

THE LAST SHOT

NO ESCAPE. NO ANSWERS. JUST ONE LAST CHANCE



Game Description

Genre: Horror / Survival / Adventure

Target Audience: 16+

Perspective: First Person

The Last Shot is a first-person survival photography exploration game that places players in the role of a professional journalist (photojournalist) working for a secretive global agency known as SpectraVision Agency.

Your mission: capture photographic evidence of rare, dangerous creatures appearing in isolated regions of the world.

What begins as a simple documentation task becomes a psychological struggle for survival as the agency's motives grow more sinister. The player will uncover the truth about SpectraVision's genetic experiments.

Armed only with a camera, players must rely on bravery, precision, and timing to document these lifeforms before their mission time expires, or their blood level (health) reaches zero.

every perfect shot into both an achievement and a risk. It evokes feelings of curiosity, tension, and awe.

Gameplay Overview

One day, a professional photojournalist working for SpectraVision Agency is assigned to a secret mission:

“Capture proof of the strange creatures reported in the restricted zone. No one will believe it unless we see it.”

Armed only with a camera, torch, and limited supplies, he enters the zone at night.

What appeared as a simple task quickly becomes a nightmare the creatures are real, hostile, and aware of his presence.

He must photograph them for evidence before they kill him, be aware of his health, time, and camera storage to survive and return to base to upload the proof.

Each mission draws him closer to uncovering the truth about SpectraVision’s experiments and his role in them.

The player begins each mission inside a secure hub base or helicopter zone, where they can prepare equipment, select destinations, and buy or upgrade items such as cameras, torches & batteries. Once deployed into the field, the player explores dark and dangerous environments, tracking and photographing monsters while racing against time.

Each mission must be completed before the timer runs out or the player’s blood level (health) reaches zero; failure results in losing all captured photos. To succeed, the player must return to the base or extraction point to upload photos for scoring and rewards.

Money can be used to purchase advanced tools, new cameras with larger storage.

Each completed mission reveals new clues about SpectraVision’s dark experiments hidden documents, syringes, and skeletons scattered across the

environment slowly uncovering the horrifying truth behind the creatures and the agency's role in creating them.

At the end of the game a monster approaches the player and says:

“I’ve been here before. You should run and save your life.”

It hands him a plastic syringe containing an unknown chemical.

When the player returns to the base, the scanner device analyzes the liquid revealing the truth about SpectraVision’s genetic experiments.

After this, there are two ways depending on player choice:

Option A:” Expose the Agency”

- Player uploads the data and exposes the truth to media
- Cutscene: world reaction and agency panic

Option B:” Keep Silent”

- Player chooses to bury the secret
- Message: “*Every monster was once a witness. You did what they wanted. Now it’s your turn to pay for your choice.*”
- Cutscene: the player slowly transforms into a monster

The Character

What does the player do?

The player controls a first-person photojournalist who explores dangerous areas at night. The player navigates the environment avoids creatures and captures photographic evidence using a camera while managing limited resources such as health kits, time and camera storage



Gameplay

Game Goal:

The player is a professional photographer working for SpectraVision Agency sent to a remote and dangerous regions around the world to capture proof of rare creatures before time limit expires and collect enough money by capturing the photographs.

The main goals are to explore, survive, and photograph these monsters while managing limited camera resources , avoiding being attacked , blood level reaches zero.

Why do they do it? (Player goal)

The player's goal is to collect proof of strange creatures and return safely to upload the evidence. while passing levels the motivation of the player changes to uncovering the truth behind agency experiments and make a decision

Gameplay Flow

- Start from safe place (Helicopter Scene):

The mission begins at the player's base or helicopter landing zone. where the game-shop and the Items which he can buy

- Move to the field:

The player explores the environment to locate monsters and capture their photos with limiter camera storage while avoiding attacks

- Manage resources:

The player must be aware of the limited camera storage and blood level.

