

Platform: PC (possibilities for consoles)

Genre: Survival horror

Target group: 16+

Controls: Mouse & keyboard/controller/VR controllers

Monetization: Single purchase, possible DLC with their own narratives but take place in the same world

The main character is named, not customizable but there could be a possibility to choose the gender, which would change the voice and some in-game dialogue. There is little customization so the player follows the story through the character's eyes and it makes for a more powerful story.

VR is possible, but would require a complete revamp of the game structure, as in current VR technology it is very difficult to create smooth and natural movement. Walking in the game without walking in real life defeats the purpose of VR and having to be mindful of one's surroundings in the real world takes the player out of the game which ruins the experience.

Possible solution for VR would be to limit movement to climbing only, which leads to changing the narrative as well as the environments to accommodate a climbing main character. This, however, would lead to some unique experiences such as having a creature chase the player up a wall and they would have to climb up to safety.

Actions the player can make include walking, running, jumping, crouching, climbing, interacting via dialogue as well as inventory items.

No combat actions. This makes the horror elements stronger and increases tension during the game overall.

Jumping is used for environmental puzzles and not having the ability to jump in a game with climbing makes no sense, and could make the experience worse for the player.

Crouching quiets the footsteps and slows the player character down, making being detected harder.

Climbing comes into play in certain areas in the game. To avoid the player from trying to climb everywhere and become frustrated when it doesn't work, the spots where climbing is possible will be made clear with environmental details. Places where it is not possible can also share some easy-to-notice traits. For example, walls that cannot be climbed can be extremely smooth and it could prompt a voice line from the player character. The walls can also be brittle and break upon contact of climbing picks.

Interaction via dialogue is possible with friendly characters and always prompted by the NPC. Dialogue does not pause the game or freeze the player in place, and walking away from the NPC will end the conversation. Dialogue options will be selected with different buttons and there will only be a maximum of two options available at any time. The player cannot interact with hostile creatures in any way, except for the final creature at the end of the game.

Using inventory items on game world objects is possible, but only certain combinations will lead to any results. Combining inventory items is also possible, which will lead to more complex in-game puzzles and require the player to explore more to find all missing pieces first.