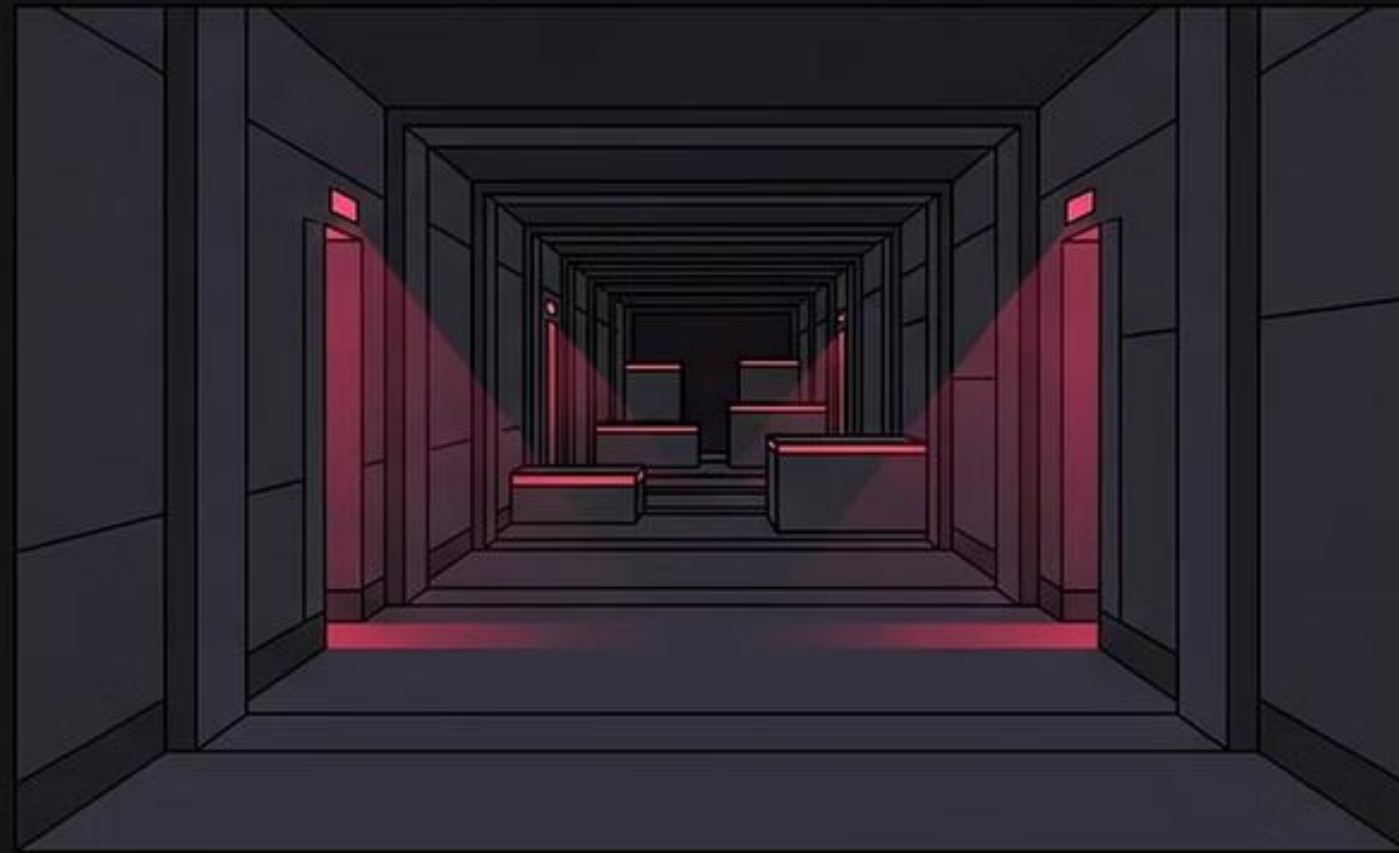


# DON'T LOOK BACK

## Game Design Document



Psychological Horror Parkour Experience

# The Concept

Complete parkour challenges

Escape the maze

An unseen enemy stalks you

No weapons. Only survival.





