

# IN THE DARK

## Game Description:

- *Description:* 3D horror game in retro style: 90s, VHS, PS1, low poly. The atmosphere of stalking the protagonist during the game by enemy, where the player will need to solve various puzzles, as well as the lack of direct contact with the enemy, something like victim-hunter, where the player is the victim. Stealth and all sorts of actions of the player, which can both "attract" and "distract the attention" of the enemy. Main idea of game that player should solve puzzles by finding hints to move to the next level. Hints that player could find are: visual(effects), sound, notes, parts of larger puzzle etc.

- *Platform:* PC

## Selling Points:

1. Interaction with world/bots
2. Creepypastas inspiration
3. Retro style immersion
4. Search for the solution

## Target audience:

- Horror fans who crave psychological challenges and deep, unsettling storytelling.

## Description of main features:

- *Game mechanics:*
  - Stealth and survival.
  - Interaction with the world
  - Enemy AI
  - Puzzles
  - Interacting with the enemy through the world
  - Player interaction through audio/visual effects
- *Visuals and audio:*
  - Retro graphics
  - VHS shaders
  - Immersive soundscapes
  - Interaction with object on level itself(like open something, taking items, turning on/off etc.), looking for puzzle`'s parts to solve level

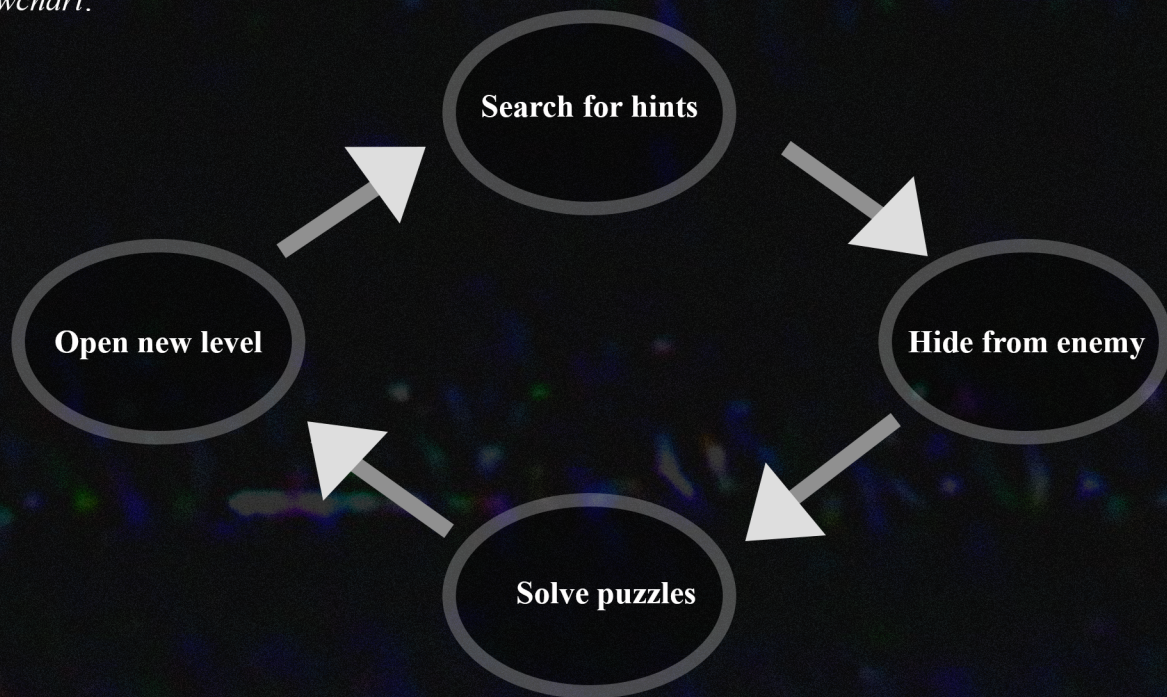
## Feature Priorities:

- **Must-Have:** core gameplay mechanics, retro aesthetics, puzzles
- **Important:** enemy AI
- **Nice to Have:** advanced interaction with the world, player actions affect the game, branching narrative, storyline behind the game



## Game Loop:

- *Flowchart:*



## Team Roles:

- Coder (everything + testing)
- Designer / Artist (evel design, texturing, puzzles design)
- Writer (story behind the game, plot, variants, dialogues/monologues)

## Description:

Player goes across the level, interacting with environment and object that places in level and try to find any hints to solve puzzles around the level to open new one. Player also hide from an enemy and distract him to get to his goal.

## The Competition:

- Basic of game idea is similar to Slenderman
- Indea of looking for the solution is similar to Survivirs: Viy
- Idea of stlking is similar to game Alien: Isolation





MANHUNT

REC  
SAVE



RESIDENT EVIL

Roku's cut