

Consciousness GDD

Game Identity / Mantra:

Realistic first person horror game set in an abandoned museum in a horrifying nightmare, while trying to avoid the monstrous "Curator"

Genre/Story/Mechanics Summary:

Gameplay Perspective:

Consciousness is a first-person horror game set in an abandoned museum haunted by an entity only known as The Curator. Players must rely on immersive sound design to avoid The Curator while collecting randomised totems for escape. The dynamic AI behaviour and atmospheric tension create a challenging and unique gameplay experience.

Story Perspective:

The narrative centres on a curator's pursuit of and entrapment of the player, leading to a cursed experiment that shattered the boundaries of consciousness.

The Curator draws its power from the player's fear. As totems are collected, The Curator sees that its grasp on the player is weakening, and so he ramps up his search and entrapment of the player in this hellish nightmare. The game combines strategic gameplay with a narrative-driven experience, immersing players in a chilling tale of redemption and survival.

Design Pillars:

Atmosphere and Immersion:

Create a haunting and immersive atmosphere that enhances the player's sense of fear and suspense. Utilize eerie lighting, detailed environmental design, and ambient sounds to set a chilling tone throughout the abandoned museum. The player should feel a constant sense of unease as they navigate the dark and decaying exhibits, heightening the overall horror experience. Engage the player's senses through careful attention to visual and auditory details, ensuring that every step and creak in the museum contributes to the overall tension.

Dynamic AI Behaviour and Sound Design:

Craft an intelligent and unpredictable AI character, "The Curator" with dynamic patrol patterns and behaviours. The Curator should adapt to the player's movements, making each encounter unique and challenging. Emphasize the importance of sound design by making the AI's footsteps a crucial element for survival. The player must listen carefully to discern the Curator's location and adjust their strategy accordingly. Implement a variety of audio cues to signal the AI's proximity, creating a tense and suspenseful atmosphere. The effectiveness of the sound

design should keep the player on edge, amplifying the horror as they try to outmanoeuvre the relentless Curator.

Randomized Totem Placement and Strategic Gameplay:

Introduce an element of randomness by placing the collectable totems, essential for the player's escape, in different locations throughout the museum. This ensures that each play through is unique, requiring players to explore and adapt to changing circumstances. Encourage strategic thinking by designing the museum layout to offer both hiding spots and vantage points. Players must balance the need to collect totems with the risk of encountering the patrolling Curator. Implement a tension-inducing resource management system, where players must decide when to move, hide, or risk exposure to collect the necessary totems. This design pillar promotes replayability and adds depth to the horror experience, as players must continually refine their approach to successfully escape the museum.

Interface:

There will be no UI in the game, this is to help with the setting / keep the UI completely free / the game doesn't require a UI anyway.

Music/Sound:

There will be little to none in terms of music, only the main menu. The player is heavily dependant upon the sound design to pinpoint the location of the "Curator" such as his loud footsteps or other sound effects. So sound design and its implementation will play a crucial role when designing and testing the game.

Other:

Platform: Web / Itch.io.

Audience: 16–24 /Male/Horrors, FPS.