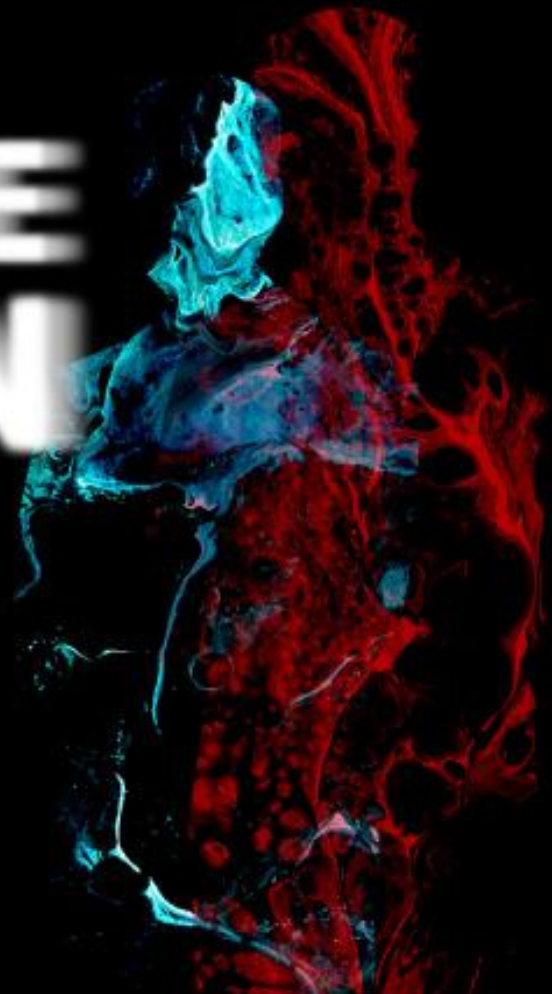
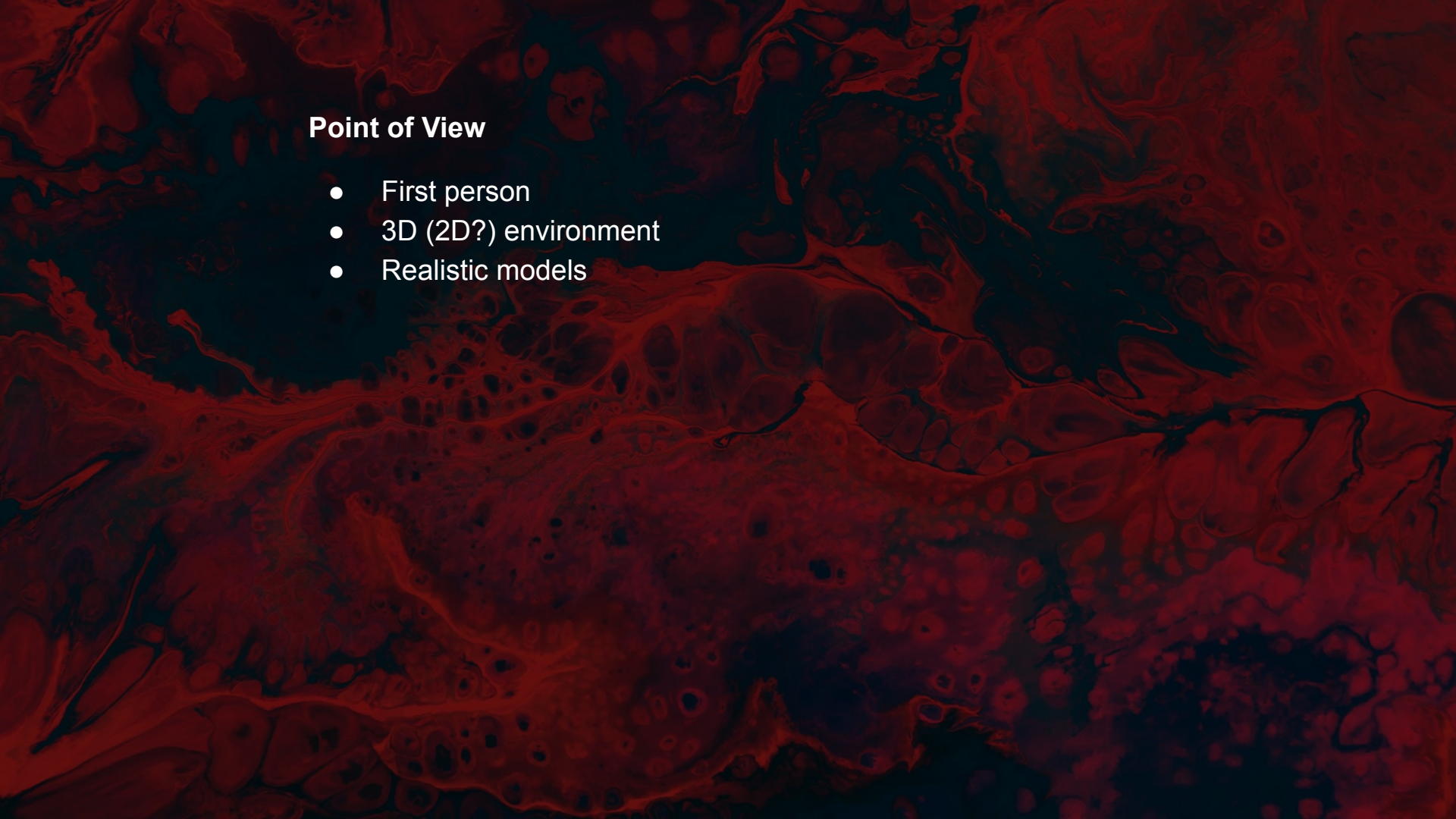


