

# Player, Key, Door, Switch

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# Code

**Project:** Develop a basic interaction system where the player can interact with various objects with different states and behaviours (feel free to complicate this as much as you would like).

**Example:** Collect a key, open a door, and turn on a light inside with a switch.

**Deliverables:**

- A video of the demo
- A description of the systems and mechanics created

# Design / Narrative

**Project:** Design a narrative-driven puzzle sequence where the player must collect a key, open a mysterious door, and turn on a light to reveal a hidden story. The focus should be on developing a meaningful backstory, player choices, and environmental cues to immerse the player in the experience.

**Deliverables:**

- A text or Voice-over of the story
- Any supporting imagery / level design

# Marketing / Production

**Project:** Design a marketing and promotional campaign that builds anticipation for “The Forgotten Room,” the narrative-driven puzzle game where players collect clues, unlock a mysterious door, and uncover a hidden story. Focus on identifying the target audience, creating a narrative-based marketing strategy / production plan.

**Deliverables:**

- A document and supporting imagery covering:
- A Pre-Launch Campaign
- Development plan with constant media sharing deadlines (early access)
- A Community Engagement Strategy

# QA (...ish)

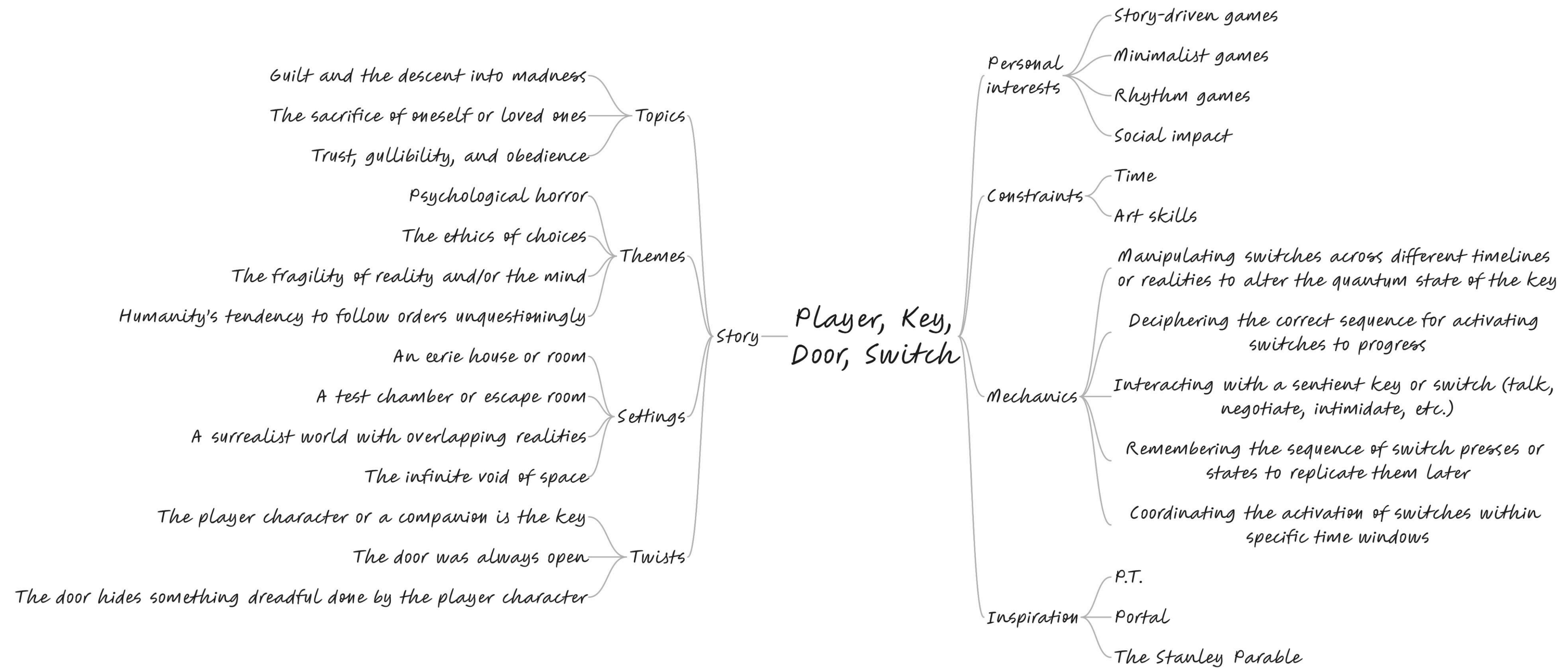
**Project:** Develop a comprehensive test plan to ensure the key collection, door unlocking, and light-switching mechanics in the “Forgotten Room” puzzle game are as expected. Focus on validating the player’s abilities.

