

Game Design Document

1. High Concept

Psychotic Descent is a narrative-driven psychological exploration experience where the player navigates the subconscious mind of a psychopathic subject.

The player reconstructs fragmented memories, avoids hostile cognitive entities, and uncovers the truth behind a series of violent murders.

The experience blends:

- Environmental storytelling
 - Stealth and avoidance
 - Memory reconstruction puzzles
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2. Player Fantasy

The player embodies **Anna**, a police agent connected to a murderer's mind.

Fantasy pillars:

- You are not in control, you are intruding
- You must interpret, not fight

The experience is built around a loop of: **Detect → Interpret → Reconstruct → Progress**

- **Detect** memory fragments through the bracelet
 - **Interpret** environmental and narrative clues
 - **Reconstruct** partial realities using projections
 - **Progress** deeper into the subconscious
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3. Design Pillars

3.1 The Mind as a Living System

The subconscious behaves as an ecosystem of unstable reconstructions rather than a static memory archive. Entities may react to the player, suggesting awareness.

3.2 Indirect Interaction

The player never directly alters the world. All changes happen through:

- Memory projections