Concept Document

# Theme

Noir Cosmic Horror

# Genre

Top-Down Survival Horror Escape

# Premise

Unarmed Reporter enters spooky town to look into reports of disappearances. Becomes stranded in a residential/commercial area and chased by omnipotent cosmic entity. Reporter forced to find way to escape town by locating gas to fill up the car.

# Characters

## Unarmed Reporter

The player character. Armed only has a flashlight. Sees the world through a circle of vision. Everything outside of small vision “circle” is fog. Can only see “moving” or “interactable” objects within a smaller “CONE” of vision. (Subterrain, Darkwood, etc.)

## Cosmic Entity

Big bad. Currently untitled/named. A tentacled mass that is somehow connected with the fog. Pursues the player endlessly. Extremely sensitive to light. If exposed to more than the faint moonlight, dissipates into the fog and reforms away from the light.

# Environment

## Generic Small/Rural Town

Heavy fog permeates everything. Denser fog surrounds the area of town you’re in, so you cannot see to leave without heavier-duty lighting (i.e. headlights)

# Items

## Flashlight

Unarmed Reporter’s only “defense” against the Cosmic Entity. Forces cosmic entity to dissipate into the fog, reappear elsewhere on map.

## Newspapers/Notes

Lore-esque writings and ramblings that detail what’s going on in the world.

## Gas Cannister

Used to fill-up the car.

Assets

# Art

## World Map

A small-town/rural environment encompassing about 4x4 blocks. One exit only.

## Cosmic Entity Sprite

Tentacled mass. Lovecraftian/Cosmic Horror influenced. Emanates a dense fog.

### Cosmic Entity Sprite Animations

* Pulsating or Writhing.
* Dissipating into fog (i.e. fading away).

## Unarmed Reporter

Human Character. Armed only with a flashlight.

### Unarmed Reporter Animations

* Walking
* Picking item up
* Shining Light
* Dying?

## Reporter’s Car

Sedan used by reporter to drive to the town. Will serve as escape once refueled.

## Fog

Rolling Fog that covers entire town. Will cover everything, so should be partially transparent to show it “covering” the world without *entirely* hiding the map from the player’s sight.

### Fog Animation

* Rolling

# Audio

## Background Music

TBD

## Reporter Walking

Simple footsteps

## Cosmic Entity Moving/Writhing

TBD

## Car Starting

## Picking up Item