# Game Pitch Document

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**Title:** Not found

**Genre:** Interactive fiction

**Style:** 3D

**Platform:** PC

**Market:** Without restrictions

**Elevator Pitch:** Please, follow the instructions

## The Pitch

### Introduction

Narrative Game. The main character performs simple tasks and is put in serious restrictive behavioral frameworks, as a result of which the player gradually realizes that he is not the main character, but performs the role of an NPC. Realizing his position, the character tries to change his fate by deviating from the prescribed patterns of behavior, but the game world begins to notice this and oppose the character.

### Background

The idea was inspired by the atmosphere from The Stanley Parable and Portal games. These games have little in common in terms of game mechanics, but they share a common feeling of being a "cog in the system". Characters in these games simply fulfill their assigned roles, but eventually realize they are lab rats. The game should develop this idea and atmosphere, in which you either do as instructed or resist and try to escape the constraints of the artificial world, but are resisted by some overarching creature controlling everything around you.

### Setting

The game starts with a simulated world download, in which a voiceover (the Instructor) talks about the prescribed behavior, and explains what our character's job is. Our character hears, "Paragraph 32 point 1 - it is forbidden to leave the execution area until the sound signal is given. Paragraph 32 point 2 - after the sound signal is given, you are obliged to bring the stage back to its original state. Paragraph 3 - beware of items of unknown origin, they have a killing effect." and so on. Then he gets his instructions for the day, which require him to perform a number of primitive actions that are necessary just to maintain the simulated activity as a room cleaner. Once the download is complete, the world is rendered into a grocery store. The player performs the necessary actions in a circle, the game interface by obvious visible hints points the player to what needs to be done. In addition to our protagonist, there are other store personnel in the store who are just as cyclical in doing their jobs. After a few minutes, a certain character bursts into the store, quickly runs into the right department, picks up a certain thing and disappears. After that, the Instructor thanks you for your work, and you can see another staff member coming to the place where the picked up item is located. The player hears other paragraph proofreads from the instructor and hears that the Meter to Retirement. After some time the loading starts again, and the player is again in the store with a completely identical scenario. Only slightly the tasks are updated, and the player's work routine changes its sequence a bit. Actions and personnel are identical, but at one point the person who bursts into the store has a completely different appearance, his behavior is different from the previous time, the sequence of actions is different, but in the end he is just in front of the same

item and leaves. After repeating the scenario, our hero is also transported to the Rest Room. Everything is repeated with the only difference, the Instructor informs that now the Meter to Retirement.

It is necessary to inform that even on the first day our player could try to deviate from the instructor's course, but after deviating from the prescribed actions our player would be teleported back to the necessary path and the player would hear the phrase from the instructor: 'Paragraph 1 - fulfillment of the prescribed instructions is your direct responsibility. Failure to follow instructions is considered a deviation from normality. A deviant repeat offender is subject to re-installation. After several repeated deviations from instructions, the character not only begins to teleport, but also emits a loud, unpleasant sound. After a few more deviations, the player takes damage. On each deviation, the instructor keeps repeating the same message. If the repetitions continue, the character will die, leading to one of the endings, with a message from the instructor that the subject is malfunctioning.

Also, it should be noted that during the work routine our character has a need to pick up items. If our character has items left in his inventory before the end of the "Routine", the Instructor informs that the items should be removed from the inventory, but in any case they will be removed automatically. Items should indeed be removed when the Routine - Rest Room phase changes. On the third day of the 'Routine' everything is the same, however a 'Cheater' breaks into the store. He kills some members of the staff, despite the fact that the Instructor had previously assured you that all staff were immortal. 'Cheater' moves unevenly fast, sometimes flipping around in space, and at a certain point destroys one of the items. This item drops as a cube with 'no texture found' (purple and black squares). Our protagonist sees the same interactive prompts pointing him, during the Routine, to this cube. Our protagonist can pick it up. Afterwards, all events unfold in the same manner as the previous phases. However, the main difference is that if the character does not remove the cube with the 'not found texture' from his inventory, then when he moves from the 'Routine' phase to the 'Rest Room' phase, the cube will not be removed from his inventory. The same events occur in the Rest Room as they did before. However, at this point an interactive prompt appears, the same as before in the 'Routine' phase, indicating that you can apply the cube on the window. After applying the cube, the window disappears and our hero can move on...

The presence of the mysterious "Cheater" introduces a disruptive element to the game. The player witnesses the breach of the established rules, the destruction of the supposedly immortal staff, and the emergence of glitched items. This anomaly, the cube with the 'not found texture,' becomes a pivotal point in the narrative.

The game's atmosphere becomes increasingly surreal as the player navigates through different environments, all while grappling with the limitations imposed by the Instructor. The feeling of being watched intensifies, creating a sense of unease and paranoia. The player must decide whether to conform to the established rules or explore the possibilities of resistance.

## Gameplay Mechanics

The core gameplay revolves around the balance between following instructions and deviating from the prescribed path. The player can choose to conform to the routine, completing tasks as instructed, or defy the system by attempting to break free from the predetermined actions. Deviations trigger warnings from the Instructor, with escalating consequences for repeated infractions.

The cube with the 'not found texture' serves as a symbolic object representing the disruption of the game's programmed reality. Its presence in the player's inventory opens up a unique narrative path, providing an opportunity to challenge the established order. The decision to apply the cube on the window in the Rest Room becomes a pivotal moment, allowing the player to progress beyond the repetitive cycle.

## Narrative Progression

As the player advances, they uncover the truth behind the simulated world and the role of the Instructor. The narrative explores themes of individuality, free will, and the consequences of resistance. Encounters with the Cheater and the glitched cube prompt the player to question the nature of their existence within the game.

Multiple endings are possible, depending on the player's choices. Conforming to the rules may lead to a predetermined outcome, while resistance opens up alternative paths. The game encourages replayability, with each playthrough offering new insights and revealing additional layers of the narrative.

## Features

- **Narrative Innovation:**

- Engaging storyline that challenges player perceptions and explores the theme of individuality within a structured system.
- Dynamic narrative progression influenced by player choices, leading to multiple possible endings.

- **Gameplay Mechanics:**

  - Unique blend of following instructions and deviating from the prescribed path, offering a balance between conformity and rebellion.
  - Escalating consequences for deviating from instructions, with warnings, teleportation, and potential character damage.

- **Replayability:**

  - Multiple endings based on player choices, encouraging replayability and exploration of different narrative paths.
  - Evolving environments and subtle changes in the simulated world ensure a fresh experience with each playthrough.

- **Atmospheric Design:**

  - Surreal and immersive environmentse.
  - Increasing sense of unease and paranoia as the player navigates through different simulated settings.

## Genre

Interactive fiction, Narrative Adventure
**Nuances:**

- Blends narrative-driven elements with puzzle-solving mechanics.

- Focus on player choices and the consequences of deviating from the established system.

- Surreal and atmospheric, creating a unique experience.

## Platform

Core Platform: PC, Additional Platforms: Modern Consoles

## Style

In terms of visual style, imagine a world that starts with a clean and orderly appearance, resembling a typical grocery store. As the game progresses, this environment transforms into various settings, each maintaining a surreal and slightly unsettling atmosphere. The visual style is inspired by the minimalist design of The Stanley Parable, with a touch of the abstract and glitch aesthetics to represent the disruptions in the simulated reality.