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**Deliverables:**

- Create a list of core gameplay features to test
- Include specific steps and expected outcomes for each test case
- Negative Testing (Can the player turn on the light switch if they haven’t unlocked the door?)
- Document potential pain points in the gameplay flow

# MindMap



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# Design / Narrative



# The ~~(Cake)~~ Door is a Lie

A satirical puzzle game that humorously critiques blind obedience, challenging players to question their choices as they solve absurd puzzles for a key to an already open door.

## Core Mechanics

- Switch-based puzzles that escalate in complexity.
- Optional goal completion without the key, highlighting player choice.
- Narrator interventions that challenge the player's decisions.

## Key Features

- Two potential settings:
  - Top-Down Space Game: Navigate laser fields and hazards.
  - Test Chamber: Solve abstract puzzles in a Portal-like environment.
- Sarcastic narrator offering commentary and escalating challenges.

## Themes

- Player agency, blind obedience, and absurdism

## Inspiration

- The Stanley Parable, Portal

# Pyrrhic

An emotional puzzle-adventure where reality fractures, and the bond with a beloved companion leads to a devastating sacrifice to restore balance.

## Core Mechanics

- Surreal puzzles involving switches, keys, and doors.
- Companion-assisted gameplay with unique interactions and abilities.
- A climactic sacrifice mechanic that ties directly into the story.

## Key Features

- A surreal, dreamlike world that dynamically changes with progress.
- Emotional storytelling centered on the player-companion bond.
- Thought-provoking themes of sacrifice and the fragility of reality.

## Themes

- The ethics of choice, the fragility of reality, and emotional sacrifice

## Inspiration

- Planetfall, Rime, The Last Guardian

Design / Narrative

# Five Candles



# Five Candles

A psychological horror game where players navigate a looping 2D room, solving puzzles to uncover a haunting truth while balancing escalating tension and the threat of failure.

## Core Mechanics

- Iterative gameplay with escalating difficulty.
- Object interaction puzzles tied to subtle environmental cues.
- Success reveals story fragments; failure triggers randomized scares.

## Key Features

- Static 2D room with evolving environmental storytelling.
- Emotional and atmospheric tension through audio-visual changes.
- Replayability driven by randomized failure events and scares.

## Themes

- Guilt, memory, and the cyclical nature of punishment.

