Картица 1

TROUGH THEIR EYES
Design document

Game Overview

- **Genre**: 2D Action-Puzzle Escape Game
- **Theme**: "You Are the Weapon"
- **Platform**: PC and (potential later adaptation for mobile)

The player embodies an alien symbiote trying to escape a high-security research laboratory after an outbreak sets it free. In its natural form, the alien is weak and slow, but it can possess human hosts, turning them into tools for its escape. The catch? The alien consumes its host from the inside, requiring the player to plan host switches strategically while avoiding capture.

Story & Setting

Setting

A futuristic research facility filled with scientists and armed guards. Red emergency lights, alarms. Each level brings the player closer to the surface, from deep underground labs to the facility's exit gates.

Narrative

Captured from an alien world, the symbiote was being studied and weaponized by the lab's scientists. During a containment breach, the creature seizes the chance to escape. The facility is now on high alert, with security forces, malfunctioning systems,... Your goal is to eliminate everyone in your way.

Core Gameplay Mechanics

Alien Form

- **Movement (W,A,S,D + mouse)**: Slow, crawling, and highly vulnerable to attacks. Minimal mobility and no offensive abilities.
- **Special Ability (E)**: Can leap onto and possess a host within a short radius, provided the host is unaware or distracted.

Host Possession

- **Host Benefits**: Each host offers unique abilities based on their role (e.g., guards can shoot, scientists can unlock doors).
- **Decay Mechanic**: The longer the alien stays in a host, the faster the host's health deteriorates, eventually dying and ejecting the alien back into its vulnerable form, if the alien is outside for too long it will die.
- **Stealth and Strategy**: Use hosts to bypass security, solve puzzles, or eliminate threats. Plan host switches carefully to avoid being left exposed.

Puzzles and Objectives

- Navigate through increasingly complex levels by solving puzzles and finding red-lit exit signs.
- **Examples of Puzzles**:
  - Use a scientist host to access a restricted terminal.
  - Possess a guard to disable turrets.

Enemy and Threats

- **Security Forces**: Guards with firearms, automated turrets (turrets can not be used as hosts). Guards have their patrol routes and if they see a player they will shoot, the only way to leap into a guard is to go behind it's back.

- **Boss:** A big automated turret that shoots more bullets, the only way to beat it is by using the nearby guards and shoot it.

Controls: WASD- movement, mouse-looking around, LMB- opening doors/shooting, E-leaping into hosts

Art & Style

- **Visual Style**: Pixel art with high detail and atmospheric lighting.

- **Character Design**:
  - **Alien**: A black, goo-like creature with glowing eyes, constantly shifting its form.
  - **Humans**: Expressive pixel art
  - **Environment**: Metallic, sterile labs.

Sound & Music

- **Sound Design**:
  - Alien: Wet, squelching noises as it moves or leaps into hosts.
  - Environment: Distant alarms, the hum of machinery, and echoing footsteps.
- **Music**: Dynamic soundtrack that shifts based on the situation—eerie and subdued during stealth, intense and percussive during chases or combat.

Level Design & Progression

To progress to the next level, the player must hunt down and eliminate every enemy lurking in the area. To get to the elevator a player must take the path forward marked by a trail of flickering red exit signs, cutting through the dimly lit corridors like bloodstains in the dark. The ultimate goal is to eliminate every single living thing in that giant laboratory and escape.