

Game Idea

Sviatoslav Fediaev, Darya Stepanova

Out of Sight

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Genre

3D first-person psychological horror.

Core Experience

The game focuses on vulnerability, uncertainty, and distorted perception. The player is trapped on a single apartment floor that becomes increasingly unstable and hostile. Fear is built through sound design, hallucinations, limited information, and adaptive enemies rather than direct combat.

Controls

WASD, Shift, and Ctrl for movement. Tab, Q, E, F, and mouse for inventory and object interaction. Space for hiding and holding breath.

Player character

A single fixed protagonist with no customization. With no special abilities, the character moves between rooms to avoid monsters waiting around every corner, whether seen or unseen.

Locations

A single apartment floor consisting of corridors and multiple apartments with varying safety, visibility, resources, and instability. Rooms can change over time and may shift between safe and unsafe states.

Enemies and allies

There are no friendly NPCs. Enemies include an invisible intelligent monster that reacts to noise and causes hallucinations when close to the player, mimics disguised as objects, and an entity that materializes if the player looks at it for too long.

Win and lose conditions

The player wins by escaping the floor and loses by being killed by any of the enemies.

Progression

Over time, enemies become more aggressive, hallucinations intensify, and safe areas become less reliable, increasing pressure and urgency.

Other features

Minimal UI, a dynamic hallucination system, noise-based enemy awareness, temporary safe zones, and a psychological pressure system that affects perception and enemy behavior. Some environmental objects may be mimics, with subtle visual or audio hints, encouraging the player to question the environment and avoid careless interaction.