**Parting Thoughts**

2025 Ludum Dare 58

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## **1 Overview**

*An experimental 3D narrative walking simulator featuring senses and perception. Under the guidance of a narrator, players traverse through different surreal scenes and are required to interact in unique ways.*

*The game contains puzzles and is densely designed with sound effects, visual effects, and representation of human senses that are intended to create delusion and impressions.*

## **2 Metadata**

**Title:** Parting thoughts

**Genre:** Experimental / Narrative oriented / Walking Simulator (example)

**Platform:**

**Develop Engine:** name goes here (version number goes here)

**Control:**

**Target Audience:** Players over ? (example)

## **3 Production Group**

**Date: ...**

**Members: ...**

**Team Lead:**

**Contacts:** (email goes here)

## **4. References**

***Art Direction:***

***Reference:***

## **5. Interactions**

|  |  |
| --- | --- |
| *Hardware Input* | *Result* |
| *Mouse movement* | *First Person head direction* |
| *‘W’ / ↑* | *Forward* |
| *‘S’ / ↓* | *Backward* |
| *‘A’ / ←* | *Leftward* |
| *‘D’ / →* | *Rightward* |
| *‘Shift’* | *Run* |
| *‘E’ / Left Mouse Button* | *Interact / Select / Collect / Apply* |
| *‘F’ / Right Mouse Button* | *Observe / Listen / Feel…* |
| *‘Space’* | *Close eyes / ears…* |
| *…* | *…* |

## **6. Game Flow**

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## **7. Artist / Designer Statement**