- Return to the safe place:

The player must return to the base to upload photos before the timer expires, or health runs out

- Scenarios to avoid:
 - If monsters hit the player, the blood level decreases
 - If camera storage is full no more photos can be taken until the player delete some
 - If timer hits

Where does the player do it?

The game takes place in abandoned locations where he capture evidence to return back home safely.

XP Calculations

The game uses a dynamic XP system based on the quality and risk level of the photos taken.

$$\text{XP} = \text{Base Score} + \text{Modifiers}$$

Dynamic Modifiers

- Base Monster Photo: **+50 XP** (monster centered in frame)
- Environment / Wall Photo: **+1 XP**
- Zoom Bonus: **+5 XP**
- Risk Bonus: **+25 XP** (player is within 15m of the monster)
- Action Bonus: **+50 XP** (monster is attacking or chasing)
- Delete Photo: **-XP** (removes the XP gained from that photo)

Money Calculations

Money is calculated after successful mission extraction using the following formula:

$$\text{Money} = (\text{Total XP} \div 10) \times (1 + \text{Difficulty Multiplier})$$

- Base Rate: **10 XP = \$1**
- Difficulty Multiplier: 1 (Constant per level)

Player Actions:

Action	Key/Button	Description
Move	W, A, S, D	Basic movement
Run	SHIFT	Run quickly before get attacked
jump	SPACE	Avoid attacks
Use Camera	C + Left Click	To open camera +Take photo
Zoom	Z	Zoom camera lens
View Photos	Tab	Open gallery in camera
Health kits	H	Boost blood level
Inventory	P	Open/close inventory

How does the player do it? (Core mechanics)

The player uses movement ,actions. Core mechanics include first-person exploration, photography-based objectives and resource management.

Level (City) (700 xps)



Monster



What emotion does the game aim to evoke?

The game is designed to evoke tension ,fear and suspense.the game creates a constant sense of danger while encouraging curiosity . making the player explore the environment despite the risks through limited visibility and absence of directions.

What is creative and/or innovative about this game?

the game replaces traditional fighting with photography as the main gameplay mechanic. Instead of fighting enemies, the player must observe dangerous creatures closely and capture photographic evidence, which increases tension and requires careful decision-making. This approach makes the player feel more vulnerable and creates a different kind of horror experience.

The game also includes a moral choice at the end, where the player can either expose the agency or stay silent, leading to different outcomes. This choice adds agency for the player.

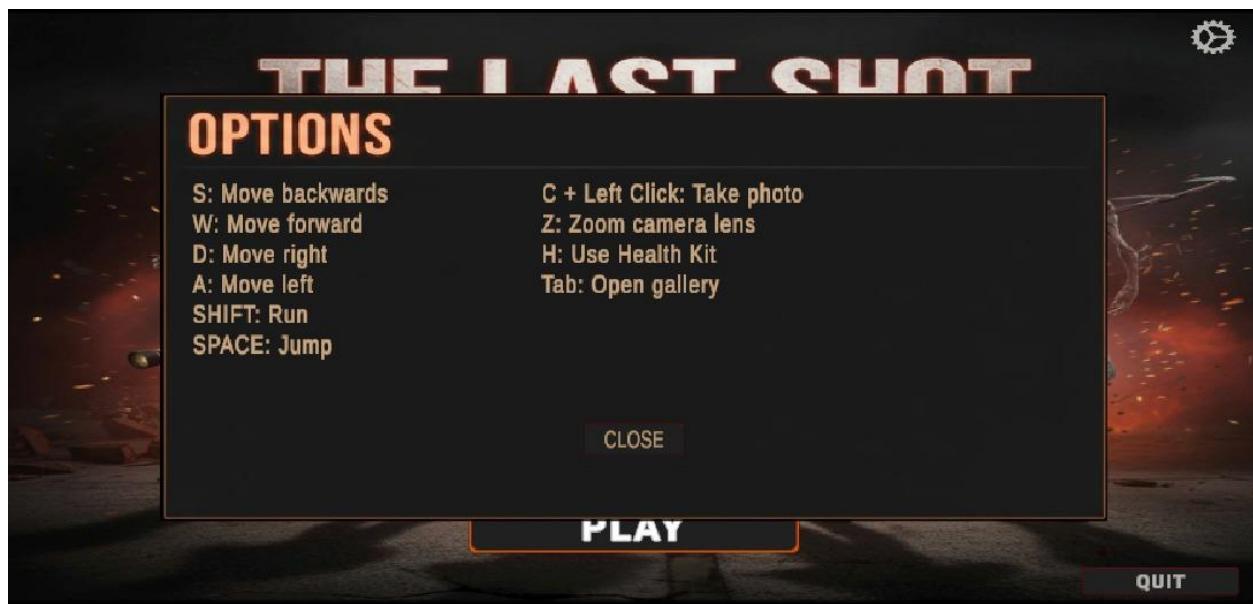
in addition to highlighting the player's internal struggle between returning home safely after facing extreme difficulties or choosing to stay and expose the truth despite the personal risks.