## Inspiration

- P.T., Amnesia, Layers of Fear



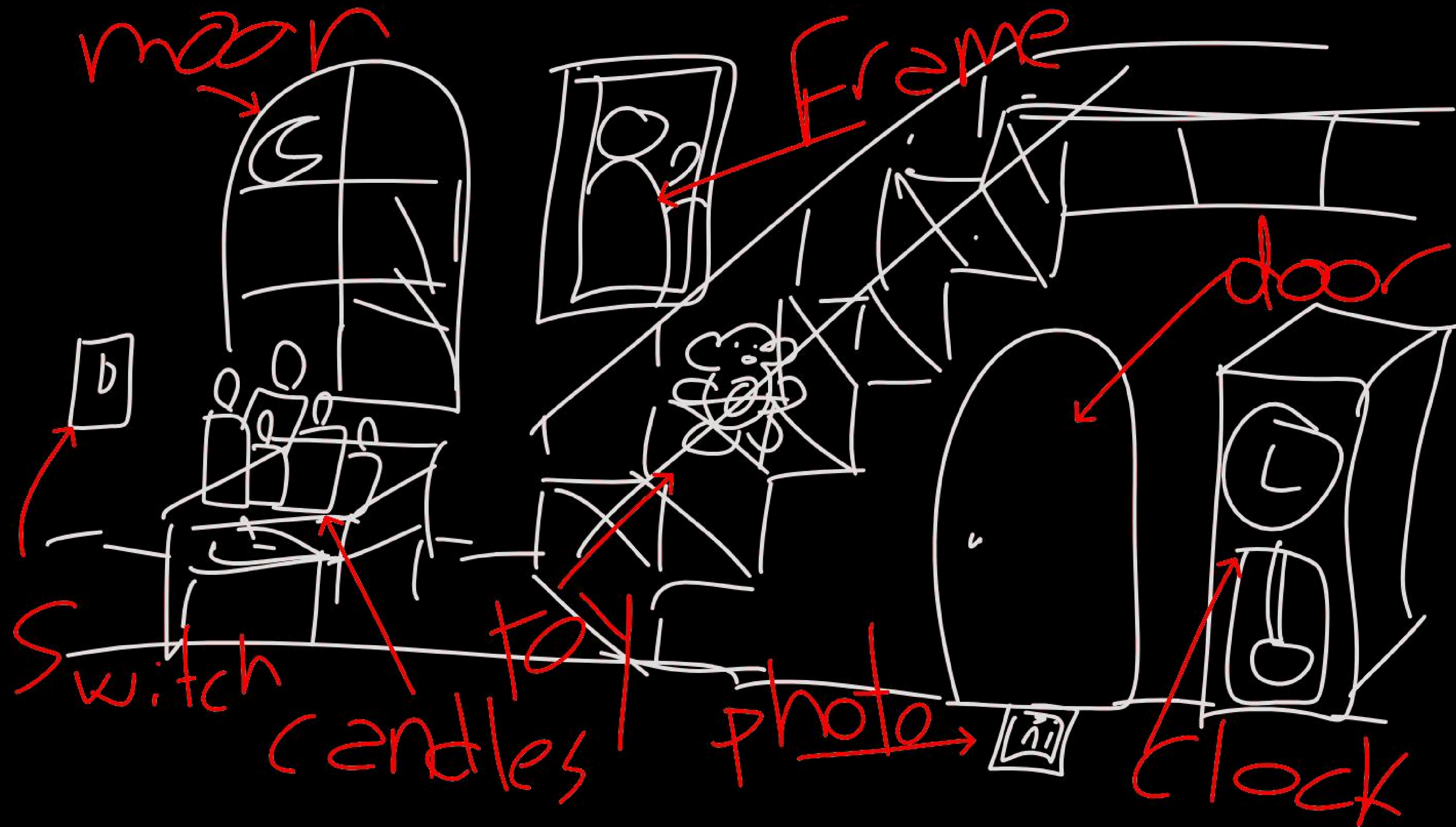
# Premise

## Setting:

A single, dimly lit room where subtle, eerie changes unfold over time.

## Gameplay Loop:

- **Introduction:** A photo slides under the door, but no one is there.
- **Progression:**
  - Discover the correct sequence of interactions to advance.
  - Clues scattered around the room provide subtle guidance.
  - Each success reveals a darker photo, unlocks new interactions, and deepens the unsettling ambiance.
  - The moon rises higher in the sky; five iterations lead to victory.
- **Failure:**
  - Lights a candle, marking a mistake.
  - Five failures trigger a jump scare and reset the loop.
- **Ending:**
  - Victory reveals the horrifying truth: the player character has murdered their family and hidden the bodies behind the door.



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# Code



## Code

# Infinite Houses

A casual looping game where players interact with the environment within a specific time frame.

Game Modes:

- **Switches and Keys:** Players activate a switch to make a key appear, then interact with the key. The time available for each round decreases progressively.
- **Click da House:** Players rapidly click on the house representing the next round. The time available for each round decreases progressively.
- **THE RIDE NEVER ENDS:** Houses loop... forever.
- **Random:** Each round presents a random mechanic (switch/key, click, or auto) and a randomized time frame.
- **Custom:** Players customize game settings, including round mechanics and time limits.

**itch.io:** <https://ragart.itch.io/infinite-houses>

**GitHub:** [https://github.com/ragart/thu-pkds-infinite\\_houses](https://github.com/ragart/thu-pkds-infinite_houses)

