

# Game Pitch Document

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**Title:** Silence Protocol

**Genre:** First-Person Survival Horror / Stealth

**Style:** Lidar-based Visuals (High Contrast, Abstract), 3D

**Platform:** PC (Steam), PlayStation 5

**Market:** Hardcore Horror fans, Immersive Sim enthusiasts (18+)

**Elevator Pitch:** "Navigate a pitch-black deep-sea station using a sound-based scanner to see. However, the light reveals the map, but the sound summons the monsters."

## The Pitch

### Introduction

**Silence Protocol** is a claustrophobic survival horror game where sight is a resource, not a given. Trapped in a derelict underwater facility, players must navigate total darkness using a Lidar scanner that visualizes the geometry of the world with pulses of light. The core conflict is simple yet terrifying: the creatures hunting you are blind but hypersensitive to sound. To see the path, you must make noise. To survive, you must embrace the darkness.

### Background

The concept was born from a desire to return to the roots of horror—the fear of the unknown—combined with the visual innovation of "Lidar scanner" tech demos. While games like *Alien: Isolation* perfected the AI hunter, and *Scanner Sombre* introduced visualization mechanics, no game has yet weaponized the player's need for information against them. *Silence Protocol* strips away the safety of permanent vision, making the act of "looking" the most dangerous mechanic in the game.

### Setting

The game is set on the *Aethelgard*, a geothermal research station located in the Mariana Trench.

- **Protagonist:** Dr. Aris Thorne, a structural engineer equipped with an industrial exosuit. His optical sensors are damaged, forcing him to rely on the suit's acoustic mapping tools.
- **Narrative:** The station has gone dark after breaching an unknown biological cavity. Aris must restart the core to power the escape pods.
- **Interaction:** The story is told through the environment. A hallway isn't just a corridor; it's a graveyard visualized by the dots of your scanner. The narrative is interactive through survival choices: Do you route power to the Oxygen Scrubbers (easier breathing, less noise) or the Door Locks (security against intruders)?

### Features

*Silence Protocol* offers a unique market position by blending art-house visuals with hardcore survival mechanics.

- **Echolocation Gameplay:** The screen is black. Holding the trigger sends a pulse, painting the walls in dots of light that fade over time.

- **Audio-Visual Trap:** The clearer you want to see, the louder the pulse, and the faster the enemies find you.
- **Soft-Body Enemies:** The antagonists are gelatinous deep-sea horrors that can squeeze through vents, requiring players to listen to 3D audio cues rather than rely on sight.
- **Minimalist UI:** Oxygen and battery levels are displayed on the in-game scanner tool, maintaining total immersion.

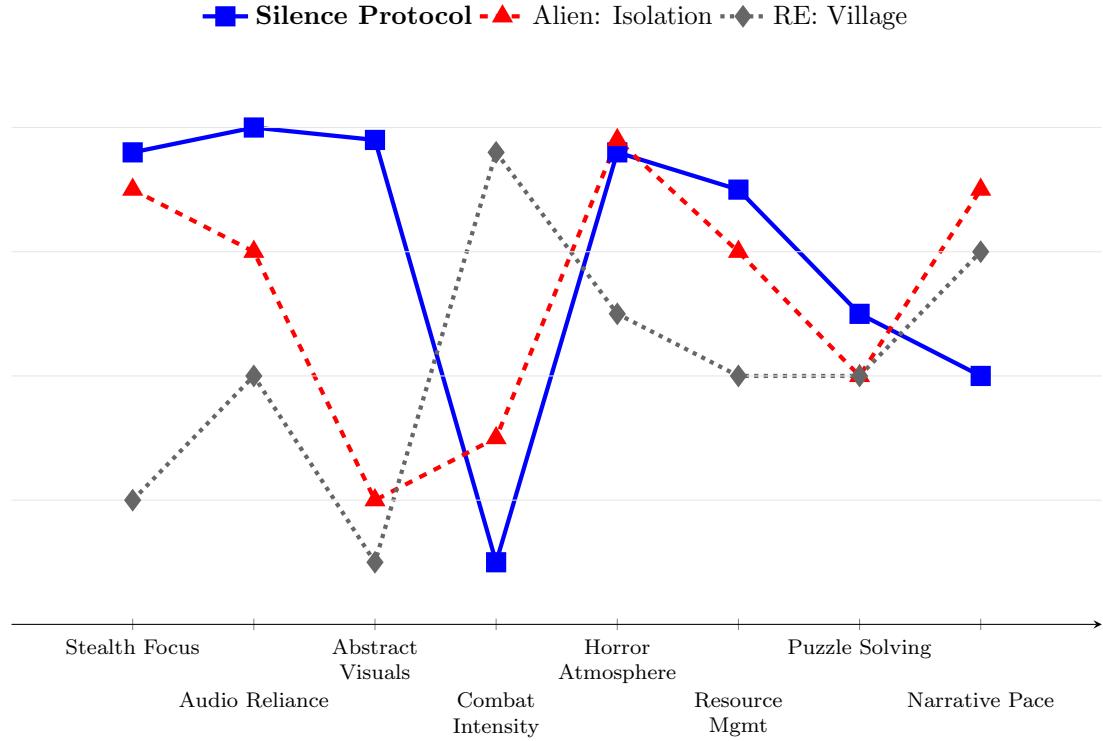


Figure 1: Value Graph comparing *Silence Protocol* with market leaders. Note the unique position in Audio Reliance and Abstract Visuals compared to traditional horror.

## Genre

While technically a **Survival Horror**, *Silence Protocol* leans heavily into the **Immersive Sim** sub-genre. Unlike action-horror games (e.g., *Resident Evil*), combat is almost impossible. Unlike "walking simulators" (e.g., *Layers of Fear*), there are complex systems and fail-states. It occupies the niche of "Systemic Stealth Horror."

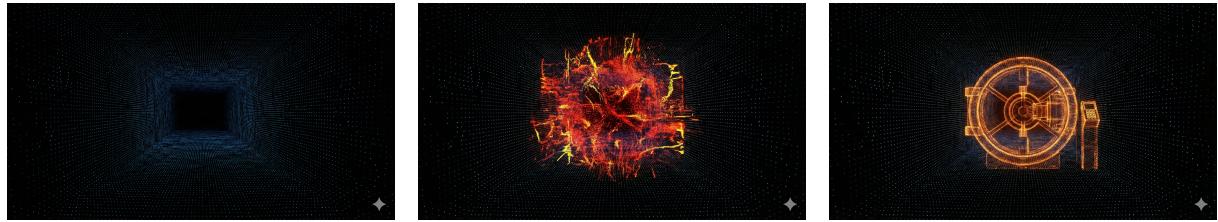
## Platform

- **Launch:** Windows PC (Steam/Epic) to leverage precise mouse control for scanning and high-quality audio APIs for binaural sound.
- **Porting:** PlayStation 5 is a secondary target to utilize the DualSense haptic feedback (feeling the "pulse" of the scanner) and 3D Audio capabilities.

## Style

The visual style is the game's signature. It does not use textures or traditional lighting. Instead, it uses a shader based on "Point Cloud" data.

- **The Void:** Unscanned areas are pure black (*Hex#000000*).
- **The Pulse:** Scanned geometry appears as thousands of glowing dots.
- **Color Coding:** Walls are cool blue/grey. interactable items are amber. The "Entity" disturbs the dots, creating a "glitch" effect in red.



(a) Visualizing the corridor.

(b) Enemy "Noise" signature.

(c) Scanner UI Overlay.

Figure 2: Conceptual representation of the Lidar-based visual style (Mood board placeholders).