

# Game Brief

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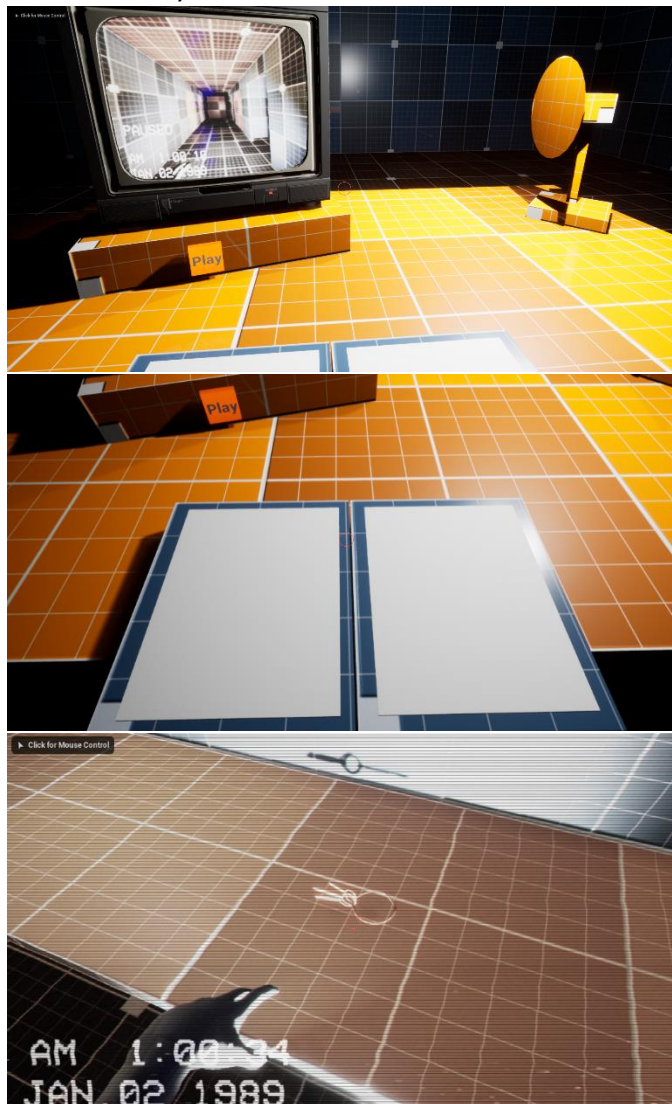
## Goal Summary

Deliver a small, short immersive-experience game lasting roughly 2 hours with potential replay value in the style of a meta game (an example is Doki Doki literature club where game provides with editable file and when entering back into the game, changes flow/outcome from a standard game launch).

- Theme: Horror/Thriller walking simulator
- Location: Office (Main menu)  
Single story house or apartment (In-game)  
*note: Also open to other areas if required for plot such as dimensions or expanding into different areas or diversity*
- *Note to self* - KEEP IT MINIMAL. NO FEATURE CREEP.
- Gameplay time: 1 hour for main path and more if player decides to explore more/intrigued by plot points/outcomes.
- Developed with minimum assets that require heavy work such as characters with voice overs and elaborate set pieces as possible.
- Mainly focused on playing through via a mid-90s recorder.
- Date of the game world will be within the 90s, if we are doing time travelling it will only be a few years past and future. Nothing drastic like 100 years.
- Plot doesn't necessarily need to be 100% pure horror as it is the presentation delivery that provides the horror theme, a thought-provoking plot would be the most ideal that troubles the player or makes them question (in a good way)
- On plot delivery in-game, keep it open to interpretation as possible but not too vague or straight to the point.

## Gameplay Elements

- Player will be in two states: Interactive menu (static movement with clamped rotation and interaction limited to point and click) and watching a tape (in-game, player will control movement). Rigged animation sequence for transitions in between.
- Interactive Menu in world that links to in-game interactions.
  - The player will access this on launch or when pausing the game.
  - This can deliver some form of notes to keep track of what has occurred, clues to puzzles/plot and other elements. Examples would be like newspapers appearing on the desk in the menu, sticky notes, letters etc. Below is an example with a notebook where player has picked up a key in-game and when pausing, the notebook has added an entry.





