

Game Proposal

Concept and Purpose

“The Game Is Still Running” is a short 2D platformer where the player controls Subject-00, a forgotten character stuck inside an abandoned, unfinished game project. The game is about a creator who gave up — their unfinished world is falling apart, and the character inside knows it. The purpose is to let players experience the aftermath of a project left behind.

Game Overview (Brief Description of the Game)

You play as Subject-00, a test character who was never meant to be in the final version of a game. The world you explore is falling apart — full of bugs, glitches, missing assets, and broken code. As you journey through the game, you uncover messages from the game’s creator and slowly piece together why this world was left to rot. Your only goal is to escape — or at least find meaning in your own existence.

Story and Narrative (Plot, Backstory, and Story Progression)

The story begins in silence. You, Subject-00, awaken in an empty test room. A system voice greets you, but it sounds broken — like something that hasn’t been updated in a long time. You’re not supposed to be here. No one is.

As you move through the levels, you find pieces of the creator’s notes — frustrated messages, cancelled plans, and personal thoughts. The world starts glitching more and more. The levels become messier, enemies look like corrupted assets, and parts of the environment disappear completely. You find out the game was a passion project, left unfinished because the creator got tired, stressed, and started doubting themselves.

By the final level, everything is unstable. The creator has left one last message: they couldn’t finish the game, but maybe you can still do something — even if it’s just pushing the final button to make it all crash.

The ending is simple:

[REDACTED]

Game Objective (What Does the Player Need to Achieve)

Your goal is to reach the final room in each level and piece together the creator's story through scattered messages. Along the way, you fight glitchy enemy bugs that never got polished. You must survive each corrupted world and discover why it all fell apart.

Target Audience (Age Group, Player Interests, Etc.)

Ages 13+. Ideal for players who enjoy emotional or narrative-driven games, short experiences, and meta/4th wall-breaking storytelling.

Inspiration (Other Games, Media, or Concepts That Inspired This One)

- **OneShot** – for how the game talks directly to the player and makes you feel like you're helping someone real inside a computer.
- **The Stanley Parable** – for its clever use of narrative and the feeling of being in a game that is aware of you, guiding you (or misleading you) through its empty, unfinished world. The concept of choice and breaking the fourth wall.
- **Inside** – for its atmosphere and storytelling through the environment. The eerie, minimalist world and the unsettling feeling of being trapped in a forgotten space.

Dev Log #1 – Early Struggles

“Started work on this project yesterday. Feeling pretty good about it. The concept is solid. I think I can make something cool here. But... I don’t know. Everything feels more complicated than it should. The environment isn’t coming together the way I imagined. The mechanics are off.”

“I need to clear my head. Maybe I’ll come back to it tomorrow.”

Dev Log #2 – Growing Doubt

“It’s been a few days. I’ve been working on this project constantly, but it’s not what I thought it would be. I keep running into problems. Textures are glitching, models are incomplete. How do I tell a story when nothing feels finished? It’s frustrating. I keep thinking, ‘If I just push through this, it’ll all come together,’ but it’s not. It’s falling apart.”

“I might need a break... I don’t know.”

Dev Log #3 – Burnout Sets In

“It’s been weeks now. I can’t remember the last time I felt good about this. I’ve put in so much time, but the progress is so slow. I’ve tried everything to get back on track, but every time I make one change, ten more problems pop up. I’m exhausted. Mentally. Physically. Emotionally. I can’t keep doing this.”

“Maybe I’m just not cut out for this.”

Need more editing for log 4 and 5

Dev Log #4 – Frustration and Resignation

“I’ve spent every waking hour trying to fix the mess I’ve made, but I’m not getting anywhere. It’s not even fun anymore. It’s just... work. I just don’t have the energy to keep doing this.”

Dev Log #5 – Final Goodbye

“I don’t know how to say this, but I’m done. I can’t do it anymore. I thought I could finish this game, but it’s too much. I’ve put so much into this, but I can’t bring myself to finish it. I’m done. I’m walking away from this.”

“Goodbye.”