

# VANISHING POINT (GDD)

## 1. CORE CONCEPT

- Title (Working Title): Vanishing Point
- Genre: Narrative-driven, psychological mystery, isometric adventure
- Theme: Melancholy, dreamlike, unsettling, introspective
- Setting: A small, isolated mountain town with disappearing people
- Core Mystery: The world is a dream, and the protagonist is in a coma
- Key Influences: *Disco Elysium* (dialogue, exploration), *Twin Peaks*, *Life is Strange* (eerie small town), *Lindlar* (location)
- Mood & Tone: Dark, dreamlike, subtly surreal

## 2. STORY & NARRATIVE

### 2.1 PREMISE

- The protagonist is investigating disappearances in a quiet mountain town.
- Strange, surreal events begin to occur. Hint at a deeper mystery.
- Over time, the player realizes the world is a dream formed by a comatose mind.
- Fantasy elements represent fears, regrets, and hopes of the dreamer.
- Choices affect the town and its inhabitants, shaping the dreamer's psyche.

### 2.2 THE PLAYER CHARACTER

- Background: Recently hospitalized, memory hazy.
- Role: Investigator or outsider trying to make sense of the town.
- Personality: Defined by player choices (similar to *Disco Elysium*'s internal monologue).
- Motivation: Driven by curiosity, a personal stake, or an external force.

### 2.3 KEY CHARACTERS & THEIR SYMBOLISM

- The Dreamer: The comatose person shaping the world.
- Town Inhabitants: Each represents a memory, fear, or hope.
- Antagonistic Force: Could be a shadowy presence, a doctor, or an entity representing death or despair.  
[TODO: Add more on how this force interacts with the player]
- Missing People: Do they represent lost memories, fading hope, or something else?

### 2.4 STORY PROGRESSION

- Act 1: Establish the town, disappearances, and protagonist's search for answers.
- Act 2: Reality starts shifting—fantasy elements become more prominent.
- Act 3: The player pieces together the truth, but the ending varies based on choices.
- [TODO: Add more branching paths or possible twists]

## 3. GAMEPLAY MECHANICS

### 3.1 EXPLORATION & INTERACTION

- Isometric movement
- Freeform dialogue system with branching choices
- Interactive objects with environmental storytelling

### 3.2 DIALOGUE SYSTEM

- Inspired by *Disco Elysium* (internal thoughts, branching responses)
- Choices affect character relationships and town perception
- Possible “inner voice” mechanic (representing subconscious) *[TODO: Add more on how choices shape the dream world]*

### 3.3 CHOICE & CONSEQUENCE

- Player decisions shape the town (e.g., buildings change, people vanish, time loops occur)
- Dialogue affects NPCs and their fates
- Multiple endings based on psychological state *[TODO: Define specific possible endings]*

### 3.4 FANTASY ELEMENTS & DREAM LOGIC

- Objects, locations, and people shift based on the dreamer’s psyche
- Supernatural occurrences (time dilation, repeated conversations, impossible architecture)
- Town is both familiar and alien to the player

## 4. ART & AESTHETIC

- Style: Dark, moody, stylized low-poly or painterly 3D
- Color Palette: Muted, cool tones, occasional warm highlights for emotional moments
- Lighting: Soft and atmospheric, with heavy shadows and fog
- UI: Minimalist, diegetic where possible (i.e., no obvious menus, in-world clues)
- *[TODO: Add more references or specific inspirations]*

## 5. TECHNICAL IMPLEMENTATION

### 5.1 ENGINE & TOOLS

- Engine: Custom-built using ThreeJS
- Language: TypeScript
- Rendering: Isometric projection with 2D models
- Packaging the web tech: Electron (Chromium + Node.js)
- Map Editor: [Tiled](#)
- Dialogue Editor: Custom engine edited with a custom tool or TBD

## 5.2 AI & NPC BEHAVIOR

- NPCs follow schedules, but schedules shift as the dream becomes unstable
- Certain NPCs may vanish depending on choices *[TODO: Add more on procedural behaviors or scripted events]*

## 6. AUDIO & MUSIC

- Sound Design: Subtle, ambient, occasional distorted reality effects
- Music: Melancholic, piano or synth-heavy, possibly reactive to choices
- Voice Acting: Sparse, used mainly in black-screen intermissions for hospital dialogue

## 7. USER INTERFACE & UX

- Minimalist UI: No intrusive HUD, use environmental cues
- Dialogue System: Branching, text-heavy but intuitive
- Inventory/Notes System: If needed, a diegetic approach (e.g., protagonist sketches or journals clues) *[TODO: Decide if a notebook/log system is necessary]*

## 8. DEVELOPMENT ROADMAP

### 8.1 PRE-PRODUCTION

- ☐ Concept & Narrative Framework
- ☐ Basic Gameplay & Interaction Prototyping

### 8.2 ALPHA BUILD

- ☐ Core mechanics implemented (movement, dialogue, exploration)
- ☐ Art style prototypes
- ☐ First playable segment with interactive NPCs

### 8.3 BETA BUILD

- ☐ Full narrative flow from start to finish
- ☐ Polish on art, animations, and effects
- ☐ Music and sound design pass

### 8.4 FINAL RELEASE

- ☐ Final bug fixes, optimization
- ☐ Voice and sound finalization
- ☐ Marketing & distribution planning