

# Game Design Document

## Game Concept

A dark, surreal action RPG set within the subconscious of a drug addict in a coma. Players embody the addict's conscience, navigating a decayed dreamworld to confront monstrous manifestations of trauma and addiction.

## Core Gameplay

The gameplay blends Souls-like combat with exploration, puzzle-solving, and cryptic lore discovery. Combat emphasizes precision, stamina management, and learning enemy patterns. Exploration reveals fragmented memories and twisted symbolism.

## Narrative Overview

The world represents the addict's fractured psyche. Bosses, known as 'Dark Ones,' embody emotional traumas and destructive patterns. The Merchant Demon, an ambiguous NPC, aids the player in exchange for soul fragments. The final confrontation with the Wolf—the personification of addiction—decides the ending.

## World Design

The world is divided into surreal biomes (e.g., a decaying city, flooded corridors, ashen forests). The final location, the Salt Field, represents a dried and barren soul, where the truth of the narrative is unveiled.

## Player Progression

Players level up by absorbing 'soul echoes' dropped by enemies. Progression emphasizes careful stat allocation and mastery of combat techniques. Collectible notes and artifacts gradually reveal lore.

## Enemies & Bosses

Enemies are distorted human-like figures symbolizing paranoia, regret, and anger. Bosses ('Dark Ones') are unique set-pieces themed around trauma: e.g., an alcoholic giant chained to barrels, or a broken motherly figure cradling shadows.

## Art & Audio Direction

Visuals: Gothic, surreal, inspired by Bloodborne. Muted palettes with bursts of symbolic color. Audio: Minimalistic ambient soundscape, distorted whispers, and sudden percussive tones in combat.

## UI/UX

Minimalist UI similar to Souls games. Health, stamina, and soul counters are present, but lore and context come from exploration and item descriptions.