
PROJECT GROUNDHOG

GAMEPLAY SUMMARY

Vision

To create a **simple, small scale, narrative centric** game inspired by games such as “The Return of Obra Dinn”, and “Her story”. The Player should have a **short, low stress, but exhilarating** experience.

Pillars

- ❖ **A Detective Game**
 - This is, above all else, a detective game
- ❖ **Encourages experimentation**
 - the game should encourage the player to test what they are able to do with the limited mechanics
- ❖ **Player must form their own connections**
 - The player should be drawing their own conclusions about what they read/hear, what is relevant, and what is not relevant

Core Mechanics

- ❖ **Movement**
 - 360 degree movement, jumping
- ❖ **Pick up**
 - Physics based interaction with everything in the world, pick things up, swing them around, open drawers
- ❖ **Inspect**
- ❖ **Add to inventory**
 - When you think you have relevant information, add it to your inventory

Player Experience

- ❖ **Goal**
 - **Gather** the correct evidence that proves your innocence, interact with door when you think you have the correct information or want to quit.
- ❖ **Constraints**
 - You are limited to **one room** to explore
- ❖ **Progression**
 - **Realtime** player and enemy movement
 - the player “progresses” by collecting the evidence they think is correct, and ends when the player chooses for it to end.
- ❖ **POV**
 - **First person**