Ideas for Schizomania:

-Interaction (light switches, tvs, doors, windows, breakable things, radios)

-Combat (both melee and shooting, enemies can be stun)

-Mechanics (lights can distract or kill certain enemies, light platforming, small logic puzzles, in-game firstperson cutscene-like moment, small quests and saving performed on the main character’s cellphone)

Ideas for mechanics:

The player will receive calls from unknown numbers, telling them hints or ways to advance, some calls can be skipped if they aren’t primary.

A gas mask will be needed in some sections of the city, due to their high level of gasses.

Body armor can be found on bodies, equipping it will give 100 of armor, it cannot be recharged, making item management important.

-Levels (mostly linear levels, only some with more paths to make them seem open)

Ideas for levels:

A hospital, a cinema, some small apartments, some big streets and some roofs, nightmare sections.

-Game modes (singleplayer, coop, versus, horde mode)

-Music (unsettling and slow, will adapt to the environment, over 20 tracks are planned)