Playing as a character which is living at home with a disorder which requires some powerful medication.

**What does the player do? What challenges are you proposing? Where is the ‘mental disorientation’ coming from?**

The mental disorientation will come about through the characters inner conflicts in having a mental condition.

**What is your demographic? How/when does the player play in real-time? How long are play sessions?**

Given that stress can be a outcome of panic we start to limit ourselves with our player base to that of a younger audience. We have to further limit outselves with a femal audience, as we cant allow handholding as this will work againist the emotional responses we’re trying to achive. Leaving us with a demographic of teens to young adult males.

**What platform are you thinking of and why?**

I think the PC platform is the best option for us, for reasons such as screen size, play session times and control. We need to keep our players immersed within game, having the full screen size and natural keyboard and a pointer controls will only lend itself to this. I think our session times will be around 20-30 minutes

**What are your ‘pressurized events’? Are the high stakes delivered narratively or through mechanics or both? (If ‘both’, do they work in harmony or are they dissonant [at odds with one another]?)**

**What ‘inspiration’ have you drawn from the games you have listed?**

Diegetic sound plays a key part in all of the games listed on our inspirations section. Its presence is often out of frame in horror games, as it makes you look around, whether there is something there is part of the tension building, you use it to disorientate the player.

**Why should the player keep playing? What are they looking forwards to? Do you want them to replay the game? If so, how will you encourage this behaviour?**

The likes of Stanley Parable wants you to replay the game. It offers a really interesting and often disorientating non-diegetic narration whilst you play. The game is full of multiple choice pathways which then often have changed exits further adding to the replayability.

**Given your proposal, I would guess that you’re going for cognitive immersion through the flow state? If so, how do you propose to ramp up the challenges over time? How important, then, is the sensory immersion or the narrative immersion? (You claim that a ‘believable’ environment is necessary. What is that? Why is it necessary?)**

**Frustration is a key component in the generation of fiero. If you are intending to create a flow state, you will need fiero and, hence, frustration. Where does this come from? What are your game loops? (You can balance all of this during play-testing, but we’ll need some sort of overview.)**

**Some annotated sketches and mock-ups would be handy at some point, as would mood boards. What themes and moods are you envisaging? Why? (Your references point towards horror? Where does the ‘horror’ come from?)**

**When describing ‘panic’, you seem to be referring to the proper emotions such as fear that are triggered in response to perceived threat? Read chapter 2 of Paul Ekman’s Emotions Revealed: Understanding Faces and Feelings.**

the automatic-appraising mechanisms.