

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



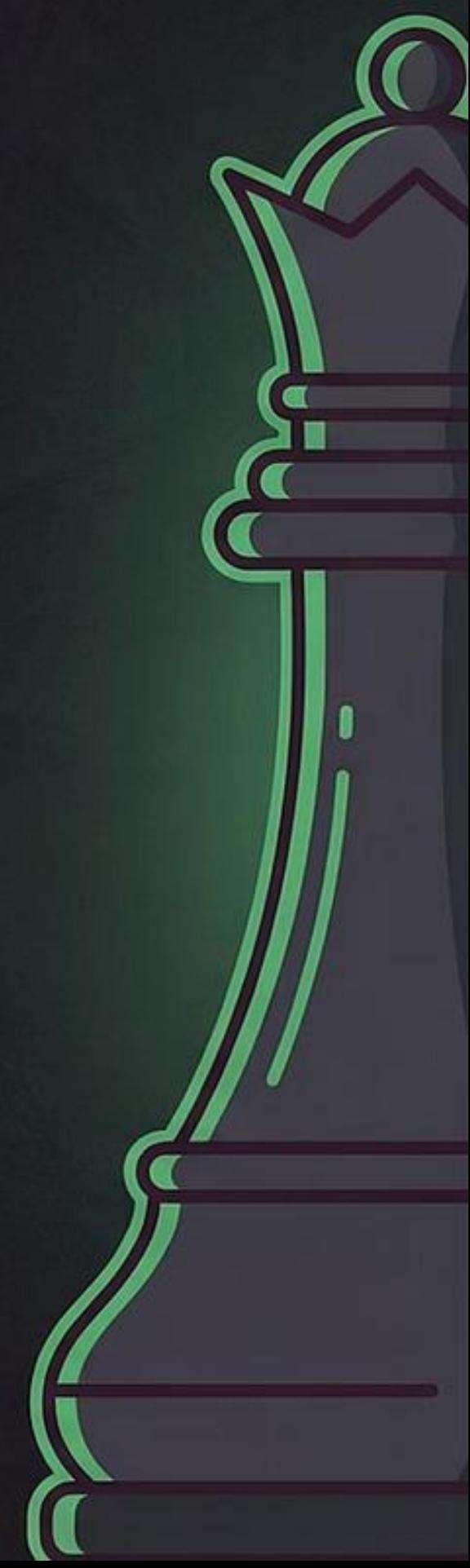
- Locate the Queen statue

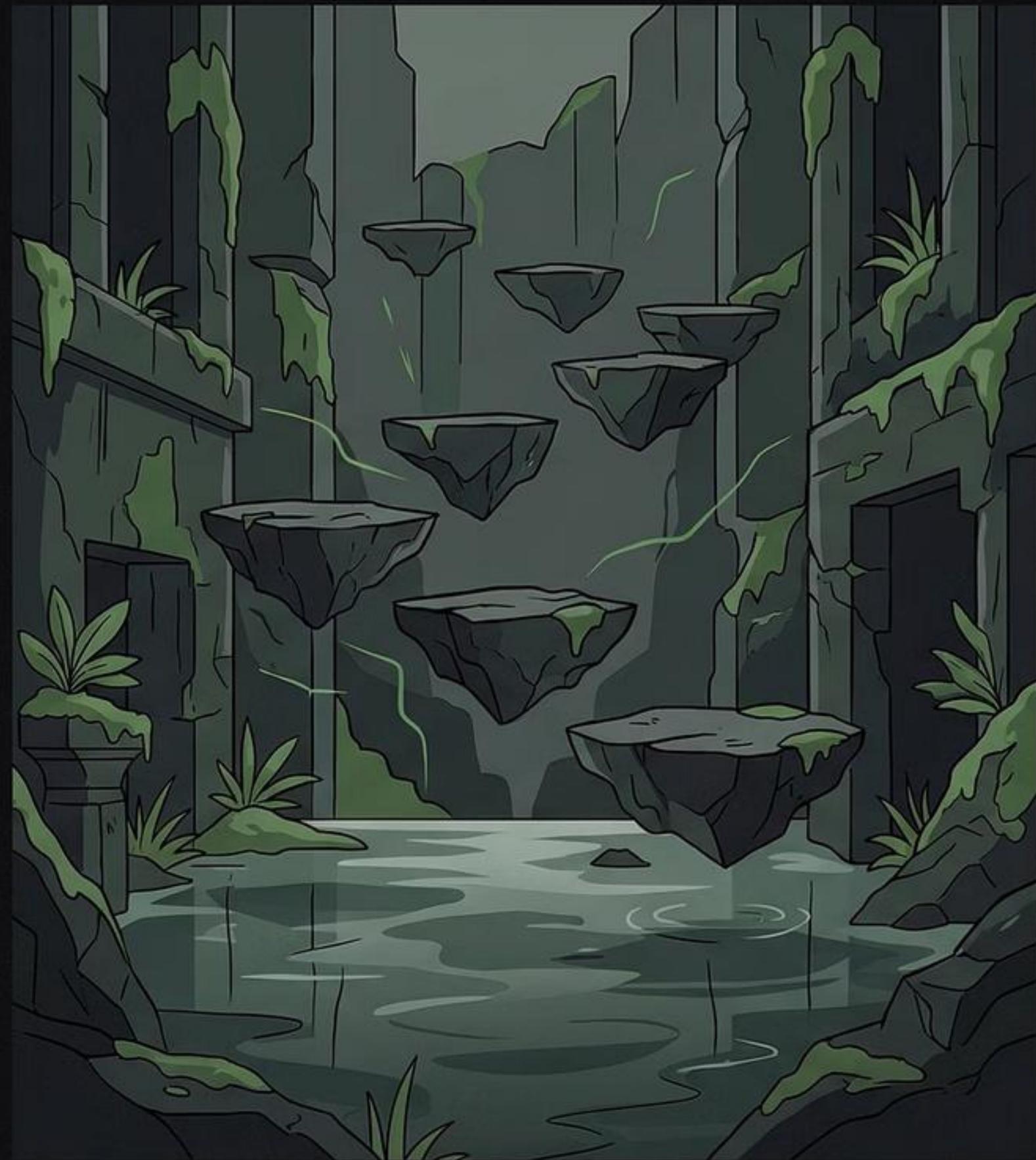