Screenshots (UI)

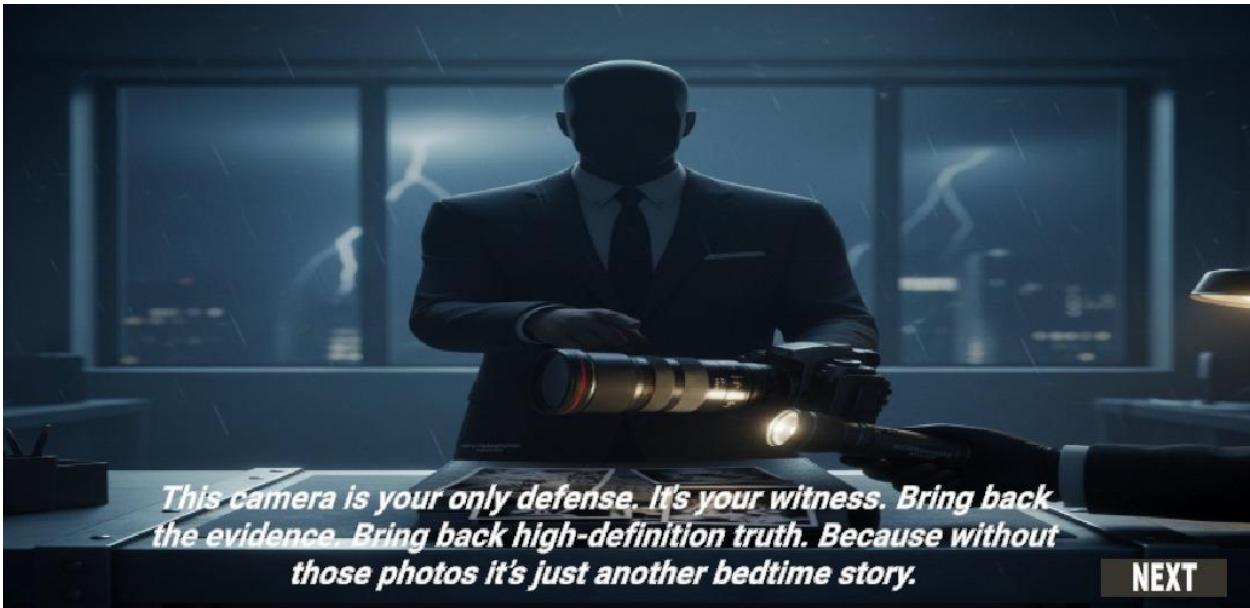
Start game:



