

# I Exist

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## **Game Summary**

I Exist is a gaming app that will allow users that crave fright to introduce it into their own environments. The ideal goal is to allow the user to capture entities by scanning their surrounding, and depending on the type of entity, the speed of capture and whether it is successful, the user will be rewarded on two grading point systems – one will be used to unlock new entities they are willing to search for; the second would be for the use of ordering figurines at a minimal cost of whichever entity they choose to exhibit in their home.

## **Intended Game Systems**

The app will be downloadable through any Android or iOS device that has camera and location functionality. The user will have to agree to the app using these functions.

## **Target Age/ Intended ESRB Rating**

The target age would be for teens to adults due to the possibility of disturbing images involving death, gore, blood and other frightening factors. The intended ESRB rating of 17+ is recommended.

## **Game Outline**

The game will focus on several factors. When the user scans their environment, if an entity appears, they are given the choice to either get it's attention and capture it, or make themselves invisible as the entity slowly wanders away. If the user chooses to grasp the entities' attention, they will find the entity moving towards them at a faster pace and the sound effects intensifying. If the user is successful in capturing the entity, it will be capsuled in their inventory. The inventory would include subcategories of Common, Rare, Unique, Legendary, and Special Events entities. Each subcategory will be differently controlled as explained under Characters.

The reward system (explained under Bonus Materials) will be calculated on collections earned and at what pace, and would eventually lead to the user being able to use those two types of reward points in two separate ways – one to unlock new entities to find in their environments, and the second, more difficult reward system to use towards discounts to order tangible figurines of a captured entity of their choice.

## **Gameplay**

After the user downloads the app onto their device they will have to verify their age, and agree to the terms of use of their camera and location services, as well as agree to relieve the app and all of it's creators of any liability that may cause health hazards.

Once loaded, the user will choose whether to scan their environment or browse through their collected items. They can browse through which entities have already been caught, and which are still locked under each subcategory, as well as view their progress and points earned.

If the user chooses to scan their environment, they will see it as if through their camera, except that all camera capabilities (taking a picture, recording, etc.) will be unavailable and replaced with 3 other

buttons. The left side of the screen will have two buttons - one will be to capture the entities' attention, and the other beneath it will be to capture the entity. The third button on the bottom right side of the screen the user will can use to make themselves invisible to the entity. All buttons and entities will be programmed to respond to the user's quickness with the controls and choices made at the time of contact. Some entities will respond violently (moving towards the user and screeching at them before disappearing if taunted, others would require no taunting and completely ignore the user unless the right sequence of buttons are pushed).

If the user chooses to view the subcategories, they will scroll through the ones already caught and capsuled and the ones still available for capture. Each entity will have a one sentence riddle underneath it's icon to give clues to the location where they would most likely be found (for example, in the user's home, the park, the sky, the mall, etc.). The riddles given are dependant on the difficulty of the subcategory.

Upon a successful capture, the user will be given a short excerpt of the entities' history. Common and Rare entities will have a fictional background. Legendary will be from real-life historical deaths and only found at the locations of their deaths, educating users on the history behind their outcomes and bringing more awareness. Finally, entities captured under the Unique and Special Events categories will be a mixture of both.

However, if a user chooses to pursue an entity but is unsuccessful in it's capture, there will exist a subtraction from their earned point systems, depending on the difficulty of the entity being sought.

## **Multiplayer Functionality**

If the user is around others who are using the app at the same time, the entities will multiply on each user's screen (for example, if there are 3 users around a campsite at night, and all 3 turn on the app to capture the entity, there will be 3 entities coming towards the users and each one will be responsible in capturing not only their own but will have the ability to capture the others as well). This function will only be available for Common and fictional entities, leading to potential trades between users so they can come closer to collecting the points needed to unlock new entities for their accounts.

## **Ambience**

To achieve the most fright for thrill seekers, the app, once loaded will have a faint, eerie background sound while the user is choosing what they want to do. If scrolling through their inventory, the same music will continue. However, once the user chooses to scroll their surroundings, the music will stop.

If an entity happens to appear on the user's screen, the sound effects will depend on the entity shown on the screen. Each one will have it's own identifying marker, letting the user know that it is near, even if behind a door or in the forest during a campfire. The distinct sounds of the entity will get stronger as the entity either comes closer to the user or vice-versa.

