One Sheet Concept Document (Overview/Executive Summary)

Working Title: Mansion of Doom
Target Platform: PC/Xbox One VR option
Target Age: 13-up (ESRB T Rating expected)
(NB: ESRB does now rate Mobile games)

Game Overview: Michelle, a college student, wakes to find herself alone in a room in a strange house. Beside her is a mobile phone and an invitation to a sorority party. As Michelle explores the house she discovers that she is part of an age-old hazing ritual from her sorority and she must stay for three nights in the house. Using their wits and quick reactions the player must solve puzzles and avoid the ghoulish residents. Can the player outwit the mansions denizens and the twisted sorority sister's rituals to become president of Kappa Alpha Omicron? *(descriptions should include a beginning, middle and end story if applicable).*

Game Outline: A 3d suspense/exploration puzzle game. The player character can pick up a variety of objects to aid in puzzle solving and 'ritual' completion. The player's phone can be used as a flashlight and photo device as well as noise maker to distract enemies and to redirect their gaze. It can also be used to aid in puzzle solving as it has one app on it 'KAO', which is supplied by the sorority and contains clues, maps and background (it also show hiding places, in-game objects and 'safe'/save points). Enemies in the game are ghoul-like monsters that 'guard' the mansion's secrets and will attack the player on sight reducing their health (eventually to a point where the player-character passes out and restarts in a different room of the house with no possessions except the original ones).

(You do not need to go into a lot of detail here, covering player objectives, gameplay elements and the genre of the game is enough)

Game Hook (USP-Unique Selling Points):

- o Setting takes tropes from known horror movie fiction, strong female lead character.
- o Mobile phone is lifeline to gameplay and is an in-game UI/HUD
- o (Online) Other players can leave messages on player's phone. Messages are benign or harmful.
- o Game can be played in VR immersing the player into the character and environment.
- o (Online) Co-op mode to get through the puzzles or PVP to become President of the Sorority.

(Game 'hooks' are the unique and 'cool' features that set your game apart from others in the same genre. This could be innovative physics, story or anything that sets it apart. Do not use more than 5 of these)

Competitors:

Life is strange (2015. Dontnod Entertainment), *5 Nights at Freddy's* (2014. Scott Cawthon), *Outlast* (2013. Red Barrels Studio), *Fatal Frame* (2001. Koei Tecmo).

(List games that a publisher/developer would know, successful ones and well known ones especially – indie games that were awesome but only had 20 players would not reflect well on your game if you were seeking funding).