

" Wake Up! "

Selected subject: Morning Routine

Genre: Puzzle, Escape Game, Casual, (A touch of psychological horror)

Target audience: Casual gamers / People who like cosy and simple games

GAMEPLAY

Camera: Isometric. POV can change to a close up one when interacting with particular elements.

Character: You play as the mind of a character, wandering around an apartment, that follow your actions and can interact with the world in consequence

Controls: Point & click, Drag and drop, to interact with your environments and initiates events and actions from the character

Pitch: Each day, you wake up, you go through a **disorganised and boring morning routine**, living your home and life in a poor state because you are running out of time, then you leave the house and... **You wake up?**

You are blocked into an endless **time loop** of your morning, trying to figure out **what happened** and **how to break from it**. You can **move**, **organise**, and **interact with object** in your environment. **Explore** your home (and it's bizarreries?), accomplish **tasks**, find **clues**, resolve **puzzles**, and try to fix yourself before it drives you crazy.
Be cautious, there could be monsters lurking in the shadow.

EXPERIENCE

Reading the theme "your morning routine" made me realise the lack of morning routine in my life, or rather the chaos in it. The act of waking up can become a pain due to many issues, such as depression, anxiety, insomnia, revenge bedtime, etc... that many can relate to these days. And it is why I decided to turn the subject in this direction and **explore theses complex psychological issues through their impact on one's morning routine**. What can be done to break from the "negative" aspect of one's morning, when routine become an endless loop of forcing yourself to start the day?

A game about **self-care**, **mental health**, and **psychological horror**.

The player is led by his **curiosity**. The game is mostly **not linear**, players have freedom in their choice of interaction, and progression can be achieved in different way. An interaction can link to another and lead the player to a puzzle or its solution in different ways. Many tasks are facultative, but curiosity leads to more clues, lore, hidden events and puzzles, etc.

Almost everything in **the environment is interactive**, object can be moved around and reorganised quite freely, with a bit of snapping to keep things coherent.

This game design ideas can arise some tricky challenges:

- To make the experience **fun** to play and **not boring or repetitive**.
- To encourage the player to **be curious**, try things, pick interest in the story and clues the game try to offer.
- To make goals, narration and mechanics **clear without explaining them explicitly**.

I found interesting to create a concept from a topic that seemed underwhelming at first but can actually turn very deep. I want to find a way to share that particular experience with the player, and turn the concept into something almost therapeutic and introspective.

References: Unpacking, Assemble with care, Whisper of The House, Groundhog Day (Film), Outer wilds, Isometric Escapes, A little to the left, Florence.