

# Game Design Document (GDD)

Title: *Echoes of the Forgotten*

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## 1. Core Concept and Themes

- **Genre:** Isometric Puzzle Adventure
  - **Perspective:** 3D Isometric (Fixed Camera)
  - **Core Themes:** Memory, Identity, Redemption, and the Consequences of the Past
  - **Setting:** Ancient biomechanical temples that react to the player's presence and choices
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## 2. Story Overview

You play as **Cairos/Kaiya**, an archaeologist plagued by visions of a past no one remembers. Drawn to mysterious underground temples, you discover each is a sentient vault of forgotten memories—yours included. As you journey deeper, the temples begin to test you, reveal who you once were, and force you to choose what future should remain.

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## 3. Gameplay Overview

- Explore atmospheric, ancient temples
  - Solve environmental and spatial puzzles
  - Avoid or navigate traps
  - Collect memory fragments that reveal pieces of your forgotten past
  - Make narrative decisions affecting the ending
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## 4. Perspective and Format

- **3D Isometric View**
  - **Grid-based world layout** for precision in movement and puzzle interactions
  - **Single-player experience** with fixed camera angles for clarity
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## 5. Visual and Audio Style

- **Art Style:** Stylized low-poly 3D with mystical glowing elements and ruins
  - **Color Palette:** Muted earth tones with ambient blues and glowing highlights
  - **Audio:** Ambient soundscapes with whispers, soft synths, and echoing chimes
  - **UI:** Minimalist—memory counter, small prompt icons, interaction cues
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## 6. Minimum Viable Product (MVP)

- **One playable level (Temple)**
  - Core systems:
    - Isometric player movement
    - One or two interactive puzzles
    - A trap to avoid or disable
    - A collectible memory fragment triggering short narrative
  - Functional UI elements
  - Scene restart/exit functionality
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## 7. Tech Stack and Tools

- **Game Engine:** Unity (URP or HDRP)
  - **Assets:** Unity Asset Store, Kenney, Mixamo
  - **Tools:** Blender (for models), Audacity (for audio), VS Code / Rider (for scripting)
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## 8. Inspirations and References

- *Monument Valley*
- *Lara Croft GO*
- *Hyper Light Drifter*
- *The Talos Principle*

- **Diamond Rush** (*Game Boy-era puzzle platformer with treasure and trap mechanics*)
- Unity Learn – Isometric Projects
- Reddit: [r/Unity3D](https://www.reddit.com/r/Unity3D)
- [Brackeys YouTube Tutorials](#)