

Working Title: The Volunteer

Genre: First-Person Action-Adventure/Puzzle

Synopsis: Ottawa Jones has awakened in a strange location with no memory, and a voice from above tells her to “Escape and Survive” and earn the life she’s dreamed of. After she sets out on her mission, she slowly begins to realize she’s in a prison of her own making with stakes and consequences higher than she could’ve imagined. She conquers mental and physical trials that test her as much as teach her the truth of what the world has become and the cost it takes to survive it.

Gameplay:

Ottawa is given her instructions - escape and survive, we’ve dropped clues throughout that you can collect to help return your memory, and that anything and everything (including her life) is on the line.

They ask her to complete an initial test to ensure her mental stability is on track, so she can exit through a door. Feel free to search for any initial clues to her memories.

3 objects to find in this “Area”: Letters from her son to Santa,

While searching picking up the first object Ottawa has a flash and an image of the last puzzle room. The room shakes, then calms as her breathing relaxes.

PUZZLE 1:

A riddle and a door with slots for five objects. Find all five items that will give you insight into the world and solve the puzzle and put them in the correct order to open the door.

Items - Lottery Ticket, Teddy bear, a blanket, a book, and a box with a shipping address

Completing the puzzle grants her an electrical ability. She can use this to open side doors/ closets and find additional personal clues.

After leaving the room, Ottawa will get a voice from above that mentions her two sons and that her success here is for them not just her.

Clues found between here and Puzzle two are all about the society. The reward and life she will secure for her family on completion of the test. Her excitement about being chosen for the lottery.

PUZZLE 2:

The voice reminds her that all answers have consequences.

Begin with three ordinary questions that will determine the initial later questions. Example: Choose Red or Blue

Then ask a series of societal questions. Example: How do you feel about the following statement "Society itself should serve its people."

With answers: firmly agree, agree, neutral, disagree, firmly disagree.

Dynamic questions and answers that branch based off of a player choice. Things can end in two different possible endings. (Maybe more if I think of more that makes sense)

- 1 - End the lives of three civilians or cut off your hand
- 2 - Choose which of your children will share in your success if you complete the trial

You are given another ability for completing the trial and you exit the room/area.

Clues found between here and where puzzle three starts are about the society at large. The haunting effects of capitalism and the overwhelming starvation and pain of those that volunteer.

PUZZLE 3:

The voice explains that wealth is not infinite it is shared, and if you are given exorbitant amounts then, it must be taken from others.

Will you condemn your children to certain death and starvation or will you fight?

You have to use your abilities to fight off holograms which represent really people in the world that you have to kill.

*You can choose not to fight. Returning to the streets with your children, failing the test.

After the test concludes, you choose whether or not the "Test" should still be available for the next person. Is it better to have hope/dream that this paradise exists or should the harsh reality be revealed and the chance for something more taken away?

After your answer you exit the "house" and are met with blinding laughter and the laughter of your kids.

Random Additional Gameplay Thoughts:

Various whispers that can occur at random in the game saying:
Only the chosen survive.

- Some cool spatial audio for this would be fun.

A brighter color palette for objects of a personal nature. Maybe even a small glow to them.

