Game Concept Document - Damian's Delusion

Group Composition

Group H

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Premise

Uncover the truth of a brutal Asylum, as a newly-arrived patient that finds himself wrongly hospitalized. Survive the unknown and try to figure out who you can trust to help you overcome obstacles - OR BRING YOU DOWN.

Player Motivation

Escape the Asylum while surviving the other patients, the environment and the unknown.

Unique Selling Proposition

Compelling story matched with thrilling and interactive gameplay.

Target Market

Adventurous people looking to add excitment, thrill and suspense to their monotonous lives.

Target rating

PEGI16

Game Genre

Horror puzzle

Target platform

PC - Windows

Competitive Analysis

Outlast, Resident Evil, Silent Hill, Alien Isolation, Dead Space

Goals

Mentally challenge the player with our clever and fun puzzles, while testing their ability to concentrate and problem solve amidst trying to hide, survive and fight. We also want to test the feelings of empathy of the player towards people that are hurt and want to hurt the player back, through harsh choices, and betrayal from the NPCs.