## Game High Concept Document

**Working Title with Sequence:**  1.0 Text RPG

**Primary Genre & Subgenres:**  
Text-Based Games Interaction Fiction, Text Adventure, Choose-Your-Own-Adventure, Gamebook, Visual Novels

**Tagline:**

"Trapped in a coma, earn your freedom in an immersive journey through RPG history—from text to early graphics in a simulated universe."

**Unique Gameplay Hook:**

Experience the evolution of RPGs firsthand as you unlock gameplay features mirroring the genre’s historical progression—each new feature woven into the narrative, revealing why this transformation is crucial to your journey.

**Unique Selling Points (USPs):**

1. Character Development System: Simulates real-world learning processes, allowing players to build their character's skills and knowledge over time.
2. Historical Simulation: Players shape the history of the simulated universe, making impactful decisions that influence its evolution.
3. Develop from Birth: Guide your character from birth through early adulthood, shaping their journey and identity every step of the way.

**Core Gameplay Loop:**  
Read->Choose->Learn->Develop

**Core Gameplay Pillars**

1. Interactive Narrative Choices: Shape the story through impactful choices that determine key outcomes and influence your journey.
2. Dynamic Character Growth: Develop your character with a mix of classic and innovative RPG mechanics that evolve over time.

**Comparable Titles & Influences:**

Adventure by Will Crowther (1976); Zork by Infocom (1977); Fallen London by Failbetter Games (2009); A Mind Forever Voyaging by Infocom (1985); Planetfall by Infocom (1983)

**Story, Premise, and Setting Overview:**

In a near-future where prisoners serve time in medically induced comas, a convicted player must choose: remain unconscious for decades or join an experimental program using risky brain-computer interfaces to train advanced AI. Competing for freedom, they face escalating dangers as BCI integration grows increasingly invasive.

**Player Emotional Experience Goals:**

The player should feel a steady sense of progression, shaping both their character and the world through informed, strategic choices that reveal meaningful impact.

**Visual Reference:**

Rogue (1980); A Mind Forever Voyaging (1985)