

(Game-Title)

Produced By: EchoForge

High-Level Concept/Design

- **Concept Statement:** Escaping a horror house from an entity and surviving while completing puzzles and different challenges.
- **Genre:** Single player, Horror, Puzzle
- **Target Audience:** 13+
- **Unique Selling Points:**
 - Timed escape, timed aggressiveness
- **Player Experience and Game POV:**
 - Player's car breaks down at the setting of the game. Player goes inside the property to find help and get out. First person with feelings of anxiety and psychological horror.
- **Visual and Audio Style:**
 - Low beat, slow tempo moving into fast and sharp tempo
 - Eerie vibes to Intense vibes
 - Lamps
 - House creaking, nature sounds
- **Game World Fiction:** Takes place in modern times where the player finds himself stranded at an abandoned house after his car broke down
- **Monetization:** TBD
- **Platform(s), Technology, and Scope(brief):** PC only, developed on Unity in 3D. Group of 5 people that will hopefully take a couple of months. Some risks will be not polishing the puzzles and core loop
- **Core Loops:**
 - Player stamina bar, traps (sentry guns, spike trap), enemies attacking (zombies, aliens), player upgrades (add/slow time)
 - Finding items to progress through the property (Drawers, cabinets, etc)
 - Keys, crow bar, pick lock, interacting with objects (paintings, bookshelves)
 - Flashlight batteries

Detailed & Game Systems Design

- **Objectives and Progression:**
 - Find the broken car part and escape in time and avoid the enemy.

- Short term goals: keeping flashlight on and solving puzzles
- Long term goal: find car part and escape
- **Game Systems:** PC and Steam. Keyboard and Mouse input.
- **Interactivity:**
 - The player will interact with doors, drawers, and puzzles
 - Objects such as keys, crow bars, and batteries can be picked up to interact with the environment and solve puzzles
 - Some feedback the player will get is a sound effect when completing a puzzle or progressing through the environment
 - Some emotion the player will feel is anxiety and suspense
- **Wireframe:** Watch [here](#)
- **Storyboard:**

1. Main Menu

- Player is shown main menu to start the game

2: Car Breakdown

- **Setting:** Nighttime, deserted road with heavy fog.
- **Visuals:** Player's car dies, stranded in the dark with an abandoned house in front of them.
- **Player Action:** The player exits the car and looks for help in the house.

3: Entering the House

- **Setting:** The abandoned house.
- **Visuals:** Dark house with minimal light coming from your flashlight
- **Player Action:** Player enters the house

4: Solving Puzzles and Escaping

- **Setting:** Puzzles and traps all around the house.
- **Visuals:** Clue items scattered around, traps hidden in the house.
- **Player Action:** The player solves puzzles (drawers, locks, doors, etc) to find the required broken car part while avoiding traps and the enemy.

5: Final Escape Sequence

- **Setting:** Player finds the part and escapes the house
- **Visuals:** The enemy makes a final chase outside the house in the dark woods
- **Player Action:** The player reaches the car, installs the part, and drives away, escaping the enemy and surviving

Github Repo: <https://github.com/ThomasTejedor/EchoForge>