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- Minimalistic item pick up for crucial/main path items, no form of front end inventory. (Actor destroyed on interaction)
- Examine items that may have small interactions.
  - Example would be a picture frame, when interacted with the frame would move to the centre view of the player, it can be rotated and if player clicks on a certain point on the frame an animation will play and display clue/plot point. (examples would be like from Tomb Raider reboot and The Room series)
  - When player is done inspecting, item will animate back to its original transform or pre-set “examined state” transform in world space.
- Opening doors.
- Basic viewing out of windows (very likely with no interaction/transitions as windows will be masked with heavy rain)
- Opening drawers etc
- Closing doors – **subject to change.**
- Flashlight – **subject to change.**
- Sprint – **subject to change.**
- Timed exploration/interaction. As player is “watching a tape”, there will be a hidden time element and at the end, the tape will cut and place the player in a different location in the house with changes to environment, date/time stamps and out come of their previous actions.

### Puzzle Proposals

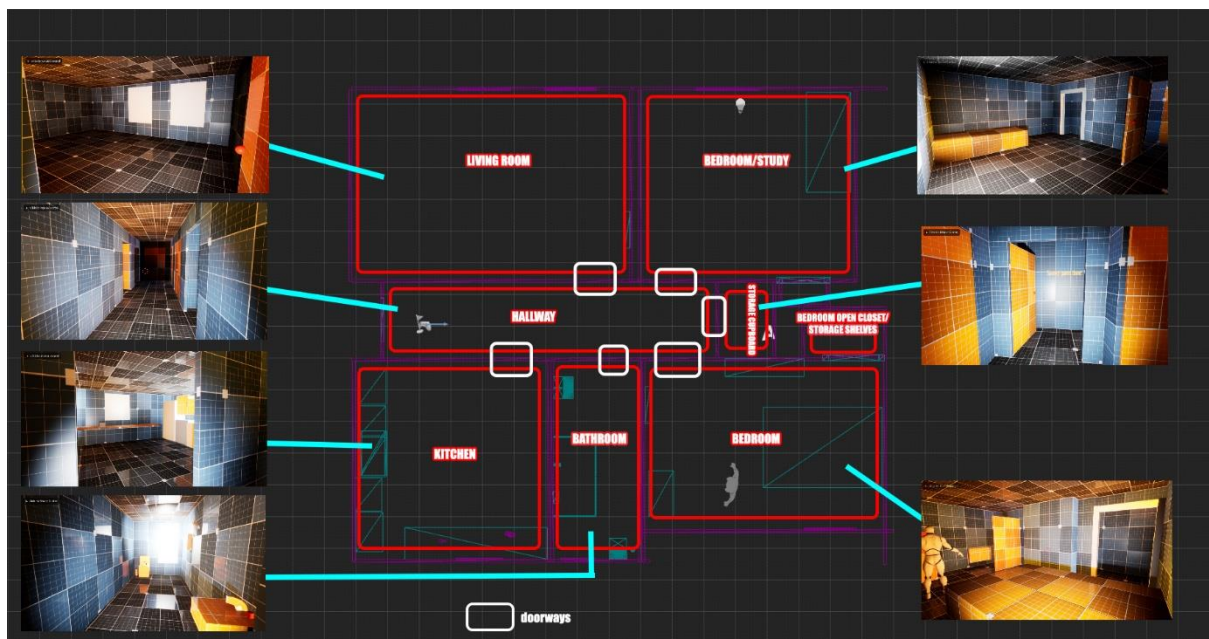
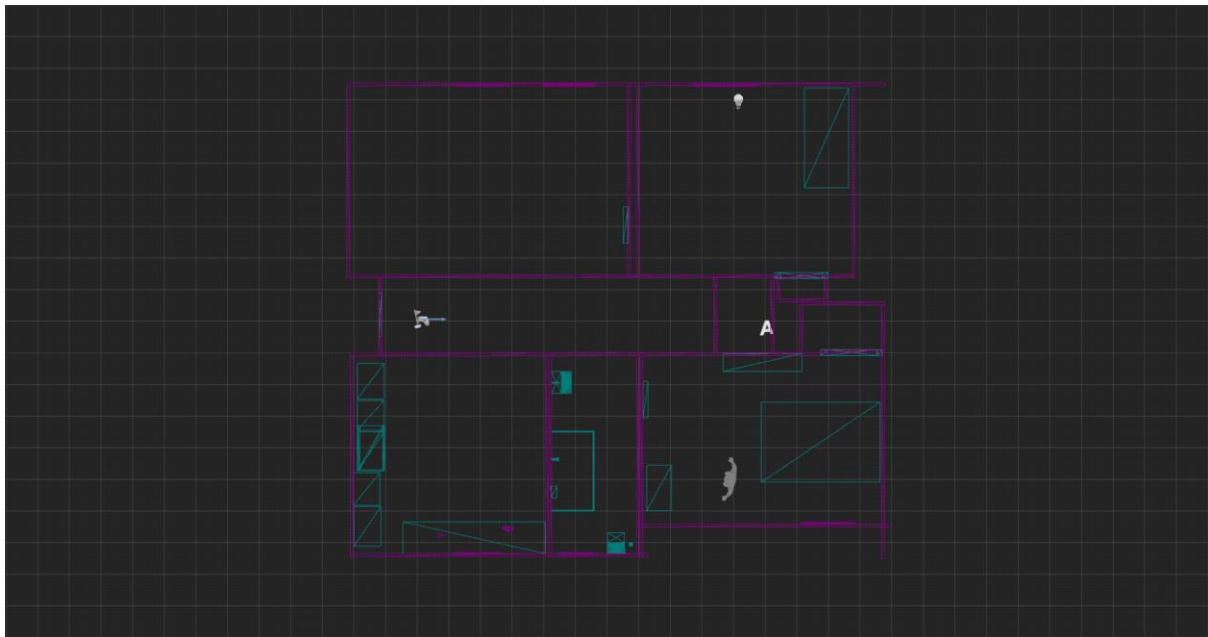
- Combination Padlock (with clues set in environment or hidden in places)
- Basic Find ‘A’ to open ‘B’
- Time travel puzzles – Simplistic style of where if X was removed from past then X would not exist in future. Plot reliant and can determine ending depending on interactions made of set Main path items. – **subject to change.**
- Text file generation. – This will be the meta part of the game where if player makes certain edits to the text file say it’s a note for example from someone in the future and if player makes the correct edits then on next game launch, it will start differently, continue on from set point or change aspects of the game. – **subject to change.**

