

Game Design Document

Recording 2:17

Genre : Psychological Horror / Narrative Exploration / First-Person

Platform: PC (Windows)

Audience: +18

Camera: First-Person

Game Type: Single-player, story-driven, linear experience

2.High Concept :

Recording 02:17 is a first-person psychological horror game where the player experiences a looping traumatic memory trapped inside a distorted family house Time is frozen at **02:17**, and with each repetition, the environment subtly changes, revealing fragments of a dark family truth through objects, sounds, and visual glitches The player does not fight they just **observe, remember, and endure.**

3.Core Pillars (3C's) :

Camera :

- First-person perspective
- Dark vignette effect
- Limited field of view to increase tension
- Subtle camera shake during stressful moments

Controls :

- **Movement :** WASD
- **Camera:** Mouse
- **Interaction:** E
- Slow walking speed (no sprint)

Character:

- Silent protagonist
- Ordinary human (no powers)
- Trapped inside a memory loop
- No dialogue, story told visually
- Emotion shown through Breathing, Head movement, Camera sway

Gameplay Mechanics :

Time Loop System :

- The game loops every time the player reaches a trigger or completes a sequence

- Each loop slightly change :
 - Object positions
 - Lighting
 - Sounds
 - Text / symbol
- Player progression is **mental**, not physical .

Exploration :

- Inspect objects
- Read notes
- Observe environmental changes
- No inventory management (keep it simple)

Narrative Discovery :

- Story revealed through :
 - Rooms
 - Old objects
 - Repeating symbols (flies, screens, words)
 - Environmental storytelling

4.Environment Design :

Main Setting :

- A decaying family house
- Repeating rooms and corridors
- Claustrophobic layout
- Feels familiar but wrong

Visual Style :

- Muted colors
- Green / yellow sick lighting
- Old computer UI inspiration
- Low comfort, high unease

Environmental Changes Per Loop :

- Rooms become more distorted
- Walls show marks/drawings
- Lighting becomes harsher
- Sounds increase in intensity

5. Horror Approach :

- No jumpscare spam
- Psychological pressure
 - Silence
 - Ambient noise
 - Distant sounds
 - Subtle movement in the corner of vision
 - Feeling of being watched

6. Sound Design :

Audio Elements :

- Low ambient hum
- Flies buzzing (symbol of trauma)
- Breathing sounds

- Environmental creaks

Music :

- Devtrap-Electricity
- Devtrap-Where is Home
- Lullaby (our corrupted Electricity version)
- Sound increases only during emotional peaks

7.Story Overview (No Spoilers) :

→The player relives fragments of a childhood memory trapped inside a broken house Through repetition, the truth behind a father's actions slowly emerges The game ends not with escape but with understanding .

8.User Interface (UI) :

- Interaction prompts appear only when necessary
- Text presented as :
 - Old computer files
 - On-screen glitches
 - Environmental text

9. Developing Tools:

The development of *Recording 02:17* relies on a focused set of tools chosen to support atmospheric storytelling, technical stability, and artistic consistency :

- **Engine:** Unity (3D)
- **Visual Studio Code :**Used for scripting, debugging, and maintaining clean, readable C# code
- **Blender :** Used for creating and optimizing 3D assets, environments, and props that reinforce the unsettling atmosphere of the game

- **Adobe Photoshop** :Used for texture creation, UI elements, visual glitches, and mood-driven graphic assets

10.Our Team :

Recording 02:17 is developed by a small multidisciplinary team, with each member contributing across multiple creative and technical areas .

- **Game Design** : Driss Moussaoui ,Yassir Essabbahy
- **Game Development** : Yassir Essabbahy, Driss Moussaoui
- **Game Artist** : Mohamed Bairouk , Saad El Rhandouri
- **Game Sounds** : Mohamed Bairouk , Saad El Rhandouri