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CONCEPT DOCUMENT

HIGH CONCEPT STATEMENT

Only sounds of the past echo through the ruins of a once dazzling paradise where the sun no longer shines. Armed with only your trusty echolocation device, evade aggressive monsters and discover what this world has become.

FEATURES

- Adapt to a new method of perception governed by echolocation
- Use sound to light up the area around you and explore the world of darkness
- Avoid monsters while cleverly using pings to unlock new areas

DESIGN GOALS

This game will provide players a different and exciting type of game play. It is designed for players with an interest in adventure, exploration and puzzle solving. Players will be attracted by the game's unique gameplay mechanism, its exotic setting and suspenseful gameplay.

EMOTIONS

Curiosity: What is hiding around in the darkness? Explore around the level to see what the world has become.

Uncertainty: Where am I? Should I move, or should I ping? Make some decisions you are not completely sure about.

MARKET SEGMENT

GENRE

Adventure survival/exploration

PLATFORM

PC (Windows)

COMPETITION

Unfinished Swan: A game that uses the mechanic of progressively revealing the surrounding world, similar to *Resonance*'s ping mechanic. *Resonance* differs from *Unfinished Swan* in gameplay as survival and strategy are stressed more than exploration (there are no enemies in *Unfinished Swan*, it focuses solely on exploration). Though a similar mechanic is utilized, the gameplay goals, as well as manner of presentation, differ entirely.

Amnesia: The Dark Descent: A survival horror game similar to *Resonance* as the player cannot attack enemies and instead must evade them. However, *Resonance* significantly differs from *Amnesia* as *Amnesia* does not utilize a progressive reveal mechanic like the pings in *Resonance.* Instead, data is revealed in real time by areas that are lighted.

Slender: Another horror game where the player cannot attack enemies, and where evasion and survival are stressed. While *Slender* provides the enemy a degree of omnipotence, which differs in *Resonance* as enemies have the same limits of perception as the player, the effect of not knowing the whereabouts of the enemy is similar. However, *Slender* does not have a clearly defined win objective as the player always dies.

UNIQUE SELLING POINTS

The game features an interesting echo-based game mechanic that has rarely been seen in survival/exploration games. Intricate and challenging level-design, rich art, and music contribute to the overall experience.

GAMEPLAY SKETCH

In the figure displayed below, the player has just pinged to reveal parts of the environment-- which alerts a nearby hunter to his location! The immediate area becomes visible while the unknown remains dark, with the player's remaining sound energy represented by the battery bar.

ADDITIONAL DETAILS

PINGING

A ping is a burst of sound you can release by hitting the ping button. The sound released by this ping is a lot louder than the sound you make by just walking around, so you can see a lot farther by using it. Watch out though, because you're not the only one listening...

WHAT WAS THAT NOISE?

Your ping is the most powerful tool in your arsenal, but that doesn't mean you can't see without pinging. Listen to enemies and the environment as they make noise, giving away their locations for free! Delight in the weak chirps of the lovable critters, and shudder in fear as the devastating shockwaves of creatures far larger than you rip through your vulnerable frame!

The smallest pebble can start an avalanche...

Interact with the environment through sound! Shake loose boulders, make echo chambers resonate, and alert deadly enemies to your presence all with one simple ping! By pinging near a deadly enemy or treacherous rock formation, you can hit them with a veritable shockwave of sound, mildly annoying them or shaking some dust loose!

Flee the consequences of your terrible choices!

So maybe you overestimated the destructive power of your fully operational ping device. Maybe your lack of faith has disturbed your friendly neighborhood toothy monster. Don't worry, they can't see either! Cower in fear as they search for your hidey-hole! Run for your life when their earth-shaking roar bounces off your tender, delicious body!

Anyone have a pair of AAs?

Realize the complete inadequacy of your ping device's internal reservoir! Curse its designers as you scrounge for the smallest echo of a bunny's cry to restore your woefully inadequate ability to see the overly enthusiastic creatures roaming the land!