## Horror Factors

- Environment audio, passive noises. Neighbours above etc. Potential for stopping audio to show that something has gone wrong.
- Subtle audio spikes – **subject to change**
- Scary/cloaked figure that teleports from place to place in random distances, sudden appearances. – ***subject to change, story dependant***
- Jump scares (as minimal as possible, ideally none).
- Lighting
- Drastic environment changes
- Plot points

## Map layout/Environment

Setting/theme will be based in 90s, flexible on states on the interior of the house such as abandoned, messy, and fully furnished.



## Story Draft

**NOTE: This is only a personal draft which is what I currently have in mind, can be used to edit upon or removed entirely for a different draft.**

### Prologue:

Two brothers (let us say Adam and Tom for now) who have started their own private investigation firm.

Tom is missing whilst investigating one case and Adam has since been trying to find him for years, only clue he has is that a private tech company hired Tom to seek out an ex-employee that has stolen technology (a box capable of time travel) from said company and wants it retrieved.

Adam receives a package containing a VHS tape one day with no note (will need to convey in some way that the tape is from Tom's perspective, perhaps written on the VHS tape). On starting the tape, player will start in a room to show that Tom has broken into ex-employee's house. Here is where the game starts.

*Player will play through the game learning on the possibilities of what occurred to Tom.*

*From the actions of the player whilst playing the game, will affect the visual layout of the menu such as appearances of items and environment changes.*

*Ex-employee will appear as a dark hooded figure holding a small box that allows him to time travel appearing suddenly in random places that the player will see, for scare factor and plot. Ex-employee knows that Tom has broken in to steal back the box and possibly attempts to remove Tom from the equation of breaking into/existing.*

## Game Flow draft

Phase 1: [ Gameplay ]  
X time before tape cuts to phase 2

Phase 2: [ Gameplay ]  
X time before tape cuts to phase 3

Phase 3: [ Gameplay ]  
X time before tape cuts to End phase

End Phase: [ Ending ]  
Game ends and provides ending depending on interactions made by player.