

THE DARK
INSIDE



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A High Concept Document

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HIGH CONCEPT STATEMENT

A dark and fast paced survival horror, with an average Jane as the lead who discovers dark secrets in her past which lead her on a sinister voyage for the truth.

VISION

The Dark Inside will feature a storyline which will hook players in and not let them go. They will feel compelled to learn the fate of Jane as she discovers the truth about her family origins.

This game will provide an interesting blend of shooting, puzzle solving and exploration mechanics. It will also feature a hidden object gameplay mechanic, where the player must search out useful items for their quest.

The player can use the Playstation Move controller or the standard dual shock with Six-Axis elements of gameplay. They will have to pickup and examine objects, defeat enemies and solve various puzzles.

FEATURES

- Third and First person survival horror.
- Fast Paced Action sequences.
- Suspenseful, sinister and very scary.
- Interesting Characters.
- Hidden Object puzzles.
- Play entirely with a Move Controller or a standard one.

PLAYER MOTIVATION

The player will be introduced to Jane and discover that she has no memory of her life before the age of 12. Jane has tried many ways to retrieve her lost memories, but has always been unsuccessful in her endeavours. She has learned to live with the fact that she has no idea where she came from, or who her family are. She does not even know if her name is Jane, that's just what the police called her after they found her.

One evening while Jane is at work as a waitress in the local diner, a strange man comes in for coffee. He recognises Jane and tells her that she looks like her mother. Jane tries to get the man to tell her something, anything about her life but the man just leaves.

Jane follows him and this leads to the journey of a lifetime.

The player will follow Jane as she discovers the truth about her past and her family.

GENRE

Survival Horror

SECONDARY GENRE

Puzzle

TARGET CUSTOMER

Lovers of survival horror games and also horror movie fans. This game will feature sinister and suspenseful moments which will make the player jump throughout.

Players of hidden object and puzzle games will also be targeted. The Dark Inside will employ the hidden object mechanic in a new way. Players will be able to explore the gameworld like never before.

COMPETITION

Similar games in the market include Resident Evil and Heavy Rain but this game would combine elements from both to create something new.

Previous hidden object games have been very static. This game seeks to bring the mechanic into a more 3D game world.

UNIQUE SELLING POINTS

- Use of Six-Axis and the move controllers.
- Hidden Object Puzzles used in a new way.
- Sinister Storyline will hook players in.
- Players will be able to put themselves in the game via a Playstation Eye Camera.

TARGET HARDWARE

Playstation 3 Console

DESIGN GOALS

A super storyline to envelop and spook the player. A level of interactivity not seen before in survival horror games using six axis and the Playstation Move.

The player will be able to put their face on to the player character using the Playstation Eye Camera. This will mean that if they position their player character in front of a mirror or reflective surface, they would see their own face looking back at them.

A new use of Hidden Object puzzles in a more explorative setting.

CHARACTERS

Jane was 12 years old when she was found by police wandering down the side of the highway. She had no memory of who she was and where she had come from. The police searched for months for her parents, put out newspaper articles and held press conferences, but no one came forward to claim the little girl. She became known as Jane after the police had no idea what to call her, so just used the standard 'Jane Doe'.

6 months on Jane is adopted into a completely average, run of the mill family and settles in to an average life. But life always reminds her of all the things she doesn't know and may never do.

