VOID PROTOCOL

A top-down, 2D style horror game

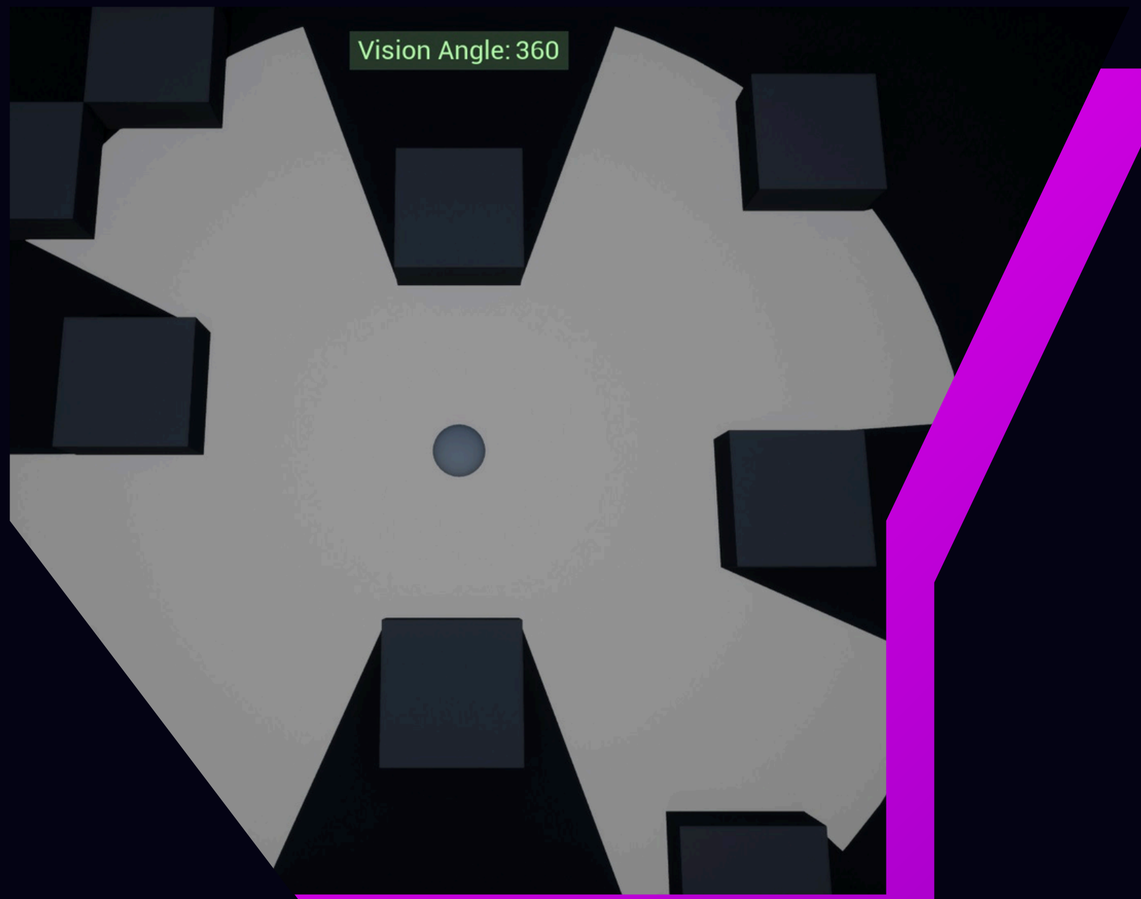
HOW DOES THE GAME PLAY?

01

This game will be a top-down, 2D maze escape game featuring various puzzles to progress through different areas. A key design element I like is the line-of-sight mechanic, where the player can only see what's directly in front of them, encouraging exploration to navigate the maze.

02

The maze will begin at the center, and the player must navigate through it by solving various puzzles, such as pressing buttons to open doors, finding keys, and matching color sequences. Along the way, they must hide from enemies determined to block their progress and prevent their escape.



WHAT CAN THE PLAYER DO?

01

The player can move and interact with switches and buttons. While they can't eliminate enemies entirely, they can temporarily stun them to escape and hide.

WHAT SHOULD THE PLAYER DO?

