

# Game Pitch Document

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**Title:** Echoes of the Void

**Genre:** Sci-Fi Horror / Puzzle Adventure

**Style:** Isometric 3D with atmospheric lighting and realistic sci-fi aesthetics

**Platform:** PC (Steam), PlayStation 5, Xbox Series X/S

**Market:** Adults 18+, fans of sci-fi horror and atmospheric narrative games

**Elevator Pitch:** Wake up on an abandoned space station with no memories. Explore claustrophobic corridors, solve the mystery of the missing crew, and face bizarre entities lurking in the shadows.

## The Pitch

### Introduction

Echoes of the Void is an atmospheric sci-fi horror game where players must survive on a derelict research station orbiting a dying star. With zero combat gameplay, players rely on stealth, puzzle-solving, and resource management to uncover what happened to the 200-person crew while questioning the motives of EVE, the damaged AI that may be their only ally or greatest threat.

### Background

The game draws inspiration from classics like *Alien: Isolation*, *Dead Space*, and *SOMA*, while carving its own niche by focusing on psychological horror and environmental storytelling rather than action. The isometric perspective, uncommon in modern horror games, provides a unique tactical view while maintaining tension through limited lighting and sound design.

### Setting

The year is 2187. The Cassiopeia research station, humanity's furthest outpost, has gone silent. Players awaken from cryogenic sleep with complete amnesia. The station is dark, damaged, and eerily empty. Evidence of the 200-person crew exists everywhere, half-eaten meals, personal belongings, encrypted logs but no bodies.

The environment is divided into distinct sectors: residential modules showing signs of hasty evacuation, research laboratories with broken containment units, technical sections with failing life support systems, communication hubs with partially erased data, and overgrown hydroponic gardens with mutated vegetation. Each area tells part of the story through environmental details, audio logs, and terminal entries.

### Features

- **Zero-Combat Philosophy:** No weapons, no killing – only intelligence, stealth, and evasion
- **Adaptive Horror System:** The game learns what frightens you and uses it against you
- **Multiple Truth Paths:** The order you discover evidence changes your understanding of events
- **Survival Mechanics:** Manage oxygen, power, and limited resources while exploring

- **Meaningful Choices:** Decisions affect available endings and reveal different aspects of the truth
- **Asymmetric Entities:** Various creatures requiring different survival strategies
- **Immersive Sound Design:** 3D spatial audio for navigation without explicit maps
- **Replayability:** Multiple endings, hidden areas, and New Game+ mode

## Genre

Echoes of the Void is a narrative-driven sci-fi horror game with strong emphasis on exploration, puzzle-solving, and survival. The isometric perspective adds a tactical element uncommon in the genre, allowing players to plan their movements while maintaining the claustrophobic atmosphere through limited visibility and ambient audio cues.

## Platform

The primary platform is PC (via Steam), leveraging modern hardware for advanced lighting, particle effects, and spatial audio. Console ports for PlayStation 5 and Xbox Series X/S are planned later.

## Style

The visual style emphasizes realistic sci-fi grounded in actual space station design principles. The isometric camera provides a "security camera" perspective that enhances the feeling of being watched. Dynamic lighting from flickering emergency lights, player's flashlight, and bioluminescent entities creates dramatic shadows and visual tension.

The color palette shifts between sterile whites and blues in pristine areas, warm oranges in residential zones, sickly greens in contaminated laboratories, and oppressive reds during critical system failures. Environmental degradation becomes more apparent as players progress deeper into the station's secrets.

Audio design is crucial – the constant hum of life support, distant metallic groans, unexplained sounds in ventilation systems, and EVE's evolving voice all contribute to the unsettling atmosphere. The 3D spatial audio allows players to "hear" their way through dark sections, but also alerts them to nearby dangers.

Character designs are deliberately mundane – the player character and crew members look like real people, not action heroes. This grounds the horror in relatability. The entities, revealed gradually, show disturbing combinations of human and something else, their designs suggesting biological horror reminiscent of Cronenberg films.