

Game Design Document for:

Harvey Park

Course: GAM 503E - Game Project Studio

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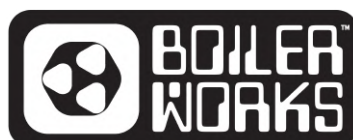


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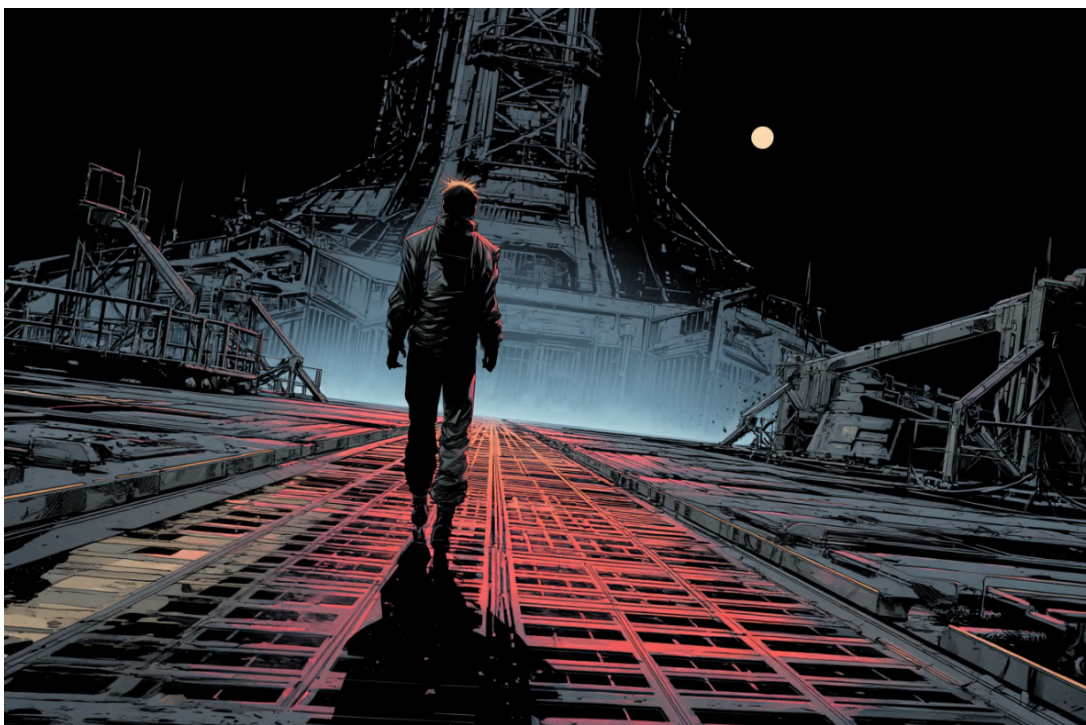
1. INTRODUCTION

Harvey Park is a first-person psychological horror game for PC that combines anomaly detection, exploration, puzzle-solving, and roguelike progression. Set inside a futuristic mining tower on a distant planet, the game follows Harvey Park, a man who volunteers for work in order to escape the guilt of a serious crime from his past. However, the tower is not an ordinary mining facility; it is a mental prison controlled by Echo, an ancient entity that feeds on the memories and consciousness of its victims.

The game is played entirely in a **3D environment** from a **first-person** perspective. Through Harvey's eyes, the player explores dark tower floors, observes environmental details, interacts with objects, completes floor-based objectives, and makes decisions about whether an anomaly is present. This perspective strengthens the sense of tension, isolation, and uncertainty, allowing the player to directly experience Harvey's distorted perception of reality.

The core genre of the game is **Psychological Horror / Anomaly Detection / Roguelike**. Instead of focusing on direct combat, ECHO emphasizes atmosphere, observation, memory, and decision-making under pressure. Players must carefully compare spaces, identify abnormal changes, and survive the growing threat of Echo while progressing through the tower.

The visual style of the game is based on **Minimalist Futurism**, using a limited color palette of black, grey, and dark red. This clean but oppressive aesthetic supports the game's themes of isolation, guilt, and psychological collapse.



2. STORY AND GAMEPLAY OVERVIEW

Harvey Park volunteers to work in a remote mining tower on an unknown planet, hoping to escape the guilt of a serious crime from his past. To him, the tower first appears to be a futuristic industrial facility built for mining operations. However, as the elevator doors open on the lowest floor and Harvey steps into the mine level, it becomes clear that the tower is not an ordinary workplace. It is a psychological prison controlled by Echo, an ancient entity that feeds on memories, guilt, and human consciousness.