# Characters

## Common

Common entities can be found anywhere in the world once the app is loaded. They are fictional and all unlocked, with a riddle as a clue as to where they are most likely to be found and the set of functions to best capture them. They provide the user rewards once captured and have a quick fictional history the user can read. The following is an example list that will be expanded on.



“I am a maiden who wanders freely, beckoning for one to follow me into the eternal silence of the forests. The closer you come, the closer we shall be forever.”



“I come and go as I please. I am always close so watch and be quick, for many have tried yet none have succeeded in taking me in”



“You intrigue me stranger. Don't let my looks deceive you. I am more shy than you, and all I crave is a little acceptance.”

## Rare

Rare entities can be found anywhere in the environment once the app is loaded. They are fictional and all unlocked, however the accompanying riddles are harder to solve but still provide clues as how to capture them once encountered. Also, not only are they more aggressive but their respawn times are longer which is why they provide greater reward points once captured. Once captured, a short history is provided to the user to read. Below is an example list that will be expanded on.



“I've been enjoying your tub quite a but lately. Will you join me or shall we play a game of cat-and-mouse”.



“You woke me up! Run scum and leave me in peace! Bother me again and you better have quick reflexes before I tear you apart!”



“You've angered me with your insolence and now you and your useless fingers shall be mine!”

## Unique

Unique entities are unlocked and locked fictional characters. They are provided with a clue, are harder to capture due to no clues as to how the user should react if a sighting happens, and have a longer respawn rate than Rare entities, as well as greater rewards. The locked Uniques are only available if the user chooses to use some of their reward points to hunt them in their environment. Every unique entity, once captured, will also provide the user with a fictional background of their story. Below is an example list that will be expanded on.



“You shall not take my baby away! I...am...coming...for...you...”



“I sense you are in my environment. I will not let this go! You are mine!”



“I see you, you see me. Now let's play catch me if you can!”

## Legendary

Legendary entities are locked, non-fictional and can only be found at the place that the hauntings happen. Users can unlock these at a greater expense from their reward system. Due to location differences, these would be different for each user dependant on their original GPS location. Once caught, the user will be provided with a unique serial number that they can use to claim their real-life figurine of the the entity. The respawn rate would also differ for users that have travelled to the area as opposed to the users already living in the area. Below is an example list that will be expanded on.



“I have resided in these tombs of Egypt for centuries. How dare you disrupt my godly rest you pest?! You leave or King Tut will come for you!”



“Hello, my name is Mr. Manson. Would you like to play a game? Be careful, my family will be coming for you as well!”



“A mirror is such a fickle thing. I, Madame Catharine, have been stuck here for decades. Will you help me?”



## Special Events

Special Event entities will be scheduled randomly throughout the year and will include students from colleges that require internship hours for their course to build sets, etc. The events themselves will last a week and require an admittance fee (the proceeds going to a chosen charity). The users will be provided entrance into the built set (which would include replicas of certain historical sites) to search for entities within. Usually the entities would be a part of a fictional or non-fictional family tragedy. If the user is able to capture all entities required within, their reward system would update to reflect their progress. Below is an example of some of the members for a simple set that could be expanded on, with a rich background either created or re-created.



“Hello there. I can hear my children playing upstairs. Only two though, the third must be outside somewhere. Will you help me find them before my husband comes home?”



“Hi! I've been so lonely since my sister left. I can't find my brother. Don't worry, I won't hurt you, I just want to play a little game.”



“Leave me be. I will come for you as my father did for my family if you don't...”

## **Bonus Materials/Monetization**

There will be many factors that will drive the user to continue exploring their environment through the use of the app. The most obvious will be the thrill and shock effect for those that are inclined towards horror genres and historical locations of actual brutal murders, etc. (why should we wait for Hallow's Eve?). For those inclined, the want and need to capture these entities and put themselves into a world where their own meets the intangible horrors of another will be the driving force behind this app.

Furthering this need, the creators will partner with individuals/companies that will create figurines with unique codes for each user that are tangible, collectible and unique. The user will be able to use the secondary reward system to order figurines of their choosing. Of course, the more difficult the entity was to capture, the more rewards and cost to the user would be necessary. This would create a viable partnership and exposure for both companies.

Also, there will be partnering with certain colleges that require internships for Technical Theatre Design, etc, that would build temporary sets for Special Events where users would pay to enter and try to find the entities for that Special Event within the set. This will be beneficial to the users (the rewards would be doubled), the students involved and the chosen charities that the proceeds will go to.