GAME DESIGN DOCUMENT

Overview:

Due to my love for Horror RPG games as a child (prime examples being IB,witch's house, corpse party), I've decided as a personal project I'll be creating a very in depth horror RPG experience that mainly factors on the psychological horror aspects instead of cheap jumpscares. I hope to imagine a game that ultimately disturbs but itringues the player to continue the story until the bitter end. This game will also deal with heavy topics that I myself struggle with in a day to day basis, if topics such as self harm, suicide, or depression are triggering for you i'd advise to take caution!

Concept:

Interactive horror game, where your goal is to restore the colors to the strange realm you've found yourself in. However, the restoration of such leads to an unseemly reality.

Setting:

The game will be set in a black and white world, that is not anything reminiscent of Earth. Over the course of the game the setting will gain colors in order to unlock new areas and proceed with the game.

Game Structure:

Each color of the rainbow must be obtained to reach the final to the game. This means there will be 7 areas total, all with unique designs, stories, and puzzles to involve the player in.

Game mechanics/Assets will be added with the development of the project. Most assets will be created by me or an acquaintance (likely the music).

Teaser:

"You wake up in a world of black and white. The lack of colour makes some objects indistinguishable, murky, to fully explore and understand your current reality you must find colours to restore it to its true form. However, all actions do have their consequences. Are you willing to see what lies lurking in this dull existence? Or is it better to maintain ignorant bliss."

Other dialogue ending Ideas:

"   You've done it.
      I'm so proud.

      You've fulfilled your goal, and filled this world with beautiful colours.

      However, you're still empty. You lack the colours you've painfully collected and used to imagine
      this place to its fullest.

      The irreparable changes you've made have outcasted you. You no longer fit in with the vibrant
      scenery around you.

      Or Perhaps you never fit in from the start.   "

"   Say, I could take you to a place.
      A place to start over.

      Do you want to stay in a world that you don't belong in? The things you've done to get to this
      point are unspeakable yet, this world is familiar, you've walked its every path and sculpted its
      reality.

      Or would you like to try again? The thought is daunting but you don't get this type of opportunity
      often. The new world could be welcoming, something you've yearned for. You have nothing to
      lose.

      What do you choose?
            - Wake up.
            - Stay.

      I commend you for your bravery. You deserve a second chance after all the hard work you've
      done.

      Although... I forgot to mention

      In this world you can only choose one colour. However it seems you've already made that choice
      long ago...

      Do you regret it?
      You made a decision to end everything. Leave everything. Yet despite having the same outcome
      in a new life, you wanted to try again. Did you still have some lingering hope?

      I think you understand now that you'll never belong. No matter what world. There's no use in
      trying. In hoping.

      You should have stayed in your vibrant world. Now all that's left is a rich colour permeating the
      water around you
.
      Red is beautiful, the colour of love, the very thing that blossoms and blooms life.

      Yet here you are surrounded by it. life is not being born. Its ending.

      Is red still as beautiful as you remember?

      Wouldn't it be better to go back to sleep?   "