The game begins with Harvey inside the elevator at the bottom of the tower. Each floor represents both a physical space and a distorted layer of Harvey's mind. When he enters a floor, he first observes its original state. Then, by interacting with the floor's interaction hub, he receives an objective that must be completed before the elevator can be used again. This forces Harvey to explore the environment, interact with objects, and stay inside the floor long enough for Echo's influence to become stronger.

After the objective is completed, the elevator opens and Harvey must make a decision. Inside the elevator, there are two buttons: "Anomaly Present" and "No Anomaly." Harvey must decide whether the floor has been altered by Echo or it remains normal. A correct decision allows him to move to the next level and grants him more time. A wrong decision forces him to restart the same floor, increasing the pressure of the loop. Through this structure, every floor becomes a test of memory, observation, and trust in reality.

As Harvey climbs higher, the tower becomes increasingly unstable. Objects may change position, size, number, or meaning. Some anomalies are simple spatial distortions, while others are connected to Harvey's past and reveal fragments of his guilt. These story-based anomalies introduce personal objects, messages, and symbols that do not belong in the tower's minimalist futuristic environment. By discovering them, the player slowly learns who Harvey is, what he has done, and why Echo has chosen him.

Harvey is also hunted by two manifestations of Echo. Red Echo follows him from below and is tied to the game's main hidden timer. The longer Harvey spends inside the tower, the closer Red Echo gets. Its presence is expressed through visual darkness, whispers, screen distortion, and Harvey's heavy breathing. If the timer reaches zero, Red Echo catches him and sends him back to the beginning of the tower.

White Echo moves outside each floor, circling the tower and illuminating the environment with its light. At first, this light helps Harvey observe the room, but it also reminds the player that Echo is always watching. If Harvey takes too long to

complete a floor's objective, White Echo enters the room and begins to chase him. However, when Harvey looks directly at White Echo, it stops moving. This creates a constant conflict between completing objectives, observing anomalies, and keeping the threat under control.

The story of Harvey Park is built around the question of whether Harvey can trust what he sees. The tower is not only a place to escape from, but also a reflection of his fractured mind. Each correct decision brings him closer to the top of the tower, yet each floor also reveals more of the truth he has tried to bury. As Harvey moves upward, the illusion of the clean futuristic facility begins to collapse, exposing blood, decay, abandoned traces of previous victims, and the true nature of Echo's prison.

At the highest point of the tower, Harvey finally confronts the reality behind the loop. Echo has not only trapped him inside the building; it has trapped the remains of his consciousness inside a cycle of guilt, fear, and repetition. The player's journey is therefore not simply about detecting anomalies or reaching the top floor. It is about uncovering the truth behind Harvey's identity, understanding Echo's control over memory and perception, and facing the possibility that escape may never have been real.



3. CHARACTERS

3.1. HARVEY PARK

Name: Harvey Park

Role: Player Character / Protagonist

Perceived Occupation: Miner

True State: A consciousness echo trapped inside Echo's mental loop



Harvey Park is the main character controlled by the player. He volunteers to work in a remote mining tower on an unknown planet, believing that this will give him a chance to escape the guilt and consequences of a serious crime from his past. At the beginning of the game, Harvey sees himself as an ordinary worker following the instructions of the tower system. However, as he progresses through the floors, the environment begins to distort and his perception of reality becomes increasingly unstable.

Harvey's journey is both physical and psychological. While the player guides him upward through the tower, Harvey is also forced to confront memories, guilt, and fragments of a past he tried to bury. The anomalies that appear throughout the tower are not only environmental changes; some of them are direct reflections of Harvey's mind. Personal objects, written messages, and impossible details reveal pieces of his identity and the truth behind why he is trapped.

As the story progresses, Harvey begins to understand that the tower is not a normal facility and that Echo is not simply a monster hunting him. Echo uses the tower as a mental prison, feeding on memories and consciousness. By the end of the game, Harvey discovers that the version of himself controlled by the player may not be his real living body, but a mental echo created inside an endless cycle. His main conflict is therefore not only survival, but also the struggle to understand whether escape is truly possible.