Settings



Intro Script



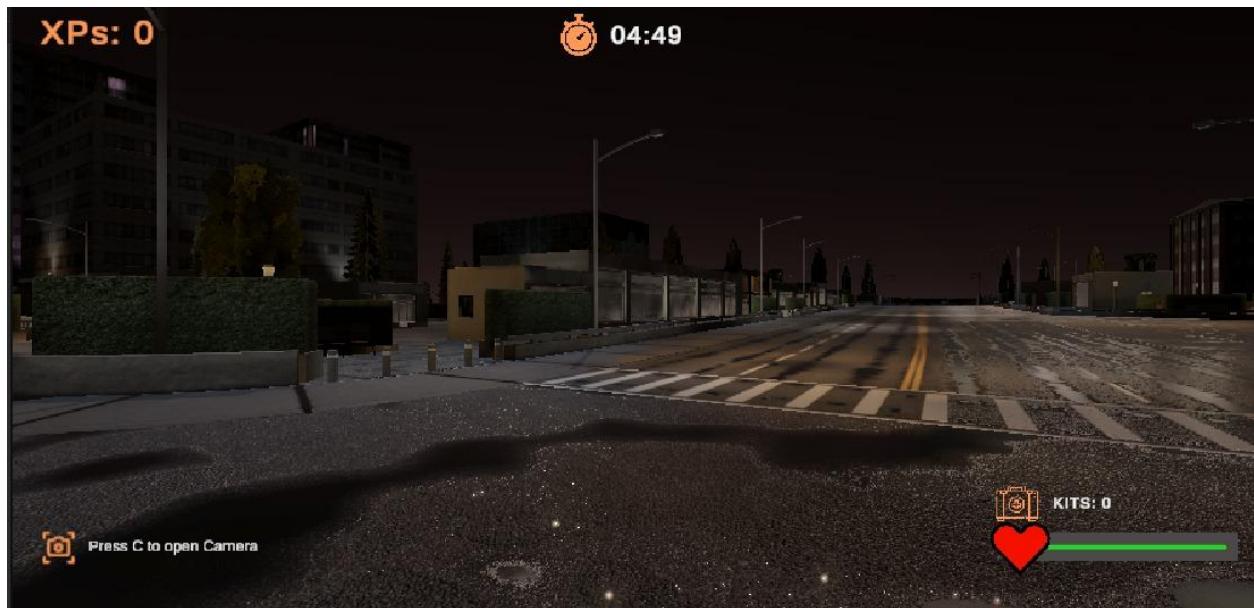
This camera is your only defense. It's your witness. Bring back the evidence. Bring back high-definition truth. Because without those photos it's just another bedtime story.