# Game Structure



1. Parkour Trial



2. The Maze



3. Final Escape

First-person psychological horror

# Player Objectives



- Complete parkour environment



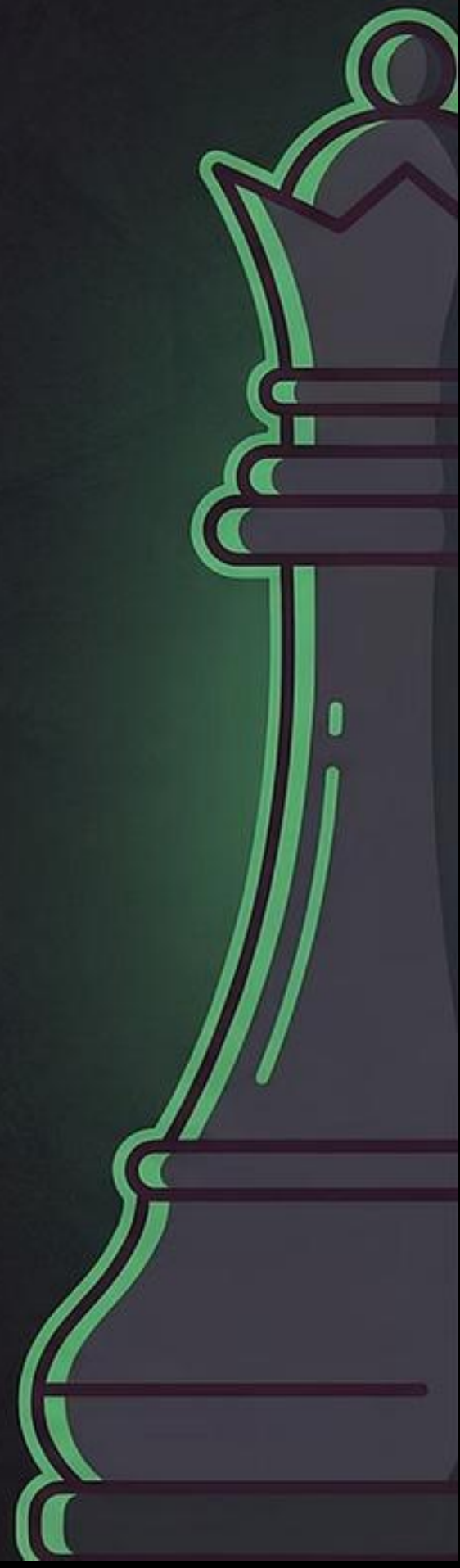
- Locate the Queen statue



- Retrieve the key



- Escape the maze





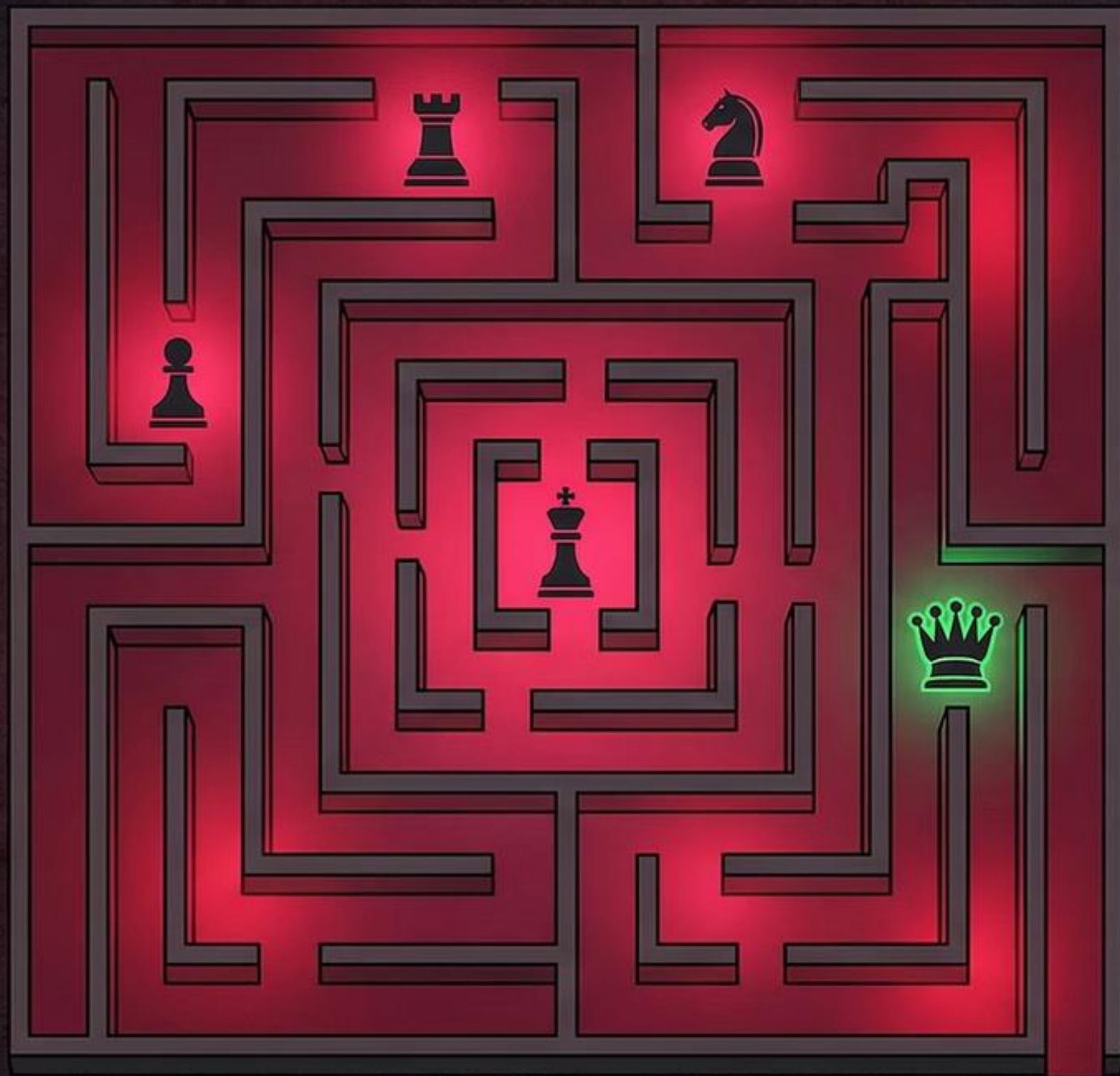
# Level 1: Parkour Trial

Ruined monument arena

Moss-covered stone

Moving platforms above darkness

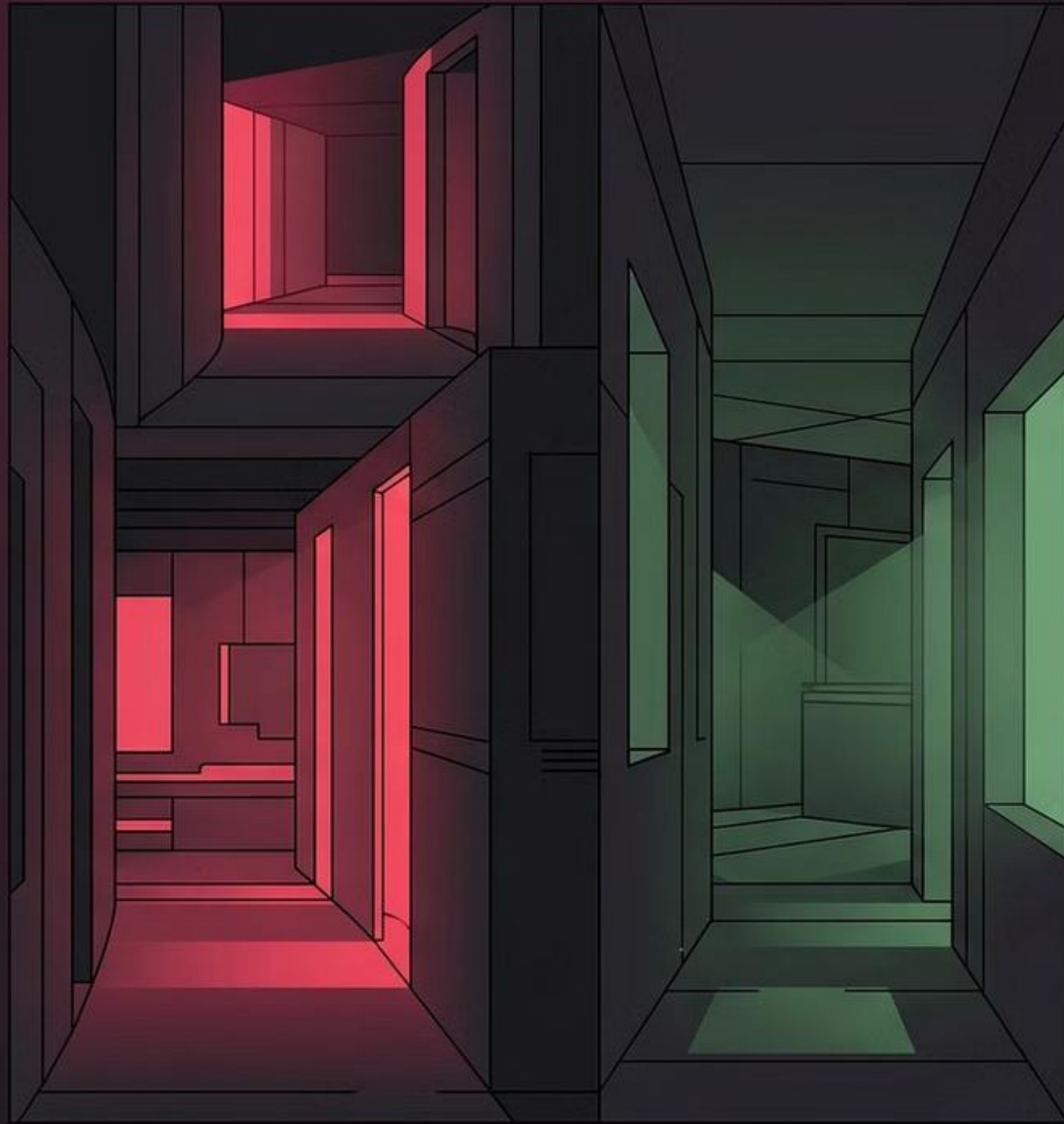
Precision and timing required



## Level 2: The Maze

Follow chess statue guides  
Red-lit corridors  
Reach the Queen  
Find the key in basement





# Visual & Audio Design

Dark, muted atmosphere

Red = danger and anxiety

Green = discovery

Slow-burn tension soundtrack





# THE ENEMY

Mostly unseen

Psychological threat

Fear through imagination

Constant feeling of being watched



# Technical Requirements

Platform: PC

Engine: Unity/Unreal



# Future Expansion

More maze levels

VR version

Alternative endings

