

Capstone Game Concept Pitch

Title (Working):

Echoes of the Observer

Genre:

Cinematic Narrative Experience · Interactive Art Game · First/Third Person

Engine:

Unreal Engine 5 (UE5)

Leverages sample projects (*Habitat*, *Cassini*) with custom level design and sequencer cinematics

Concept Overview:

Echoes of the Observer is a short-form, poetic narrative game that blends cinematic level sequences, minimal player input, and sound-based interaction. The experience unfolds in four symbolic acts, each centered around a single word and its emotional resonance.

The player takes the role of an unnamed observer, moving between dreamlike environments while guided by a distant, godlike voice. Between cinematic sequences, the player is briefly given agency: to run, to type, to trigger musical responses — before surrendering again to the next transformation.

Narrative Structure:

Act I – Montreal / The Awakening

A near-future version of Montreal, empty and echoing. The observer awakens and must *run*.

Word mechanic: Typing “RUN” builds kinetic rhythm and visual flow.

→ *Transition via space capsule launch*

Act II – Spacecraft / The Isolation

Inside a vast, cold spaceship. A voice speaks: “Here, they forgot how to love.”

Word mechanic: Typing “LOVE” generates melodic fragments, dissonant when mistyped.

→ *Melody resolves; a portal opens*

Act III – Memory Island / The Longing (*inspired by Tarkovsky's Solaris*)

A surreal floating island — a childhood home, or a memory of it.

Word mechanic: “HOME” or “JOY”. Letters bring warmth and harmony.

→ *Scene ends with the observer alone on an ocean island*

Act IV – The Room / The Becoming (*inspired by Kubrick's 2001*)

A pristine, white chamber. Time collapses. The observer meets their older self.

Final word: “TRUTH” or “SPEAK”. The voice fades. The player disappears.

Core Gameplay Mechanics:

- Cinematic sequencer-driven storytelling
 - Minimal gameplay (movement, timed word-typing)
 - Sound and music triggered by player interaction
 - Focus on pacing, atmosphere, and audiovisual storytelling
-

Key Features:

- Real locations (Montreal) blended with abstract environments
- Typing mechanics used for emotional expression, not challenge
- Dynamic sound design: each letter press triggers unique audio feedback
- Inspired by *Solaris*, *2001: A Space Odyssey*, and minimalist narrative games (*Inside*, *Journey*)