

Mystery Jam Escape Room GDD Draft #1

Game Identity / Mantra:

Modern day, realistic styled, horror themed escape room with first person view. Inspired from: <https://itch.io/jam/scream-jam-2023/rate/2330654>

This is a jam game done in a week period.

Design Pillars:

Dread, limited time, permadeath, looping gameplay

Interface:

WASD + Mouse controls. No HUD.

Features:

Limited time to create a sense of dread to a player.
An unkillable being haunting the player.
Permadeath
Puzzles

Genre/Story/Mechanics Summary:

Antagonist wakes up in his apartment, before his TV set. On screen there is a countdown, which says "You have 3 minutes left". He has no clue about it. When he moves around he sees a trail of blood. He follows the blood and in their bedroom finds the body of his wife, murdered. A darkness looms around him. And he wakes in front of his TV. How he will break this loop?

Music/Sound:

Eerie background music to create the sense of dread. Sounds are what you expect to hear in a modern day apartment. Occasional dreadful noises, screeches etc. No screams.

Art Style Examples:

