform: PC
- Rated T

Audience and Targeted Customers

- Targeting customers that enjoy unique, tight experiences- like those found in walking simulators or guided horror experiences

Threats and Competition

- Other surrealist/horror adventure games

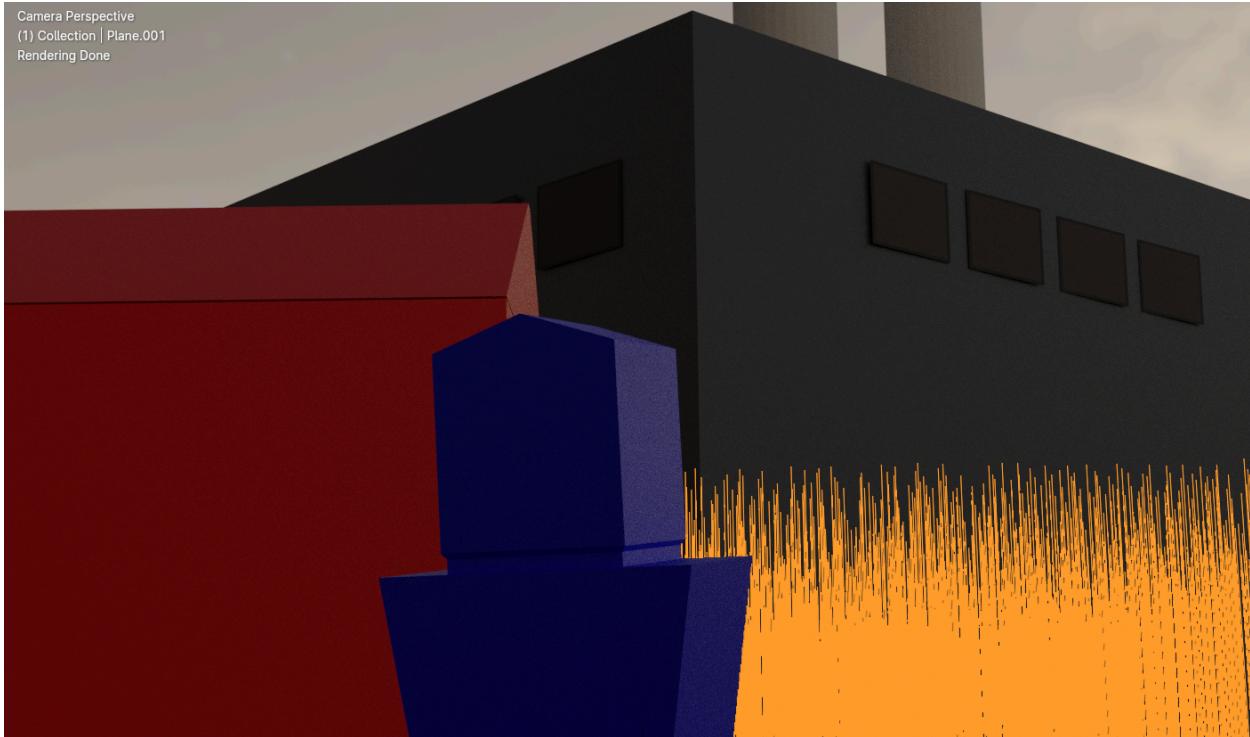
Game Differentiators/Unique Selling Points

- Horror without darkness
- Scares without jumpscare
- A liminal space that exists outside of walls and rooms

Overall Game Design

Aesthetic

Think Pathologic meets Amnesia.



Original Design (c) We Eat Cement, a Linsu Universe subsidiary



Img source: Flickr

Game Core Mechanics

Walking, Investigating, Interacting



Img source: Redbubble