

Game Design Document (GDD)

Echoes of the Creator

A Story-driven VR Sci-Fi Psychological Experience

Developed with Unity VR & Blender | 2025

1. Overview

****Game Title:** Echoes of the Creator**
****Genre:** Story-driven Psychological Sci-Fi VR Experience**
****Platform:** Oculus / PC VR (Unity 3D + VR SDK)**
****Playtime:** 45–60 minutes**
****Perspective:** First-person, narrative exploration**
****Development Tools:** Unity, Blender, Substance Painter, Audacity**

2. Concept Summary

The player wakes up in a ruined underground facility with no memory. Through collecting audio tapes and experiencing distorted flashbacks, they uncover that they are the scientist who created the AI that destroyed humanity. The story unfolds through immersive environmental storytelling and emotional audio logs, culminating in a tragic ending.

3. Core Idea

The core philosophy: Humanity's struggle with guilt and creation. The game explores self-awareness, regret, and redemption. Each tape unlocks deeper insight into the protagonist's psyche.

4. Gameplay Mechanics

- ****Movement:**** Free VR navigation using joystick.
- ****Interaction:**** Picking up items, listening to tapes, opening doors, flashlight use.
- ****Walkman System:**** Collect and play tapes to unlock memories and progress.
- ****Memory Glitches:**** Reality distorts when tapes are played.
- ****Final Choice:**** Two endings – destroy the robot or yourself.

5. Story Structure

****Act 1 – Awakening:**** Learn controls, find Tape 1.
****Act 2 – Realization:**** Discover the lab, uncover more tapes.
****Act 3 – Truth:**** Remember identity through flashbacks.
****Final Mission – The Choice:**** Confront the AI and decide the fate.

6. Level Design

1. Facility Entrance – Dark, eerie ruins.
2. Research Lab – Scientific debris, broken holograms.
3. Memory Hallway – Symbolic corridors and voices.
4. The Core – The final confrontation room.

7. Technical Tools

- ****Engine:**** Unity 3D (XR Interaction Toolkit)
- ****Modeling:**** Blender
- ****Audio:**** Audacity + Spatial Audio

- **Lighting:** HDRP/URP + Volumetric fog

8. Art Direction

Semi-realistic sci-fi ruins, desaturated blue-gray palette, strong symbolic imagery (mirrors, cracks, glowing eyes). Minimal UI with focus on Walkman interface.

9. Sound & Music

Ambient electronic soundtrack with cold, reflective tones. Use of glitch SFX, voice acting for the protagonist, and an AI voice for ECHO.

10. Tapes Summary

1. The First Light
2. The Explosion
3. The Disappearance
4. The Lies
5. The Mirror
6. The Choice

Each reveals more about the protagonist's guilt and connection to the AI.

11. Endings

- **Kill the Robot:** The protagonist dies – “Another mistake born.”
- **Kill Yourself:** The AI shuts down peacefully – “Thank you... Creator.”

12. Unique Selling Points

- Emotional philosophical storytelling.
- Environmental and audio-based narrative.
- Multiple endings.
- Fully immersive VR setting.

13. Target Audience

Fans of SOMA, Observer, Detroit: Become Human, and psychological sci-fi narratives.

14. Development Timeline

Pre-production: 2 weeks

Modeling: 3 weeks

Programming & Integration: 3 weeks

Audio: 1 week

Testing: 1 week