Game Design Emotional Canvas

Feeling:

Creepy

Adjectives:

eery, spooky, omnious, masabre, menacing sinister, cold, dark...

Overlapping feelings:

gore, existential horror, claustrophobia, feeling of helplesness

Opposite feelings:

secureity, saftey, coziness friendliness, wormth...

Player motivations:

Find shelter, be secure, find a safe place, get to light, survive, run away

General Aesthetic Guidelines:

Intentionally evoke the sense of insecurity. Evoke the sense of uneasy and discmfort. Force the player to move. Create an impression of danger that cannot be quite identified, that is always just beyod the reach of player's senses.

Gameplay mechanics:

-Artificial scarcity
-resources that need to be replenished, constantly: health, hungar, stamina, etc.
-perishable tools,
- deadly environment: crumbling stairs and floors
-trap doors and dead ends
-blocking the path of retreat
-changing environment
-disorientation

Items:

-Broken toys,
-medical instruments,
-empty bird cage,
-old photographs,
-withered flowers,
-stained and discarded clothing,
-chains

Location:

-Abandoned buildings,
-empty streets,
-crypts and cemeteries,
-old hospitals,
-derelict bathrooms,
-narrow corridors,
-confined spaces,
-old castles,
-ruined churches,
-dark forests, etc.

Narrative patterns:

-Strong persuasive tone,
-depersonalization,
-sense of foreboding,
-unreliable narrator,
-playing with instinctive fears
-macabre

Visuals:

Light and colors:
-darkness,
-dim fainth light,
-cold colors, etc.

Materials:
stone, metal, ceramic tiles, rust, wet surfaces, cold surfaces, reptilian skin, viscera, etc.

Audio:

-creaky floorboards,
-footsteps in the distance,
-heavy breathing,
-one's own heartbeat,
-clicking ofnsects,
-hissing,
-rumbling machinery, etc.

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