

Echoes of the Past — Full Game Design Document (EXTENDED)

Game Type: 2D Top-Down Psychological Puzzle Adventure

🎮 Game Overview:

Echoes of the Past is a single-player 2D top-down psychological puzzle adventure game where the protagonist navigates between reality and fragmented memories to uncover the truth about a life-altering event. The game emphasizes atmosphere, emotional storytelling, time manipulation, and psychological depth.

🧠 Core Themes:

- * Memory and trauma
- * Time and consequence
- * Regret, loss, healing
- * Personal relationships and betrayal
- * Symbolism and surrealism

🗨️ Storyline (Detailed)

Opening:

You wake up in a *sterile hospital room. A friend lies unconscious in a coma. You don't remember what happened — **only fragments*. Everyone blames you.

You walk out into the night. Something feels off. You step into a shadow... and are pulled into a distorted memory realm. There, things replay — *not as they were, but as they are remembered*.

Chapters (Tentative):

1. *The Hospital* — The hub and the reality. Here you return to after each memory journey.
2. *The Rooftop* — An emotionally heavy scene with symbolism of falling and fear.
3. *The School* — A place of conflict, betrayal, and secrets.
4. *The Alley* — Represents the "hidden truths" and suppressed guilt.
5. *The Clocktower* — A place where time manipulation puzzles peak. Major plot twist.
6. *The Mirror World* — A surreal chapter where you meet yourself. Branching ending begins.

Endings:

* *Acceptance* — You face the truth and reconcile. Friend awakens.

* *Denial* — You escape the truth, trapped in a false reality.

* *Sacrifice* — You trade your life to restore theirs.

🧩 Core Mechanics (Detailed)

🕒 1. Time Manipulation

* *Rewind*: Walk backward through time within a room.

* *Pause*: Freeze time to walk across moving hazards.

* *Echo View*: Shows a ghostly version of the past layout. Can interact with it to reveal paths or trigger events.

🧠 2. Memory Shards

* Hidden in the world. Some are visual, some auditory, some in puzzles.

* Collecting them unlocks backstory, powers, and choices.

🧩 3. Puzzle Solving

- * Environment-based (rotate room views, interact with past objects)
- * Dialogue-based puzzles (remembering details others don't know)
- * Time-sequence puzzles (like rewinding a broken bridge into being whole)

🔥 4. Emotional Choices

- * At key moments, choose dialogue/actions that change how others remember you.
- * Leads to different endings and character behaviors.

👁️ 5. Echo Vision

- * Toggle to see the room as it was before the incident.
- * Allows pathfinding, hidden object discovery, memory unlocks.

📄 UI/UX Design

Layout:

- * *Top-left*: Memory Shard indicator
- * *Top-right*: Time Power icons (Pause/Rewind/Echo View)
- * *Bottom center*: Interaction prompt ("Press E to remember")
- * *Center screen*: Dialogue choices in cinematic scenes

Dialogue Box:

- * Semi-transparent, curved rectangle
- * Pixel-style outlined font
- * Fade-in/fade-out transitions

Menus:

- * Dark-themed with blurred background
- * Echo distortion when switching menus

Fonts

- * *Main UI*: Inter or Nunito Sans (rounded, clean, emotional)
- * *Dialogues*: Pixelify Sans or Press Start 2P (retro feel)
- * *Titles/Chapters*: Cormorant Garamond or EB Garamond for elegance

Visuals / Art Style

- * *Pixel Art (top-down, 32x32 or 48x48 tiles)*
- * Smooth animations (walking, idle, wind effects)
- * Color palette: Muted greys, soft blues, blood reds
- * Lighting: Dynamic 2D lights, shadows from objects, glowing memory fragments
- * Atmospheric overlays: Fog, glitch effects, vignette

🗣️ Sound Design

BGM:

- * Minimalist piano melodies
- * Ambient pads and drones
- * Use silence at tense moments

SFX:

- * Footsteps (change by surface)
- * Distant echoes when in Echo View
- * Clock ticking when using time mechanics
- * Static/electric surge for memory unlocks

Voice (Optional):

- * Memory shards have whispering voices
- * Echoes are distorted versions of character lines

🖥️ Performance & Tools

- * Engine: *Godot 4 (2D)*
- * Sprite size: 32x32 / 48x48 to balance detail + performance
- * Tilemaps for level design
- * .ogg or .wav for audio (compressed)
- * Avoid runtime lighting if needed (prebaked shadows)

🚀 Development Plan (Brief)

1. Core Prototype (1 month):

- * Basic movement, one memory scene, Echo View mechanic

2. Art & Audio Integration (2 months)

3. Full Game Flow (2-4 months):

- * All chapters, cutscenes, and dialogues

4. Polish, Test & Optimize (1-2 months)

5. Release (Steam, itch.io, Game Jolt)

♥ Final Words

Echoes of the Past is not just a game — it's a message, a memory, a truth waiting to be uncovered. With limited resources but unlimited heart, this game can become something unforgettable — for you, and for those who play it.

> "The past echoes in all of us — but only those who listen can move forward."