Design: Keep Calm and Carry On (Title WIP)

**Introduction**

*Keep Calm and Carry On* is a top-down puzzle and exploration based role-playing game intended to instill basic anxiety coping mechanisms in players.

**Background**

The fast-paced puzzle mechanic in *Keep Calm and Carry On* is a novel system; the most similar mechanic can be found in speed trials within typical brain teaser games. The ideal puzzle within this system is one with a simple answer that can be come to with minimal effort, so long as the player stays calm, and does not act brashly in the face of tension.

**Description**

You enter the abandoned house, stepping forward cautiously. The door shuts behind you as you enter, sending a chill down your spine. There are no lights, but you have a flashlight. You turn it on, shedding a small circle of light on the scene. You walk forward, seeking the light switch. At the end of the room, you find a dusty set of three switches. The first two switches look dusty and unused… the third looks significantly cleaner. You flip the third switch, and the room lights up. You can hear footsteps in the distance… you’d better hurry, the clock is ticking.

*Keep Calm and Carry On* is designed to force the player to **think** before they **act**. The action is ruled by a timer bar at the top of the screen—time ticks down slowly, in real time. If the clock reaches zero, you’ll be transported to a different room in a procedurally generated maze. The goal is to reach find the treasure in the abandoned house, before you get caught by its inhabitants. If you screw up on a puzzle, you lose a percentage of your time, and the clock ticks faster.

**Key Features**

Fast-Paced, Intuitive Puzzles: The puzzles in the game must be solvable within a few seconds, and must be easy to make mistakes on if the player is rushing. These puzzles must be solved in order to move from room to room, and must come in several varieties. The goal of these puzzles is to force the player to take a few moments to make sure they give the correct solution, instead of giving into tension, rushing, and making mistakes.

High-Tension Environment: Part of what makes the game tick is the slowly mounting tension of the situation: you are in an abandoned house, being tracked down by whoever—or *whatever*—lives there. This element puts further pressure on the player to perform, lest they get caught.

**Genre**

*Keep Calm and Carry On* is a top-down puzzle role playing game with horror elements. Additionally, the game serves the purpose of instilling in the player an anxiety battling response that can be applied to scenarios outside of the game—ideally, this mentality should be transferrable to anxiety inducing situations in real life.

**Platform**

*Keep Calm and Carry On* is intended to be played on a computer.