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| GCDD Theme:”Threat”  By Leonard Roll  6/12/2015  Leonard Roll |

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# Concept

## Genre

This is going to be a thriller game as I want to make the player feel the tension as the killer gets closer to finding you.

## Objective

A hide and seek game where you are the victim and are running away from the house you are trapped in. The objective is to find the keys and escape from the house whilst avoiding the serial killer who thinks you are playing a game of hide and seek. The game will end once you manage to escape the area.

## Mechanic

This is going to be a first person game; where the main mechanic will be managing you’re stress level. Your stress will slowly drive you insane, this will lead to the character doing things that they wouldn’t normally do. This forces you to stop and calm down. By calming down you have the choice to close your eyes and map out what you have seen this makes it so there is a reward for the risk you are taking.

## Characters

### Main Character