DOUBLE VISION

Game Idea





Point of View

- First person
- 3D (2D?) environment
- Realistic models

Point of View

- First person
- 3D (2D?) environment
- Realistic models

Genre

- Adventure /w strategic elements
- Escape room

Theme

- Objective and subjective realities and their possible interconnection
- Alternative truths

Story

- Location - abandoned psychiatric facility
- Protagonist - patient suffering from paranoid schizophrenia
 - Chased by shadows
 - Can be partly stabilized by medication
 - Witnesses shadows possessing hospital staff
- Goes to find medication and discovers that what he thought to be a delusion is actually happening
- Sets on a quest to find and destroy the source of evil



Mechanics

- Interaction with objects in order to unlock the map
- Player needs to find and take meds to switch to “lucid” mode

Mechanics

- Interaction with objects in order to unlock the map
- Player needs to find and take meds to switch to “lucid” mode
 - Can easily interact with everyday objects
 - Can read and understand journals and tech. Documentation
 - Cannot recognize potential threats
 - Side effects of dizziness and decrease of physical agility

Mechanics

- Interaction with objects in order to unlock the map
- Player needs to find and take meds to switch to “lucid” mode
 - Can easily interact with everyday objects
 - Can read and understand journals and tech. Documentation
 - Cannot recognize potential threats
 - Side effects of dizziness and decrease of physical agility
- When the meds wear off player switches to “delusional” mode

Mechanics

- Interaction with objects in order to unlock the map
- Player needs to find and take meds to switch to “lucid” mode
 - Can easily interact with everyday objects
 - Can read and understand journals and tech. Documentation
 - Cannot recognize potential threats
 - Side effects of dizziness and decrease of physical agility
- When the meds wear off player switches to “delusional” mode
 - Can see mystical clues and potential threats
 - Physical strength and high speed
 - Some everyday objects become hostile or unusable
 - Cannot read / count / interpret human speech efficiently

Mechanics

- Interaction with objects in order to unlock the map
- Player needs to find and take meds to switch to “lucid” mode
 - Can easily interact with everyday objects
 - Can read and understand journals and tech. Documentation
 - Cannot recognize potential threats
 - Side effects of dizziness and decrease of physical agility
- When the meds wear off player switches to “delusional” mode
 - Can see mystical clues and potential threats
 - Physical strength and high speed
 - Some everyday objects become hostile or unusable
 - Cannot read / count / interpret human speech efficiently
- Each mode gives a unique perspective of the surroundings and the majority of situations can only be solved through experiencing both modes.

Mechanics

- Interaction with objects in order to unlock the map
- Player needs to find and take meds to switch to “lucid” mode
 - Can easily interact with everyday objects
 - Can read and understand journals and tech. Documentation
 - Cannot recognize potential threats
 - Side effects of dizziness and decrease of physical agility
- When the meds wear off player switches to “delusional” mode
 - Can see mystical clues and potential threats
 - Physical strength and high speed
 - Some everyday objects become hostile or unusable
 - Cannot read / count / interpret human speech efficiently
- Each mode gives a unique perspective of the surroundings and the majority of situations can only be solved through experiencing both modes.
- Limited inventory that only allows carrying small number of items

Inspiration



Layers of Fear
Dev.: Bloober Team
Pub.: Aspyr



Nevermind
Dev.: Flying Mollusk
Pub.: Flying Mollusk

Inspiration



The Evil Within
Dev.: Tango Gameworks
Pub.: Bethesda Softworks



Resident Evil 7: Biohazard
Dev.: Capcom
Pub.: Capcom

Aesthetics

