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**