01

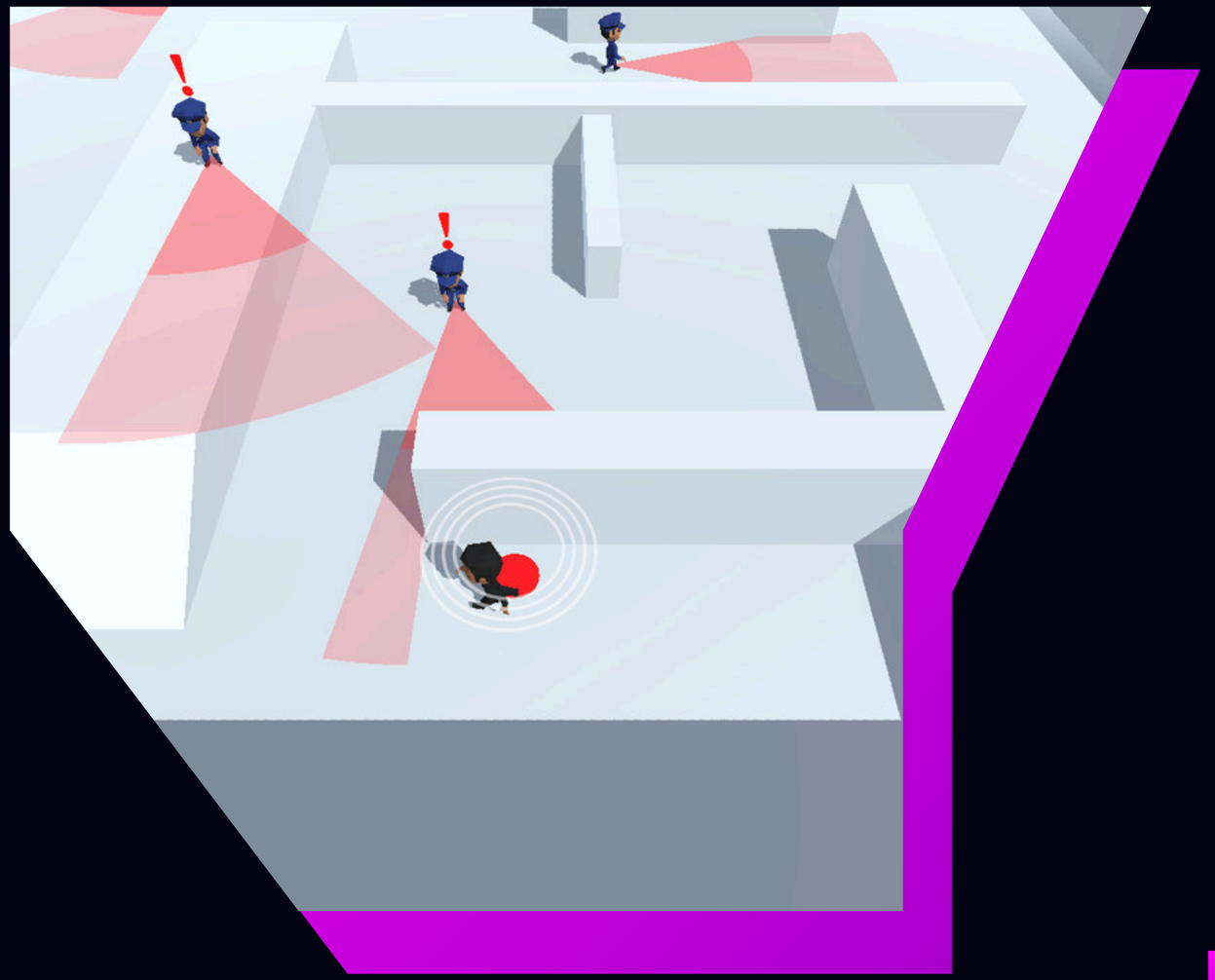
The player must navigate the maze-like map in search of an exit while avoiding enemies at all costs. If caught, they will be sent back to the last checkpoint. The player can find items that they can use to temporarily stun enemies and help with their escape.



HOW WILL THE GAME REACT TO THE PLAYERS INPUTS?

01

I want the movement to have a smooth, gradual transition when the player presses the WASD keys. For example, pressing 'D' to move right will create a fading effect into the movement, making it feel fluid and natural. I think this will enhance the overall gameplay experience and make it more satisfying to play. The characters view will be controlled using the mouse.



HOW DOES A SEQUENCE OF PLAY UNFOLD?

01

The player begins in a dark room with only a small light in the corner, which they can pick up. To escape, they must explore the area and find a key. As they progress through multiple rooms and areas, they must carefully avoid crossing in front of nearby enemies. Along the way, they can also discover items to temporarily stun enemies if spotted.

HOW DOES THE GAME STOP OR IMPEDE THE PLAYER?

01

Enemies will roam the maze at random, always looking for the player. If they spot them, they'll chase them, and the player will have to either run, hide, or use items to briefly stun them. To make it further into the maze, the player will need to find and press buttons to open doors and unlock new areas, slowly working their way towards the escape.



WHAT ARE RULES OR LIMITATIONS OF THE GAME?

01

The player can only see their immediate surroundings, making exploration risky and requiring caution. I also want to include some enemies that are blind and rely solely on sound to detect the player, but I’m still figuring out how to implement this mechanic properly. I want the game to rely a lot on sound so the player will hear the enemies usually before they can see them

PREMISE OR SETTING, PLOT, ART DIRECTION OR AESTHETIC

01

I want this game to take place in a post-apocalyptic maze, with horror elements. The halls will be dark, eerie, and desolate, creating a haunting atmosphere. The enemies will be robot-like creatures, which will allow for some interesting lore to be created, leaving players to question what caused the downfall of the landscape.

SOME INSPIRATIONS:











