Design Doc for Retro game for Mini Game Jam (I am bad at names, leave me alone)

A pitch/general outline:

A game isn’t a part of the specific genre, rather each section of the game is a mini section of the game, as if ripped from the middle of someone’s playthrough. This is a psychological horror game about dangers of nostalgia, escapism, grabbing to the past and inability to move forward. Each unique gameplay section is a part of “generation”: each game section for the same generation will take inspiration from PC and console games of that generation. The point is to illustrate the fact that nostalgia isn’t tied to one or few specific generations but rather a part of each generation at some point. This can also be used to illustrate different reasons for people to feel nostalgic, due to each game section being tied to a separate individual, allowing the player to explore their character. In the beginning of each section, the player would be presented with the idealized version of the game based on the individual’s memories of the game looking through rose-tinted glasses. But the more the player progresses in the specific gameplay section, the more the game experience becomes to degrade first the player sees the few minor flaws and cracks in the game design (the person in the story starts playing their favorite game and starts seeing it for what it is. The game is still fun, but contrary to their memories, it’s not perfect.) Then the game shifts the atmosphere more and more towards less comfortable feeling. The game doesn’t become scary per say, but rather uncomfortable and in some places depressing. This is the part where the person who is playing the game in the story starts to realize the uncomfortable truths about themselves. It could vary from flowing up uncomfortable memories of the past and how the game help deal with struggles of the life back then, maybe it’s about major change that’s still affects the character like loosing friends over time or a breakup and how the game reminds the of the time before and after theses events, or maybe the game is supposed to serve as an attempt to escape present reality, but the despite trying to escape into the past, the character is still in the present. The “horror” in these cases would come from uncomfortable and most importantly REAL scenarios that the real-life player might experience, already experienced in the past and being afraid to experience them in the future.