

# Shadows Left Behind

## Game Overview

Shadows Left Behind is a 2.5D single-player story game set within a quiet, smoke-stained house filled with fragments of memory. The player moves through rooms once touched by warmth and now hollowed by loss, collecting glowing clues that reveal what happened on the night of the fire — a tragedy forever bound to the memory of the protagonist's mother.

Each room ends with a Quest, a symbolic challenge between Light and Darkness. Choosing Light or Darkness doesn't change difficulty, only tone. If the player chooses Light and succeeds, the next scene appears in Light; if they fail, it shifts into Darkness — and vice versa. The game explores not winning or losing, but how emotion reshapes the world around the player.

This idea was chosen for its ability to create a strong emotional atmosphere using simple, accessible mechanics. The story is told entirely through visuals, sound, and contrast rather than dialogue, making it immersive and expressive for a small creative team.

## Target Users

The game is designed for players aged 12 and older who enjoy atmospheric, reflective, and story-driven experiences.

- Fans of indie titles such as Sally Face, Inside, and Gris, where tone and environment carry the emotion.
- Players who appreciate calm yet meaningful games that blend art, music, and subtle storytelling into a cohesive emotional experience.

## Game World

The entire story unfolds inside a memory-wrapped house, suspended between the past and the present. Each room — the Bedroom, Hallway, Kitchen, and Attic — reveals fragments of a night that once glowed with life and ended in silence.

The house exists in two shifting states:

- Light Realm: serene, golden light through cracked windows, soft melodies, and an atmosphere of gentle acceptance.
- Darkness Realm: cool, ashen tones with faint embers and quiet echoes where warmth once lived.

The world doesn't become harder or easier — it simply changes in feeling. Light and Darkness are not enemies but emotional reflections of grief and acceptance, both necessary to complete the story.

## Rules

- Explore each room and collect three glowing clues to unlock the Quest.
- After collecting all clues, choose between Light or Darkness to begin the Quest.
- Complete the short Quest:
  - If you choose Light and succeed, the next scene appears in Light.
  - If you choose Light and fail, the next scene appears in Darkness.
  - If you choose Darkness and succeed, the next scene appears in Darkness.
  - If you choose Darkness and fail, the next scene appears in Light.
- The choice and outcome affect only the tone of the next room, not its difficulty.
- The final room reflects the path the player has taken, concluding the story through light, shadow, or a fragile mix of both.

## Controls

- A / D — Move
- E — Collect clue or interact

(Keyboard-based gameplay for simplicity and accessibility.)

## First sketch



## Team Roles

Team Member	Role	Responsibilities
Ethan	Programmer	Build player movement, clue collection, choice interface, quest system, and scene transitions.
Kaley	Artist	Design rooms, create Light and Darkness versions of assets, draw environmental details, and handle visual effects.
Kate	Designer & Audio	Level design, story pacing, quest concepts, and original sound design for both realms.