**Untitled Horror Game**

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# Story

# Gameplay Structure

Enter level with spooky horror stuff, loot and gather materials, return to base.

Augment yourself to suit each mission (like cybernetic upgrades), gathering materials to craft more augments to make yourself stronger.

Combat? - possible for smaller enemies, but ‘bigger/scarier’ ones you’ll have to avoid them? Not sure if there will be combat right now.

I'm thinking you are trapped in somewhere, with a safe location to start, then you explore and go out to find more materials, and like, 'everything outside your room resets every 'x' number of hours'.

I’m thinking scary halls where you must dodge and weave from enemies, but like you can get a body augment that allows you to flash a light and stun them or something.

Crawl thru vents, try and find scattered parts to help you improve yourself, or to open more areas via strength/intelligence or something.

There is like a machine in the room your stuck in, and it allows you to augment yourself.

# Art and Sound

# Level Overview

# UI