## Game High Concept Document

**Working Title with Sequence:**  1.0 “Lost Time is Never Found Again”

**Primary Genre:** Digital Novel

**Subgenres:** None

**Tagline:**

"Trapped in a coma, learn how you can earn your freedom by reading through a digital novel section that leads to a larger meta-game."

**Unique Selling Hook:**

The novel’s narrative gives a plausible explanation for why the player is sitting at a screen and playing a game that only displays text, and even why their real life is not what they think it is. The explanation leads to an immersive entry to point to gameplay and further complexity.

**Core Gameplay Pillar**

1. Reading-Read the text on-screen as the immersive narrative is presented and the introduction is established.

**Top 2 Influences:**

**Top 2 Visual References:**

**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.

**Player Emotional Experience Goals:**

The player should feel immersed in the explanation for why they are experiencing the game the way they are.