

# Introduction

- Title: GONE
- Main Concept: Is the history of a man that's dealing with depression and the player will have the choice between three possible paths
- Main Characteristics: The game will have a paths and system that will track the sanity of the main character, and it'll give a different ending regarding the main character mental state
- Genre: To Define, Visual Novel, Adventure Game
- Purpose and Public: The game is to show the effects of depression, the main target will be mostly adults and people that are of a legal age
- Objectives: the objective will be to follow the main character through the day and maybe interact with different characters
- Visual Style: To Define, Maybe a mix of pixel art and hand drawn
- Reach: Possibly a dlc that expands the story in a different path or show another facet of the disease
- Platform: Windows, MacOS, Linux

## Script

( Write 3 Different main paths, that changes by the player actions)

The game starts in a kitchen table, the main character is drinking some substance and there's visible pill bottles; The character stands and walk down a corridor, pick up photo, stare at the picture frame for a second or two, grab his phone, keys and exit his home.

In the walk to work, he'll receive multiple text messages, and continue waking to the bus stop. He encounters two different

## Game Mechanics

The Main mechanic will be a sanity meter that will change the animation of the character and different aspects of the world around him.

This meter will determine what ending the player gets. If limits themselves to follow the same routine, the character will be numb to any anything that the player does.

If the player chooses to explore more and interest in doing other activities the ending will be a more optimistic.

If the player chooses to delve into the disease, and starts to choose it; The ending will be one that tries to explore what happens in the afterlife.

- Camera: 2D
- Controls: WASD, keyboard ( Possibly Controller Support )
- Inventory:

- Phone: It'll have the option of making call to different characters, receive messages, and saving the progress of the player, Maybe as a quest tracker. ( Possibly more )
- Gameplay: It'll consist in the player going through the day to day life of the main character. The player will have option of doing multiple activities and impact in the life of the character
- Stages:
  - The main character house
  - City ( Will connect different Stages )
  - Office
  - Bar
  - Convenient store
  - Restaurant
  - Bus
  - Park
- The Player progression will be determined by the path the choose to follow

## Game States

- Main Screen
- Credits Screen
- Gameplay Screen
- Settings Screen

## Interface

## Stages

## Game Progression

## Characters

## Items

## Music and Sounds

The music will be compose and perform by MrWindwaker

## Concept Art

( Make Some Concept Art )

## Team Members

- MrWindwaker ( Garcia ) .- Programmer, Music, Concept Art, Writer, Director

## Production Details

The Game Engine is program form scratch, and has been actively in development for over a month.