# Game Pitch Document

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**Title:** *[The Bunker]*

**Genre:** *[Survival Horror]*

**Style:** *[2D pixel art noir]*

**Platform:** *[Initial : PC, Potential : Console]*

**Market:** *[Survival Horror fans, older gamers]*

**Elevator Pitch:** *[2D survival horror game, where you're trapped in a Cold War bunker during a virus outbreak. Scavenge limited resources and solve puzzles, while the former residents hunt you. Uncover twisted secrets Can you escape, or will the bunker consume you ?]*

## The Pitch

### Introduction

The bunker is a horror game from the top-down view. The protagonist is stuck inside a bunker. They have to manage to solve it's secrets to progress and escape, while dealing with enemies, avoiding security measures, and carefully managing resources.

### Background

Resident Evil 2 remake was seen as a great success from both critics and fans, so was a smaller game called Darkwood. Survival horror games are far and few between, while having a large fanbase. I want to continue with what made these games so great and expand on it.

### Setting

It takes place in the early 2000s in an isolated underground research bunker. It is surrounded by harsh wilderness and snow storms make it hard to leave or enter. At the start of the game an incident happens, which causes a virus to spread, turning residents into mutated variants of zombies. The only hope for our protagonist to survive is to make it through the sections of the bunker and reach the subway transit system.

### Features

- Horror with high tension(hitting weakpoints of enemies, slow but numerous zombies, not being able to kill everything, fight or flight)

- Survival(lost health needs to be brought up by healing items, limited save points, grid based inventory system, inventory management, decide what to keep and what to leave behind while being able to come back for it later, limited resources, larger weapons and more powerful items take up more space, puzzle items take up space...)

- Puzzles(not frustrating or hard ones, they should guide the player to explore, hints for harder puzzles, putting the escape puzzle right in front of the player at the start of the game for a sense of progress)

- Shorter experience focused on replayability(challenges, prestige, bonus content)

- Meaningful progression(weapon upgrades which change the behaviour of said weapon, keys which grant access to easier backtracking and more exploration, gadgets which provide a way for the player to turn the bunker into a less hostile place)

- Three protagonists influencing each other's journeys based on who you play first(x was here earlier, A happened, so y experiences the aftermath)

## Genre

Top-down perspective, survival horror, puzzle solving.

## Platform

PC release comes to mind first. The top-down view controls really well on consoles, so that is a possibility.

## Style

The style should stay grounded in reality, except for the later parts of the game in which you uncover some of the bunker's secrets. The bunker itself is going to have distinct sections(multiple research labs, medical bay, living quarters, etc.). The enemies should at first follow the standard zombie tropes(infection through bites, slowly walking, etc.) and then evolve into more mutated variants over the course of the game.
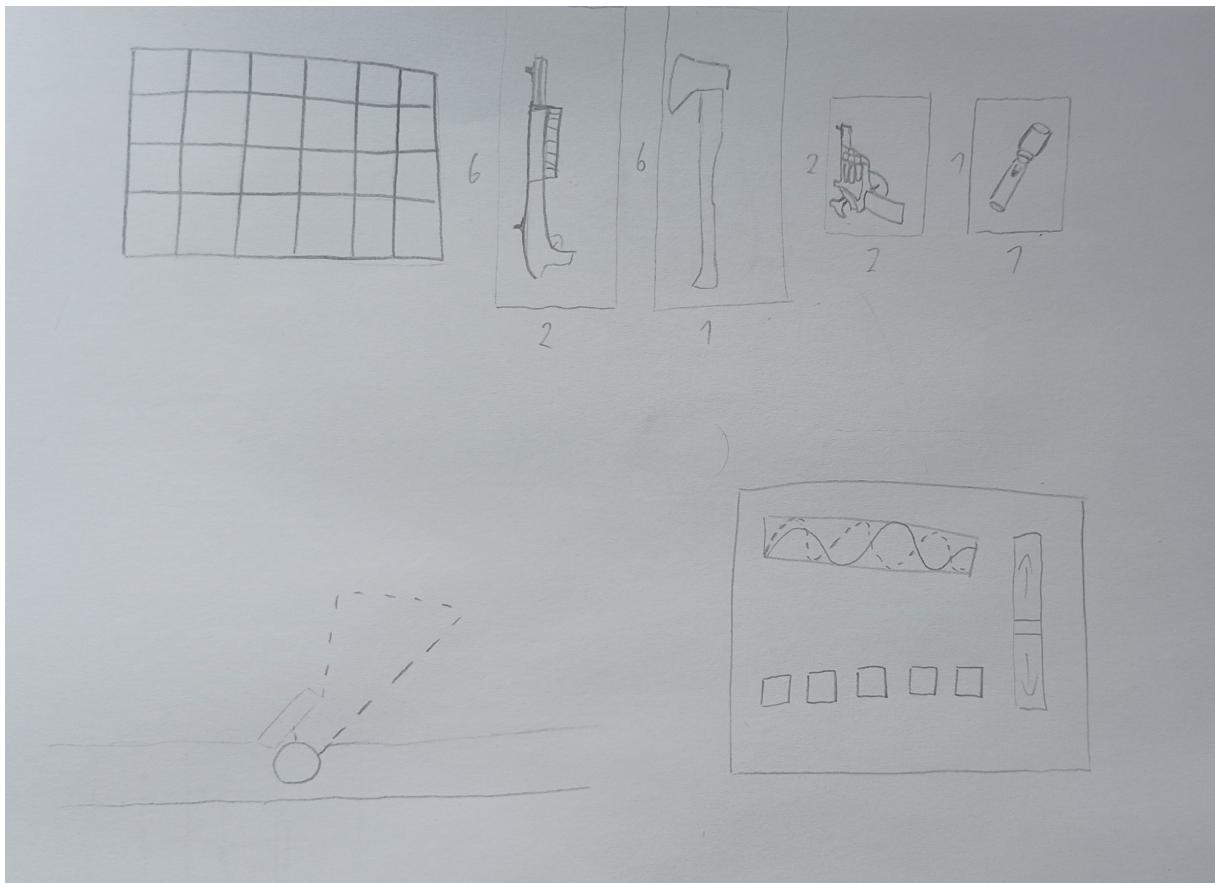


Inventory management, limited view, puzzles