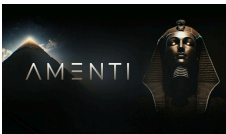


Research For Broken Lens - Game Idea

You're a photographer in a city obsessed with perfect images, where every photo you take rewrites reality. But the city hides a group of serial killers who treat murder as art. Your camera begins revealing their warped "creations," and when you capture them on film, you accidentally change them, making them more unstable, more obsessed, or fixated on you as their next subject.

Perfect shots make the killers stronger and the city more distorted. Imperfect shots weaken them, but tear reality apart. Caught between monsters and a collapsing world, you must decide what version of the truth you're willing to create.

Competitor Analysis - Analysing games on the market similar to Broken Lens

Game Title	Game Description	Similarity to Broken Lens	Source
We become what we behold 	We Become What We Behold is a casual point-and-click game all about news cycles, or rather, vicious cycles, and infinite cycles. Capture moments with your camera in this 5-minute game and see how the squares and circles react!	9	https://www.crazygames.com/game/we-become-what-we-behold
Superliminal 	Perception is reality. In this mind-bending first-person puzzler, you escape a dream world by solving impossible puzzles using the ambiguity of depth and perspective.	5	https://store.steampowered.com/app/1049410/Superliminal
Viewfinder 	Challenge perception, redefine reality, and reshape the world around you with an instant camera. Viewfinder is a new single-player game offering gamers hours of interesting and fun experiences while uncovering the mysteries left behind.	6	https://store.steampowered.com/app/1382070/Viewfinder
Amenti 	A photographer enters the Great Pyramids to photograph Pharaoh Rudamon's remains, but is soon overwhelmed by a sinister curse, as the ancient tomb awakens dark forces that claw at his sanity.	7	https://store.steampowered.com/app/3292260/Amenti

Platforms

PC	Easy to handle. Can have UI-heavy screens. Supports mouse/keyboard for precise selection. Easy indie distribution.	Limited “casual audience”
Console	Broader audience. Can be portable. It could work for a visual novel style.	UI-heavy games can feel cramped on TV screens. A branching narrative requires effective navigation by the controller.
Ipad/Tablet	Easy playability. Natural for scanning, taking photos and interactive puzzles.	Smaller audience and requires touch-optimised UI.
Molbie	Large potential audience. Ideal for casual, visual novel style	If the game is mechanically heavy, it may not work as well. Branching systems can be harder to manage.

Target Audience

Age: 18-35

- Maturity for themes- this game will deal with dark psychological content, moral and ethical dilemmas. Players under 18 may not be able to grasp the nuance and may find it too intense.
- Gaming habits- This game is more mechanically-driven, making it more difficult for a younger audience to complete specific tasks.
- Fast-paced- Player's will face many challenges they'll have to face when playing. Many challenges will be too difficult and too fast-paced for younger people to grasp.

Interested in light True Crime and the Paparazzi

- The game involves taking pictures throughout the city, playing as a paparazzi figure.
- This audience will get to be fully in the shoes of a photographer, which will intrigue more people interested in this topic.

Design, Look & Feel

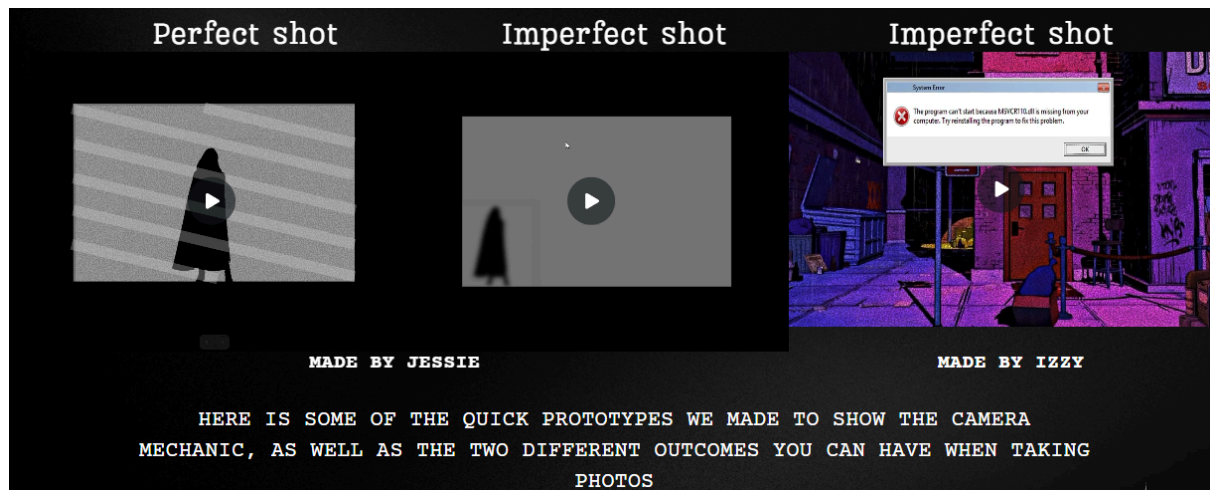
Colour Palette



Mood Board



Prototypes



Broken Lens

Genre:

- Mystery
- Investigation
- Puzzler
- Choice-driven

Platform:

- PC

- Console

Target Audience:

- Fans of mysteries
- True crime enthusiasts
- Players interested in photography and serial killers

Overview

You're a photographer in a city obsessed with perfect images, where every photo you take rewrites reality. But the city hides a group of serial killers who treat murder as art. Your camera begins revealing their warped "creations," and when you capture them on film, you accidentally change them, making them more unstable, more obsessed, or fixated on you as their next subject.

Perfect shots make the killers stronger and the city more distorted. Imperfect shots weaken them, but tear reality apart. Caught between monsters and a collapsing world, you must decide what version of the truth you're willing to create.

As you take photos, you realise:

- Your photos are changing the city for the worse.
- Imperfect shots can make or break the city.

Your job is to uncover what is really happening within the city. You have to decide whether to go down the perfect or imperfect route.

Core Gameplay Loops

1. Perfect Photography

- Take perfect pictures
- Pictures then distort reality

2. Imperfect Photography

- Take an imperfect picture
- Weaken the killer