3.2. RED ECHO

Name: Red Echo

Role: Time-Based Threat / Psychological Pressure System

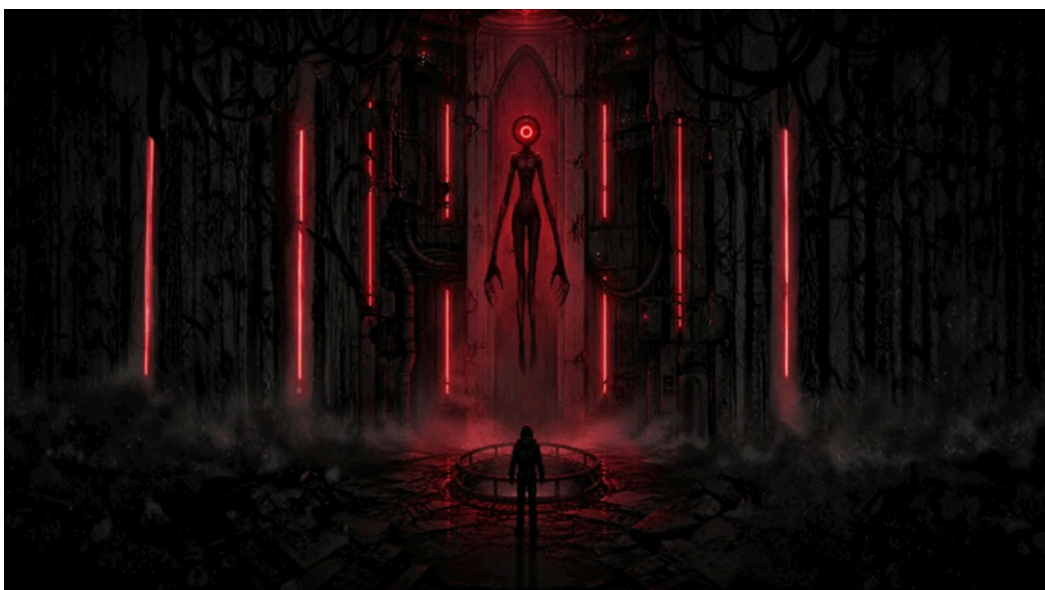
Behavior: Follows Harvey from below

Gameplay Function: Main hidden timer and failure pressure

Red Echo is one of Echo's active manifestations and functions as the game's main time-based threat. It follows Harvey from below the tower, slowly rising as the player spends time inside the floors. Red Echo is connected to the game's hidden main timer, meaning that the longer the player takes to observe, complete objectives, and make decisions, the closer this threat becomes.

Red Echo is mostly experienced through sensory distortion rather than direct visual contact. As the timer decreases, the player begins to notice darker screen edges, unsettling whispers, visual shaking, distorted audio, and Harvey's heavy breathing. These effects communicate that Red Echo is approaching without showing it constantly, creating a sense of invisible pressure.

If the timer reaches zero, Red Echo catches Harvey and the loop resets. The player is sent back to the beginning of the tower, losing floor progression while keeping certain collected story information. In this way, Red Echo represents the psychological consequence of hesitation, wrong decisions, and spending too much time inside Echo's prison.



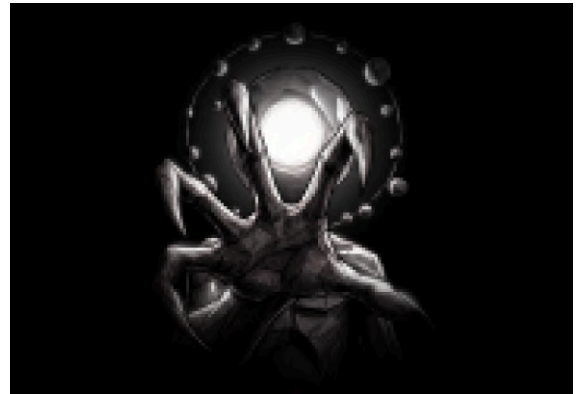
3.3. WHITE ECHO

Name: White Echo

Role: Direct Pursuer / External Observer

Behavior: Circles outside the tower, then enters the floor if the player takes too long

Gameplay Function: Observation pressure and chase threat



White Echo is the second active manifestation of Echo. Unlike Red Echo, White Echo is connected to the player's immediate physical space. At the beginning of each floor, it moves outside the tower and illuminates the environment with its white light. This makes White Echo both useful and threatening: its light helps the player observe the room, but it also reminds the player that they are being watched.

If the player takes too long to complete the floor objective, White Echo enters the room and begins chasing Harvey. However, White Echo stops moving when the player looks directly at it. This creates a constant tension between completing objectives and keeping the threat under control. The player must look away to interact with objects and solve tasks, but must also turn back frequently to prevent White Echo from reaching them.

