

Grocery shopping game

Target audience

Young people and generally people that enjoy playing psychological horror games with a minimal narrative.

Essential experience

To make the player feel watched and observed at all times, always being alert while also trying to remember the items from a list.

The player should feel the desire to leave the grocery store as fast as possible.

Essential experience

My game is about the experience of doing groceries with social anxiety without forgetting the items on the list. Multiple obstacles will make you forget the list items.

Essential Experience:

- The player will be wary of every single person in their surrounding as any encounter can require them to beat a random challenge mini-game on a time limit, leading to wanting to avoid them and to to hurry out of there.
- Player will lose hp each time a challenge is lost.
- To make the player feel watched and observed at all times, always being alert while also trying to remember the items from a list.
- I want the player to feel like they can't appreciate the environment because they're too focused on the people.

Memorise and recall

The players will have to memorise a grocery list and manage to recall the items while stealthily navigating the store.

Stealth?

Player should be focused on avoiding as many people as possible to get to the items on the list. The player can “hide in plain sight” by behaving “normally” to avoid a potential challenge, if they fail to be “normal” a challenge will automatically commence.



Inspired by Metal Gear Solid's Soliton Radar, by Chris McBain



Seek quiet spaces

There should be quiet areas with no people to seek peace and slow down. As long as there is nobody in the field of view the player can recharge. When in these areas, a hint is received about the items on the list. Reaching this area wipes the presence of any people in the field of vision.

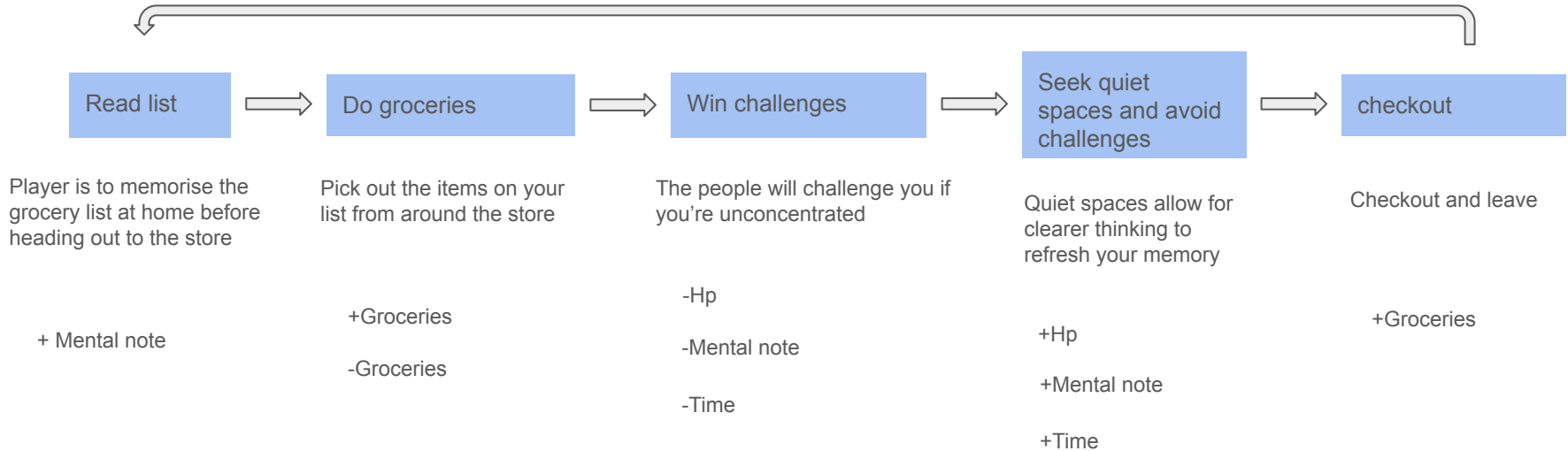


Aesthetics

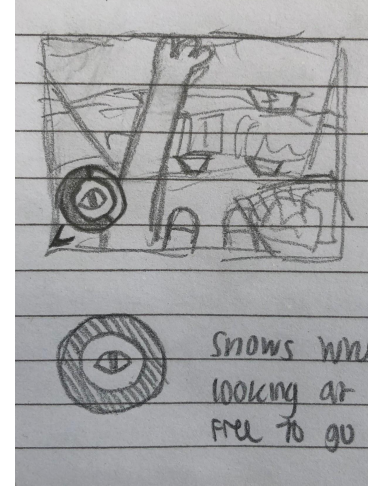
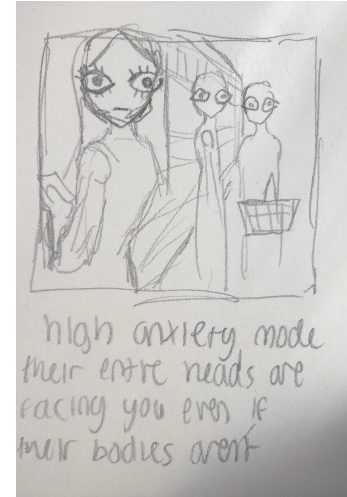
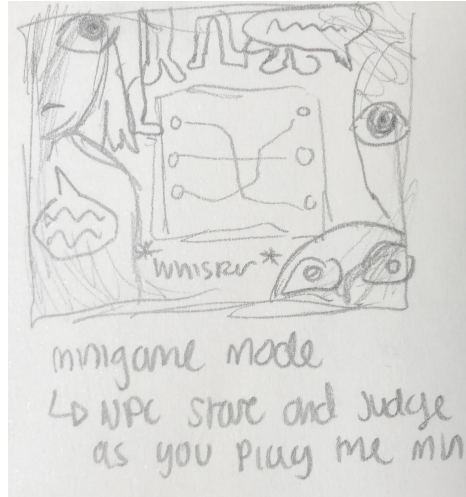
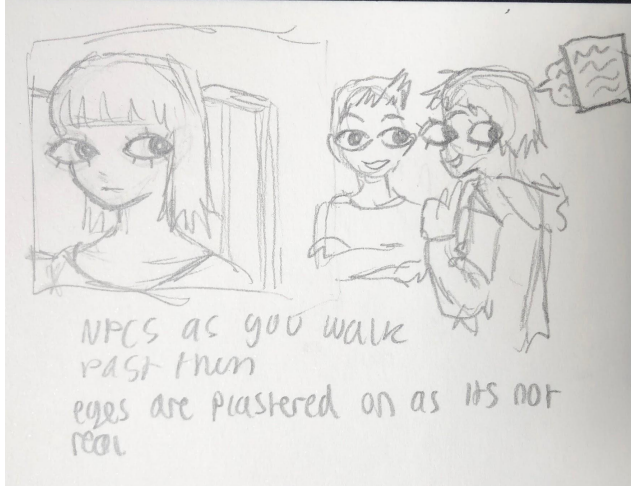
The game should look pretty when there's no people around and look bleak and unsaturated when there's too many people around. The game is set in the afternoon, about 1h to 30 mins before the sun sets. When the round is about to timeout while being low on hp



Core game loop



Small sketch mockup



Moodboard

