

Fungal Fright – Concept Document

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High Concept

You are trapped in an abandoned cabin in the woods with a fungus monster and need to escape! Avoid stepping on mushrooms on the floor that alert the monster to your location or throw stuff at the mushrooms to distract him.

Features

- Mushrooms alert the monster to your location
- Throw rocks and other items at the monster to distract it
- Varying levels of difficulty

Player Motivation

The player must sneak around and distract the monster to escape

Genre

3D, First-person, Survival Horror

License

The game is not based on any preexisting intellectual property

Target Customer

3D survival horror players looking for an exciting new twist.

Competition

Amnesia, Outlast, Until Dawn

Selling Points

- Multiple ways to avoid being caught
 - Throwing rocks, moving out of its sight, etc.

- Items to alert the threat to you

Target Hardware

Personal Computer

Design Goals

- Simple: Easy to pick up and play with no convoluted mechanics that would prevent new players from understanding the concept.
- Free: Allows for player's freedom of movement and freedom of experimentation.
- Action: The mushrooms and rock throwing allows for the player to decide how the monster reacts to them
 - Implementation of a hard mode to give the player an increased sense of challenge.

Characters

The Characters in *Fungal Fright* consists of two characters:

- The Player Character: Our player has dared to venture into the fungal forest, and has entered an abandoned cabin, the same one the mushroom monster has taken residence in! The player must use their wits and resourcefulness to make it out alive
- The Mushroom Monster: This fungal beast has staked its claim on the cabin in the woods, spreading its spores throughout the house and its basement. It is highly territorial and insatiably hungry, upon sensing the player character entering the building, this monster is ready to devour some human flesh... If the monster can catch them, that is.