- Retrieve the key



- Escape the maze





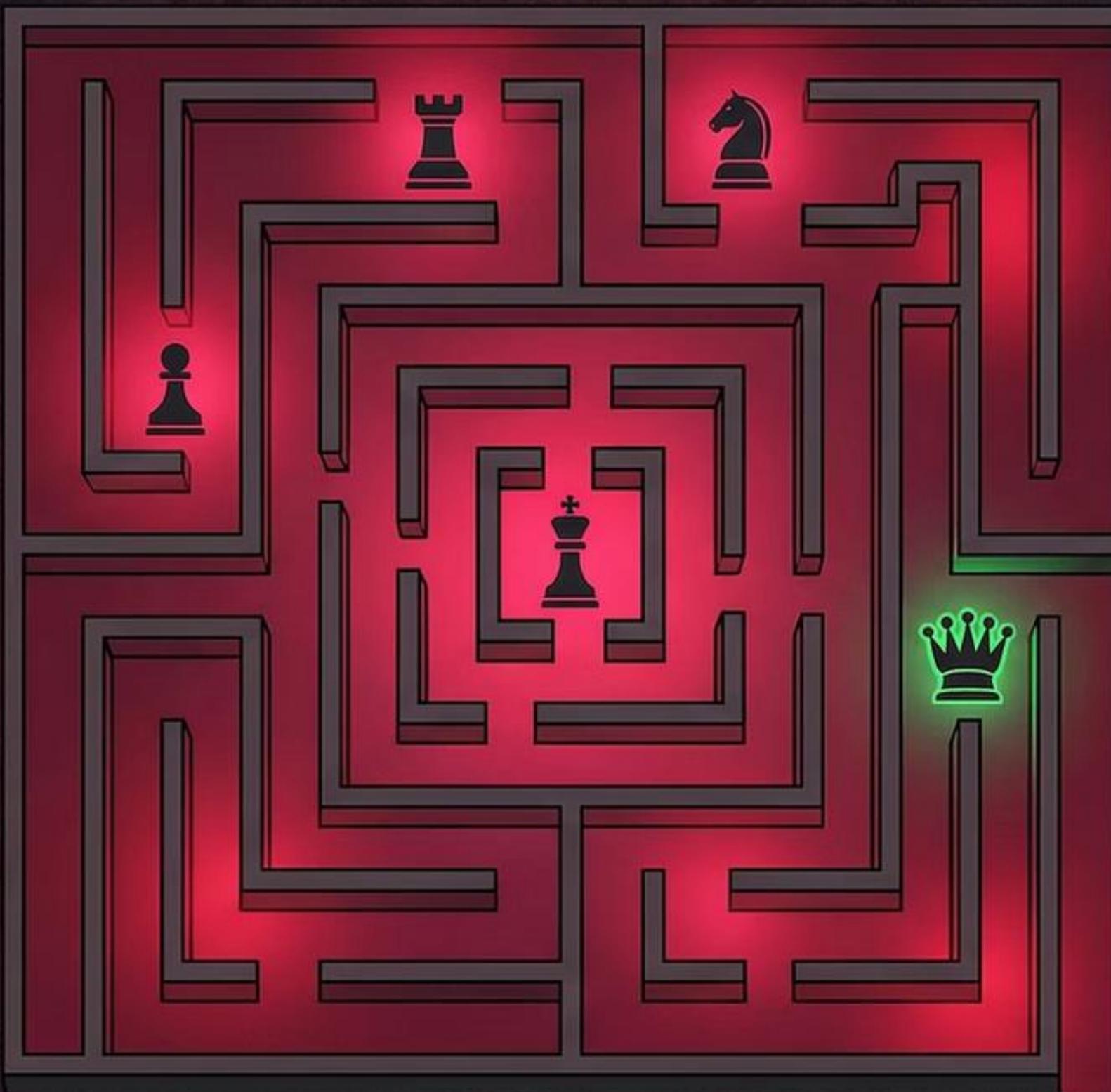
Level 1: Parkour Trial

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