THE SHELTER

UNIQUE SELLING POINTS:

- <u>A fully interactive narrative</u>: Objects within the game must be interacted with to unlock and progress through the story; from finding new clues through flashbacks about 'The Shelter' to finding your captor(s) responsible for your demise.
- <u>A 'thriller' experience</u>: Live the horror of a broken mind - the player will be moulded and conditioned into madness as you progress through the game. Players will get to experience first-hand the true feeling of insanity.
- <u>The pure isolation</u>: experience first-hand the fear of isolation, immerse yourself into the dark loneliness as you continue the cycle of psychological torture.

SUMMARY:

You are alone, you are a nobody - fear itself is your only friend, will you let them in?

Set in an isolated home, The Shelter is a first-person psychological thriller/horror puzzle game that will test your wits, patience, and problem-solving skills. You are Nobody, the player plays as this ambiguous character and the player must find out who they are and why they have been sent to "The Home".

"The Shelter" is where the madness begins, the player is placed there for no apparent reason; with no semblance of memory, only remembering the events of the night before, and to unfold the mystery that is the place, the player must interact with objects around the house and to follow every rule and every step "The Voice" tells you.

"The Voice", the player does not know who he is, what he wants or what he will do to you after completing all his demands. The only thing you know is that he is your captor. This villain will attempt to break the players' psyche by giving commands, if the player does not comply, they

will be met with torturous mental breakdowns, hallucinations and even death.

With this project we really want to capture the essence of a fragile mind being broken into pieces. We want the player to be fully immersed with the interactive environments as well as the illusion of being in control, when in fact they are merely a pawn controlled by the puppet master.

Below are images we have provided that will hopefully give you a general idea of what the game's environments will look like.