

## ***Game proposal***

Name: Echoes of the Unknown  
Genre: post-apocalyptic rpg  
Number of players: 1  
Target audience: anybody who's interested in a good story!

### **STORY AND SETTING WISE**

- Game is set in a post-apocalyptic world. Player's character is an explorer.
- The twist is, character remembers nothing about their past due to the trauma. His past is revealed to the audience throughout the whole game as character explores themselves from different angles.

### **BASIC MECHANISMS**

- **Choices**
  - Player's choices would actually have an impact on the story.
  - Some choices would be time limited to involve player's instincts.
- **Fights**
  - Character must fight threats from this world (variants of zombies or worse – people who survived and are willing to do anything to keep it that way).
- **Improvements**
  - Better weapons, clothes, supplies to survive or improve the quality of living, looks...

### **GAMEPLAY STRATEGIES**

- Player can create their own personality of the character. They're reminded of their past and can be influenced by the flashback cutscenes.
- The decision to trust people they meet is important. If player decide to trust nobody and be on their own, they can master the full craft of survival. On the other hand, if player trust NPCs, they have to start playing social psychological games.

### **PLAYER EXPERIENCE GOALS**

- Exploring ⇒ ideally, map would be full of side quests/skills/minigames
- Mystery ⇒ finding out about the past, character's role in the world ending
- Getting better ⇒ improve skills (to survive, fight etc.)