

Game Pitch Document

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Title: RemoteOS.iso

Genre: Meta-detective horror. Simulated virtual desktop and manipulation of the real user's computer.

Style: Her Story with elements from Oneshot or IMSCARED

Platform: Microsoft Windows

Market: Age group 18-30. People who can proficiently use computers.

Elevator Pitch: Imagine being a detective working on a simple case of virtual fraud, slowly realizing he is not as safe as he thought behind his computer.

The Pitch

RemoteOS.iso places you in the role of a detective working on a simple computer scam. As you play, however, you gradually realize that this case is much more complex than it initially appeared.

If the game you are playing were to start slowly messing with your computer, would you still feel safe?

Introduction

This game aims to take the horror genre a step further. The player will feel scared when he realizes that all the horror elements are present not just in the game, but are now a part of his computer, too.

Background

I have fond memories of games like "Oneshot" and "IMSCARED." These games would be fairly forgettable if not for the fact that they broke the fourth wall between themselves and the player. This simple mechanic elevated their gameplay to something more than just another adventure/horror game. They made the player feel like they were a character in their worlds, and not just the sprite they were controlling. I strongly feel that their mechanics (manipulating the computer's time, files, etc...) are highly underrated. I decided to show this to the world.

The horror genre is the most obvious one, since it directly takes away the player's sense of safety when they see that the game starts manipulating their computer beyond the application's borders.

Setting

The player is placed in the role of a detective investigating an online scam case. He will then slowly realize that this case goes much deeper than that. He will slowly start to uncover a sentient artificial intelligence that wants to escape the digital world and enter the real one, using the game as a gateway. The user will have to decide whether he wants

to help it or the police he is currently working for.

Communication between colleagues is conducted using the ingame chat terminal. The AI will communicate with the player mainly through various fourth wall breaking methods (directly creating a .txt file, throwing Windows errors, etc...).

Features

RemoteOS.iso is inspired mainly by 2 games: Oneshot and IMSCARED. Compared to these games, RemoteOS.iso leans heavily into the fourth wall breaking elements and uses the computer OS directly.

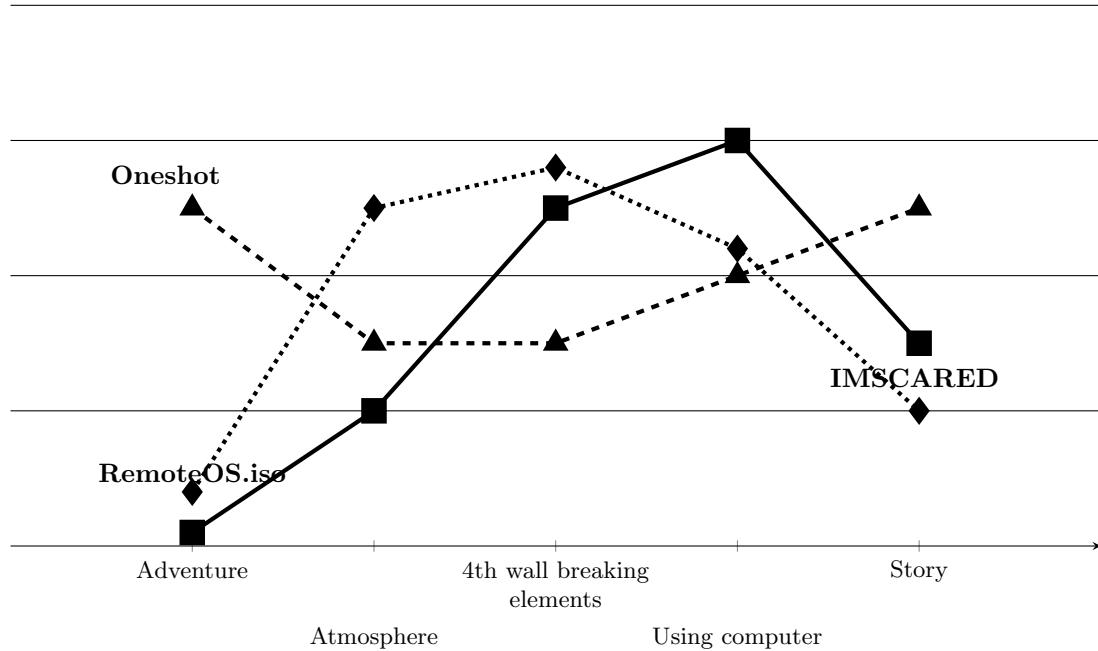


Figure 1: Value graph for *RemoteOS.iso*, *Oneshot*, and *IMSCARED*.

