

Folia

Game Design Document

Summary

Explore a stylized forest in VR searching for clues as to why you're here. Inspired by games like Firewatch, Breath of the Wild, Sea Of Thieves and The Forest, we want this game to be more of a visual/audio experience rather than a mechanic based traditional game, slightly like Abzu, the underwater exploration game.

Moodboard





Game Mechanics

Exploring a forest in VR

Search for objects that will guide your path

Search for clues as to why you are here

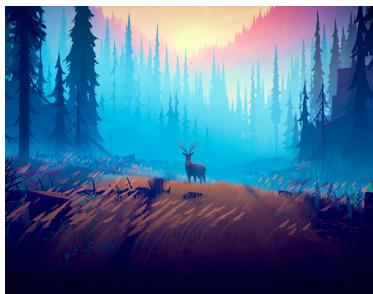
Features

VR Locomotion (walking, possibly teleportation)

Autumnal forest

Ambient music (Instrumental and wildlife)

Inspiration



Among Trees
FJRD Interactive



The Forest
Endnight Games Ltd



Sea of Thieves
Rare Ltd



Firewatch
Campo Santo



Hike
Morning Shift Studios



Sunlight
Krillbite Studio