MACRO GAME DESIGN DOCUMENT
THE LAST FLOOR

STAFF :

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Résumé Synthétique du Projet:

Catégorie	Description
Genre	3D First-Person Stealth / Survival Horror / Puzzle
Universe	Dystopian Sci-Fi; a high-rise research tower sealed under lockdown
References	*Inside* (Atmosphere), *Amnesia: The Bunker* (Sound/Light tension), *Metroid Dread*
Target Audience	16+, Fans of immersive narrative indie games and psychological horror
Platform(s)	PC (Windows) / WebGL
Players	Solo (Single Player)
Game Modes	Single-player Story Mode
Camera View	**3D First-Person Perspective** for maximum immersion
USP (Unique Selling Point)	**"The Doctor's Dilemma":** Surviving toxic "Pigmented Substance" leaks and oxygen deprivation while navigating through a gas mask that limits vision
Core Gameplay	First-person stealth, oxygen resource management, and environmental puzzle-solving
Key Features	Gas mask mechanics, AI sensitive to sound/light, and hazardous "Pigmented Substance" floors
Art Direction	Dark 3D environments with high-contrast dynamic lighting using Unity URP
Sound Direction	Immersive sound design (heavy breathing, heartbeats, and muffled environmental audio)
Technical Stack	Unity 2022.3 LTS, 3D NavMesh, and URP Post-Processing

PITCH :

You are a lead Doctor and virus specialist awakening in the aftermath of a catastrophic explosion at the Aura Corp research facility. The main pipeline has ruptured, flooding the floors with V-GAS and a lethal Pigmented Substance that corrodes your health on contact. Your former colleagues have mutated into infectious monstrosities; one touch from them means certain death.

Trapped in a vertical nightmare, you must navigate five floors of terror, managing your dwindling oxygen supply and repairing the building's electrical systems to power the elevators. Your gas mask is your only lifeline, but its visor fogs and restricts your sight—forcing you to choose between the clarity of a toxic death or the safety of a claustrophobic, muffled reality.

USP (Unique Selling Point)

Sensory Deprivation & Vulnerability: Unlike traditional horror games where equipment empowers you, your gas mask is a dual-edged sword. It provides life-saving oxygen but imposes a "Sensory Cage"—reducing your field of vision with a heavy vignette and muffling vital audio cues through a low-pass filter. You are a specialist, not a soldier; your only weapons are your intellect, your stealth, and your ability to manage panic in a suffocating environment.

Game Loop

1. Micro-Loop :
This loop focuses on the player's constant physiological and environmental awareness.

- **Action :** Navigating the 3D environment using first-person movement while managing the gas mask visor. [1111]
- **Challenge :** Avoiding the **Pigmented Substance** on the floor (health depletion) and staying out of the "infection radius" of mutated colleagues.
- **Feedback :** Audible heavy breathing that changes with exertion, visual fogging of the mask visor, and HUD alerts for oxygen and health levels. [2222]

2. Mid-Loop :
This loop defines the player's goals within a specific floor or laboratory sector.

- **Action :** Scavenging for oxygen canisters and solving environmental electrical puzzles (e.g., finding fuses or repairing panels).
- **Challenge :** Using stealth to bypass "Infected Friends" who are sensitive to light and sound in a 3D space.
- **Goal :** Successfully unlocking and reaching the floor's main elevator to proceed.

3. Macro-Loop :
This loop represents the Doctor's overall journey and the narrative arc of the game.

- **Action:** Ascending through **5 increasingly difficult floors** of the research tower.
- **Safe Zone Strategy:** Utilizing the **Elevator** as a transition point to refill oxygen, recover health, and plan for the next level's difficulty.
- **Ultimate Goal:** Reaching the final control unit at the top floor to disable the lockdown and escape the infected facility. [777777777]

Summary of the Loop
SURVIVE (Oxygen/Health) → **EXPLORE** (Puzzles/Stealth) → **ASCEND** (Elevator/Safe Zone) → **ESCAPE** (Final Mission Completion)