NEXT

Helicopter



UI



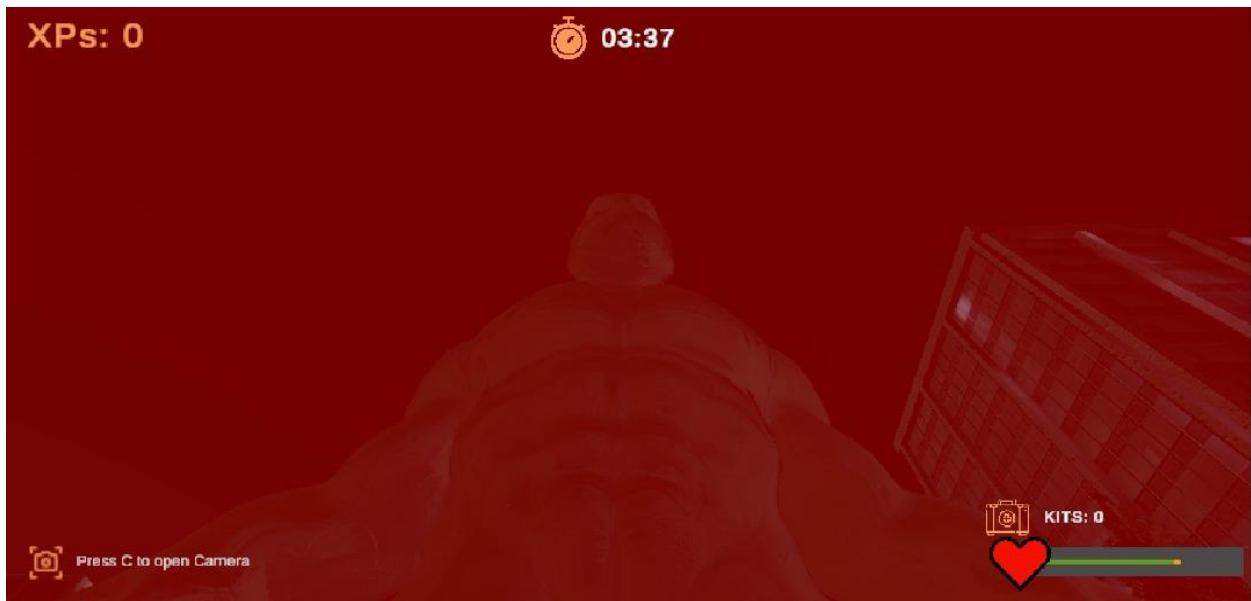
Monster



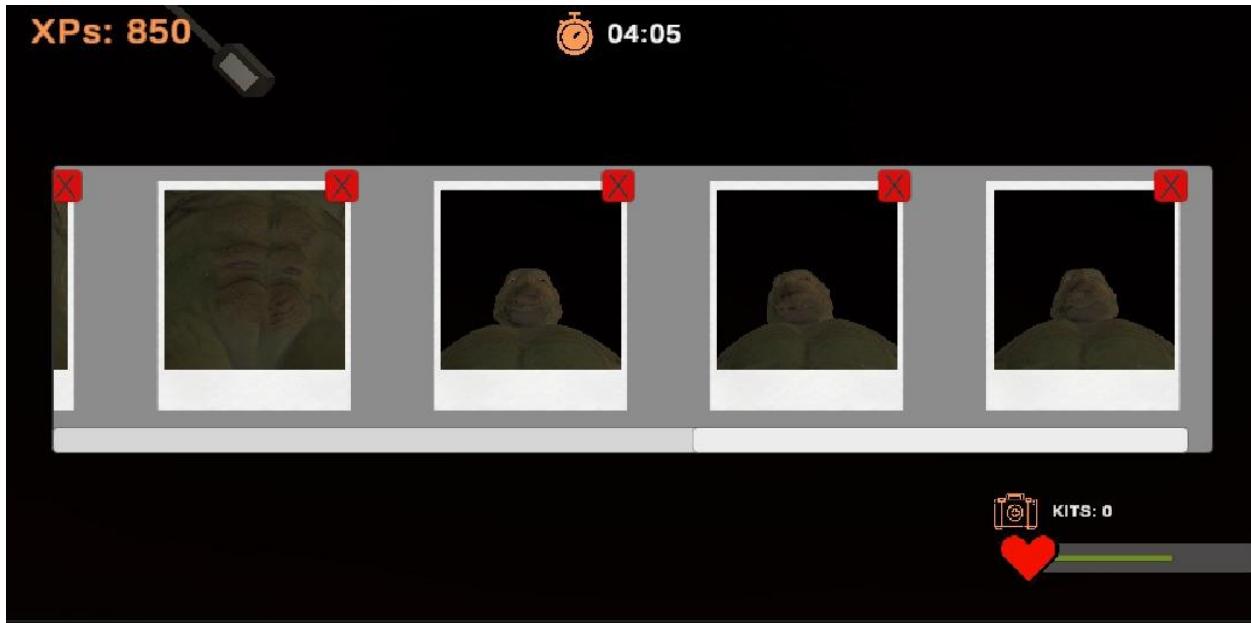
Capturing



Attacking



Gallery



Mission succeeded



Inventory



Game shop



Agency for player



Mission failure

