Into The Void – Game Design Document

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## Overview

\*Into The Void\* is a text-based, Jungian-inspired psychological dungeon crawler that blends introspective journaling, symbolic transformation, and rich narrative exploration.

## Core Themes

* Jungian Psychology (Archetypes, Shadow, Individuation)
* Symbolism (Tarot, Myth, Ritual)
* Reflection (Guided journaling, grounding, transformation)
* Exploration (A dreamlike island shaped by the player's psyche)

## Player Psyche System

* Player stats are modeled after psyche elements:

- Ego

- Id

- Superego (possibly renamed)

- Persona

- Anima/Animus

- Shadow

- Self (unlockable)

* Each aspect has a presence score from -50 to +50
* Presence shifts affect:

- Dialogue options

- Environmental tone

- Available rituals

- NPC behavior

## Game Loop

1. 1. Explore symbolic environments

2. Encounter narrative moments, NPCs, puzzles

3. Decide: choices alter psyche presence levels

4. Reflect: guided journaling sessions offered

5. Transform: world shifts based on psyche

6. Return: previously visited places may change

## The Void Journal (In-Game Feature)

* Tracks:

- Aspect presence history (graph)

- Tarot card draws + reflections

- Player journal entries

- Grounding techniques used

- Key symbolic NPCs

- Rituals performed and their effects

## Tarot Integration

* Draws occur at key transitions, high psyche shifts, or ritual zones
* Cards influence narrative and offer reflection prompts
* Tarot archetypes can appear in dreams, rituals, NPCs
* Saved in the Void Journal with custom interpretation

## Grounding Techniques

* Triggered before/after emotionally intense segments
* Player can activate at any time
* Examples: 5-4-3-2-1 sensory grounding, breath work, visualization
* Tracked in Void Journal

## Ritual System

* Performed in specific liminal locations
* Require defined aspect thresholds (e.g., Shadow ≥ 30)
* Categories:

- Transformative: alter psyche presence

- Divinatory: reveal hidden knowledge

- Binding/Unbinding: alter memory or NPCs

- Revelatory: unlock journal entries or dreams

* Rituals can:

- Alter environments

- Unlock new areas

- Trigger dreams or world shifts

- Echo in later encounters

## NLP Integration (Planned)

* Player journal entries analyzed via NLP:

- Extract names, objects, symbols, emotional tone

* Used to:

- Personalize dream sequences

- Modify Tarot interpretations

- Generate symbolic NPCs or artifacts

* Tracked keywords can return later in narrative as emergent myth

## Future Expansion Ideas

* A “Reflected Self” NPC built from journal archetypes
* Ritual Tree by Aspect
* Randomly generated dreamscape based on dominant presence state