

# **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