**Backrooms**

**Development**

**Documentation**

**(Draft)**

By Joe Sealy

Contents

General talk/inspirations

The Backrooms is a hypothetical idea of a person being able to “no clip” through reality and as a result ending up in what’s known as the backrooms, a mysterious and unforgiving place for those who wander. The idea for the game came when I stubbled upon it from YouTube but to my understanding it came from an anonymous forum website called “4chan” in which someone made a thread on the /x/ board which included and disclosed the idea. The Backrooms soon became popularised with many people contributing to it by adding their own thoughts and ideas/explanations of what could lurk there. The wiki page has a lot of information on the Backrooms and with that having a lot of creativity from users. Looking at this made me think if a game could be possible, and I don’t mean a simple jump scare horror game, I was thinking a “Fallout New Vegas” style game with “Stanley parable” elements involved. So, the idea was set for me on that day.

Game layout/structure

The Backrooms is a 3D role playing game with a 1st person perspective.

Structurally I want the story to be full proof where it makes sense and is very dynamic with a lot of elements to involve the player. The story will be created first because code is useless if there isn’t an idea to it first

Code wise, mechanics and environment will be made next, and the main quality will be, so things run smoothly and are nice to control. Interaction with props and ai. Adding skilling trees and scaling the difficulties so its suites which ever you pick. People are equally as tempted to try out the different skilling routes

Story/ideas

No back story is given, the player must decide the adventure, you wake up coughing in the Backrooms and this can be where you first try and understand what’s what with different items is you find and first get to understand the key binds

Levels

Factions

Quests

Entities

Items