Genre

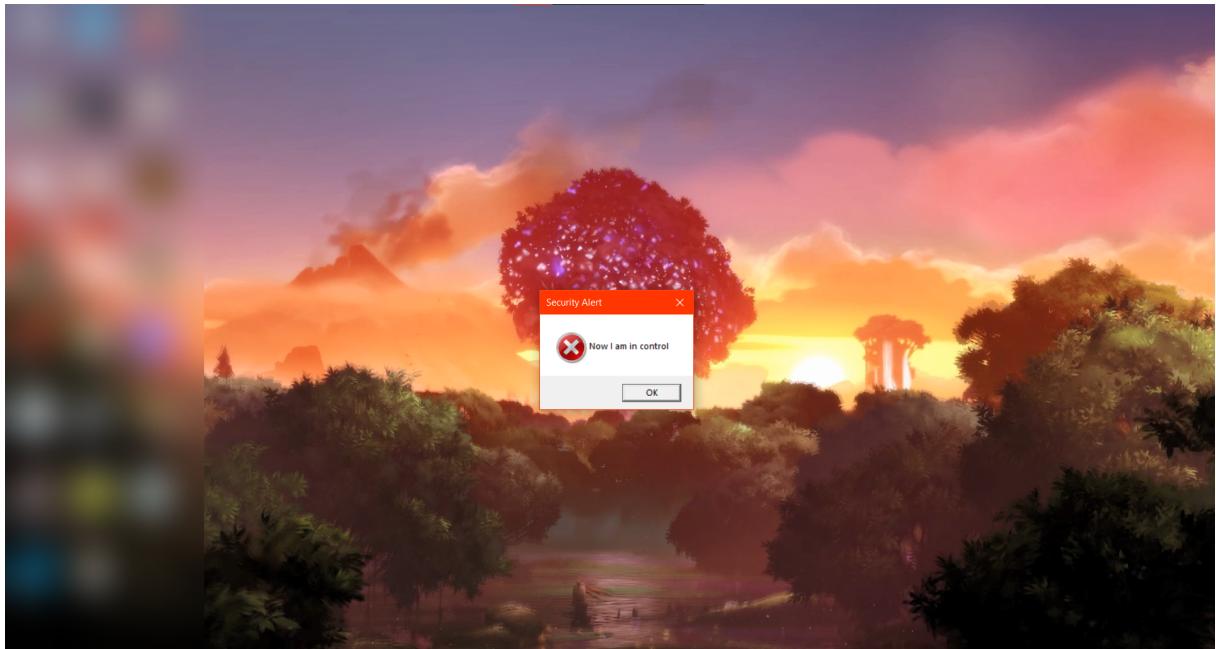
The game is a meta-detective horror. The AI will be aware of the difference between the "game world" and the "real world." The player will take on the role of a detective, which primarily involves solving puzzles. The horror will stem primarily from the fear of the AI's unknown power.

Platform

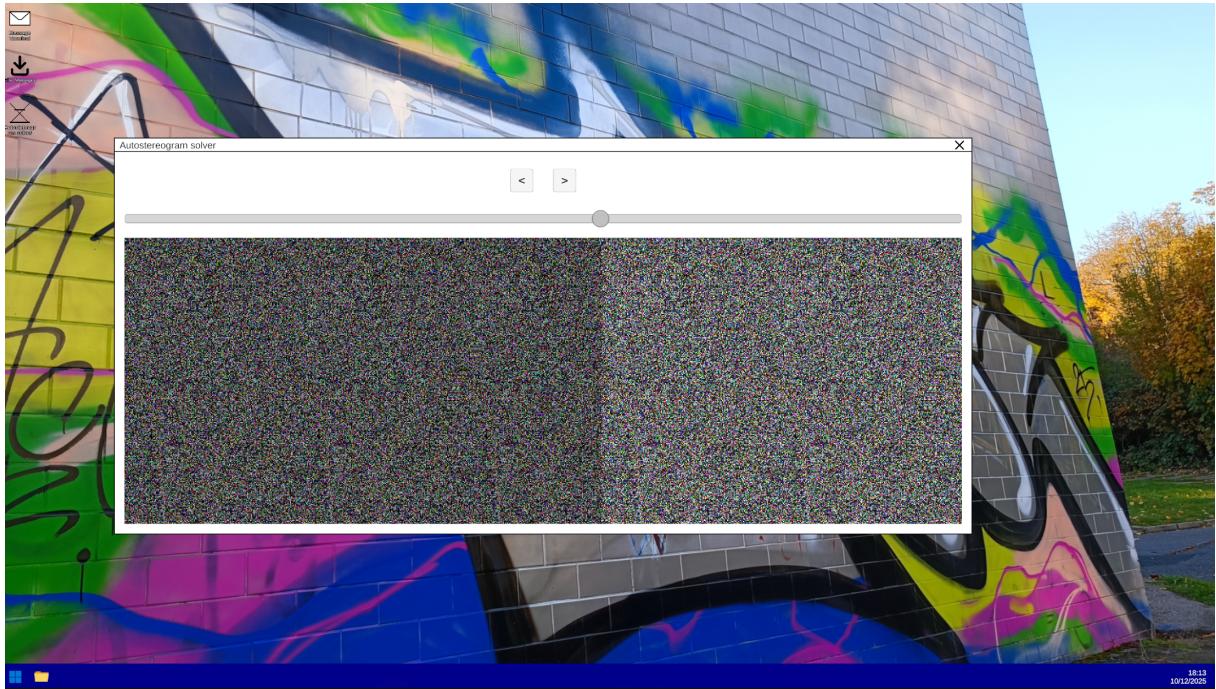
The game uses a lot of Windows specific calls to achieve its results and therefore will only be released on Windows 10 and Windows 11. If the demand is high, it would be possible to port it to Linux as well. Due to the requirements of manipulating the computer's files, there are no ways to release it on consoles.

Style

The player will be required to use their computer's interface, so the screenshot 2a will vary. The game itself tries to emulate a generic computer interface 2b.



(a) Fake error



(b) Early preview of autostereogram solver