

OBSIDIAN DREAM

Concept Document

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High Concept Statement

A first-person stealth game about using your environment to your advantage against an enemy you cannot fight in order to collect a McGuffin and win the game.

Features

- Stealth mechanics revolving around sight and sound
- Limited sprint requiring smart usage
- Interactive environments
- Simplistic, polygonal, abstract, and colorful art style
- Distinct particle effects

Player Motivation

Use the environment in interesting ways to manipulate your enemy. Attempt to win in the fastest time and without detection.

Genre

Stealth, suspense, exploration

Target Customer

Fans of stealth and suspenseful games. Family friendly.

Competition

Amnesia, Hitman, Journey

Target Hardware

PC, Console

Design Goals

Simple: Very simple artstyle and easily grasped mechanics so players can begin experimenting with them quickly.

Stealth: Suspenseful stealth gameplay to engage players and make them explore their environments and experiment. Should they fail they will want to try better in their next run.

Characters

The Protagonist: silent and small, the protagonist seems to have become trapped in a treacherous place. Whether they knew about the Almagem before arriving is unclear, but it just might be the only way out.

The Rock Golem: the large Rock Golem cannot be stopped from completing its goal, protecting the Almagem. Easily deceived but not to be underestimated.