

# Feature Roadmap


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Hey! These are components that are, or likely will be, integrated into the game. Some may not be processed in any detail (yet), so feel free to suggest both new additions and/or more details to the already existing ones.

Extra Links:

[Discord Server](#)

[GoFundMe](#) (To cover distribution fees)

 Backrooms Gameplay

Current/Base Release Features:

1. Single Player
2. Realistic Rendering
3. Detailed, Small Map Including Several Levels
4. Ability to Walk Around and Look at Things
5. Some Physics-enabled Objects
6. Hints that an entity exists
7. Procedural Content Generation
8. Entity On/Off feature

Necessities for Full Release:

1. Multiplayer
2. Expansive Map Size Upgrades
3. Ability to Carry Objects
4. Entities (I'm not disclosing more, but it won't be overdone :)
5. Better, Dynamic Movement

Future Additions:

1. Cheeseburger
2. Removable Ceiling Tiles
3. Areas (levels are not applicable)
  - a. Level fun
  - b. Mansion/neoclassical level
  - c. Dreamcore level
  - d. Bright grassy level
4. Missions as an Async Employee

5. Incorporation of real-life locations
6. No-entity mode
7. Rubber duck
8. VR support
  - a. This will require a VR headset, a lot of work, and potentially a new GPU. Probably not happening yet 😞
9. Opening cutscene (like Kane Pixels' videos)
10. A looping area, a zone that keeps repeating itself, until something happens and then you're not there anymore
11. Levels without entities, as the entity is the level itself. This can be made clear using several techniques.
12. A 'broken' area
13. Packaging for game consoles
14. PCG (random room generation)
  - a. Already partially implemented
15. Chance-based entity
16. Real life (hobytown outside) escape. Maybe the outside of async looks like that?
17. Ability to choose from original belongings
18. Logs/journals from other players
19. Hallucinations
20. Looping level
21. Poolrooms
22. Solvable strategic puzzles
23. Farm, self-sustain
24. Survival type strategy
25. Thalassophobia inducing environments
26. Full level transition randomness
27. Location change behind back
28. Story-driven Plot
29. Easter eggs
  - a. JoeMcSmhoe written on wall
  - b. Kilroy was Here

### Notable Ideas (May be copy-pasted from Reddit comments):

1. Maybe try to incorporate a larger theme in the background, or a larger story? Whether than be childhood trauma, loneliness, anger/hate, or other negative experiences that a lot of these backrooms videos play off of.
2. You could have children laughing echoing in the halls, messages scrawled on the walls from others trapped but long dead, music from decades ago playing on a record player you can't turn off, eyes moving in paintings, etc.

3. The world obviously needs to convey a near-constant feeling of uneasiness and fear of the unknown (and I think that a little bit of that should still exist inside safer areas like settlements). This could not only be achieved with the right filters and ambient sounds, but also with just the right amount of randomness. Sporadic sound effects and short, ominous songs could play randomly, under no obvious conditions (think Minecraft and its cave sounds); a low chance of a certain door or hallway to lead you to a different place than you'd normally expect (since many levels present non-Euclidean behavior), or even warping you to a different level (even to more dangerous ones). But be mindful of not letting this turn your game into an unfair experience! There could be a very short time window during which the player has to notice something is "off" about said door/hallway (perhaps through visual and/or auditory hints) before it's too late to turn back. Something to keep them on edge. Or perhaps, to give them hope to escape from a dangerous level.
4. Speaking of levels, I wonder how feasible it would be to use procedural generation for most of them. Having every instance of "Level 0" present a different, unpredictable layout for every single player would not only help with our goal of uneasiness, but also is compatible with the fact that no two people seem to appear in the same spot when entering many of these levels.
5. While exploring, stumble upon a peaceful yet cautious human every now and then (depending on the level we're at, of course), with varying degrees of depth. Seemingly lifeless people are a must, yet humans you can reason with can be good to break the monotony and the feeling of loneliness, albeit temporarily (there are lots of good examples of this in videogames, the one I'm thinking of is the very first friendly NPC you encounter in Dark souls 1). Have some of them ask favors from you, most of which would be rewarded (keyword: most. Some people are stingy; some others are liars. Perhaps try to haggle and/or intimidate them to make them budge?). Don't be afraid to make some of these people have a slight chance of disappearing under mysterious circumstances, or perish to an infection, wound, side effect from a mysterious food/drink, etc. The Backrooms are seemingly endless anyway, you'll probably encounter another lost soul at some point. Of course, not everyone will be willing to help: many will prefer solitude out of fear; others, will do whatever they can to loot your precious belongings.
6. Present various logs from other adventurers (either long dead, recently dead, or even alive: you could obtain those through not-so-ethical means) that can offer valuable survival tips, discovered passageways, and lots of flavor text (lore, and personal experiences). People tend to be quite transparent when writing things down for

themselves, so play with the writers' fears, unpredictable afflictions, and of course, their sanity during their days inside the Backrooms.

7. Entities, specifically the hostile ones. I like the idea of their presence not being obvious, but rather heavily implied through lore, conversations with other humans, scattered corpses, agonizing/blighted people, and the occasional visual/auditory cues that would come up the further you stray from the safer areas. In general, you could make them seem intimidating, chaotic and way stronger than what a mere human could manage (perhaps draw some inspiration from Amnesia the dark descent?). Try not to fall into the usual sin of turning the game into a fleeing simulator though! (with notable exceptions such as the "level !"). Make the player feel like they have control of the situation, even though in reality you don't see the entities: entities see you. It's on them to decide whether you live or not. And that depends on how bold you become with your actions, and how many warnings you decide to ignore before it's too late.
8. So, for the most part, you'd be able to avoid encounters with hostiles. However, the real menace here are the levels themselves. The Backrooms are like a living, breathing thing, constantly changing and presenting imminent dangers in the most various forms, some of which are well documented, and some others, to be discovered by the player.
9. Thankfully though, there are safer levels in which you can set your own "home". Granted, nothing will assure you that your stuff won't be stolen or eaten after you leave, so you'll probably need to think about what to carry with you during your expeditions. But at least you can slowly expand your place until you feel sufficiently safe inside (will that ever happen though?).
10. But why would you venture outside the safer areas? Simply because you need to survive. No place in the Backrooms offers absolutely everything you need to thrive. And even if you do, there is probably a catch in there somewhere. Remember, this place can be a bit unpredictable sometimes. There's always something you'll need to get which, unfortunately, is out there. Quite like in Don't Starve Together, where the enemy seems to be the world itself. So, allow the player to settle down and build their place (and even make others move in with you so you can help each other), without making it feel like you're playing The Sims.
11. Don't forget that you should also be able to achieve a sense of progression, too! Either by exploring levels and completing your own atlas; or by assembling pieces of lore inside your own journal; or registering known entities in a bestiary; or unlocking different crafting recipes for tools, food, furniture, weapons, clothing; or earning various collectible tokens through different achievements within the game, some of which may or may not give you advantages to make your life a tiny bit easier... Or all of the above!