



Recording 02:17

Short Pitch

Recording 02:17 is a 2.5D psychological horror game with semi-3D free movement. Players control Beelzebub, a child trapped in a recurring traumatic memory inside a surreal family house. Swarms of flies hover and follow the player, symbolizing his identity and trauma, while he explores, uncovers clues, and solves environmental puzzles.

Game Concept

- Explore a distorted, surreal family house where every room reveals parts of a tragic story.
- Time loop mechanic: events revolve around 02:17.
- Flies dynamically hover, guide, or increase tension.

Genre & Platform:

- Psychological Horror / Narrative Exploration / 2.5D Platformer / +16
- PC (Windows)

Story & Setting:

- Father kills mother; child witnesses; father escapes; child relives memory loops.
- House tells story through objects, notes, footage, and environmental cues.

Ambiance & Audio

- Art & Audio:
- Dark, surreal visuals, moody lighting, flies as particle system.
- Ambient sounds (creaks, whispers, buzzing) and eerie minimalist music.