White Echo turns the observation phase into an active survival challenge. It forces the player to divide their attention between the environment, the objective, and the approaching entity. As a result, White Echo strengthens the game's themes of being watched, losing control, and doubting whether safety is ever real inside the tower.

4. GAMEPLAY DESIGN

4.1. Core Gameplay Loop

Explore → Observe → Receive Objective → Solve → Detect Anomaly → Make Decision → Elevator Outcome → Time / Mental State Changes → Echo Pressure → Repeat

The core gameplay loop of **HP** is built around exploration, observation, objective completion, anomaly detection, and decision-making under pressure. Each floor works as a self-contained challenge where the player must first understand the environment, complete the required task, and then decide whether an anomaly has occurred. Every floor is both a mechanical gameplay space and a psychological test that reflects Harvey's unstable perception of reality.

The gameplay loop consists of the following steps:

1. Exploration

When the player reaches a new floor, they leave the elevator and begin exploring the environment. The player observes the layout, objects, lighting, possible interaction points, and environmental details. This phase helps the player understand the floor's original state before any decision is made.

2. Observation

The player carefully studies the room to memorize its normal condition. Since anomalies may appear as changes in object position, size, number, direction, or meaning, the player must pay attention to visual details. Observation is essential because the decision at the end of the floor depends on the player's memory and interpretation of the space.

3. Receive Objective

Each floor contains an **interaction hub**. When the player interacts with this hub, they receive a floor-specific objective. Until this objective is completed, the elevator remains closed. This prevents the player from making random decisions and forces them to engage with the floor.

4. Solve

The player completes the given objective by interacting with objects, activating systems, finding items, or solving small environmental tasks. During this process, the player may also notice strange details or changes in the environment. Some objectives are simple mechanical tasks, while others are designed to increase tension and make the player move through the space more carefully.

5. Detect Anomaly

After or during the objective, the player evaluates whether the floor contains an anomaly. Anomalies may be spatial changes, object transformations, impossible details, or story-related elements connected to Harvey's past. The player must compare what they remember from the initial observation phase with the current state of the floor.

6. Make Decision

Once the objective is completed, the elevator doors open and the player returns to the elevator. Inside the elevator, there are two buttons: "**Anomaly Present**" and "**No**

Anomaly.” The player must choose one based on their observation and understanding of the floor.

7. Elevator Outcome

If the player makes the correct decision, they progress to the next level and gain additional time. If the player makes the wrong decision, they restart the same floor. The room type remains the same, but the anomaly state is reset, forcing the player to repeat the challenge under increased pressure.

8. Time and Mental State Changes

The player is affected by a hidden main timer connected to Red Echo. Correct decisions increase the available time, while wrong decisions reduce the player's safety margin. As the timer decreases, Harvey's mental state begins to deteriorate through screen darkening, whispers, visual distortion, and breathing sounds.

9. Echo Pressure

The player is constantly pressured by two Echo manifestations. **Red Echo** follows from below and represents the hidden time limit. **White Echo** moves outside the tower and may enter the floor if the player takes too long. When White Echo enters, it chases the player but stops when the player looks directly at it. This forces the player to balance objective completion, anomaly detection, and survival.

10. Repeat

This loop repeats on every floor until the player reaches the top of the tower or is caught by Echo. As the player progresses, the floors become darker, the anomalies become more disturbing, and the truth behind Harvey, the tower, and Echo becomes clearer.

4.2. Player Actions and Controls

The player controls Harvey from a first-person perspective.

Main Actions:

- Walk and sprint (w, a, s, d)
- Look around (mouse control)
- Interact with objects (grab-LMB, drop-RMB)
- Use the interaction hub (LMB)
- Complete floor objectives
- Inspect notes and story clues (Future work)
- Return to the elevator
- Press anomaly decision buttons (LMB)
- Look at White Echo to stop its movement (mouse control)

The controls remain simple so the player can focus on observation, memory, tension, and decision-making.

4.3. Objective System

Each floor contains an **interaction hub** that gives the player a required objective.

Objective Rules:

- Every floor has one objective.
- The elevator stays closed until the objective is completed.
- The player cannot make a decision before completing the objective.
- Objectives force the player to explore and observe the room.
- Objectives may include:
 - finding an item,
 - activating a system,
 - fixing a small problem,
 - interacting with specific objects,
 - completing a simple environmental task.



This system prevents random decision-making and makes each floor an active gameplay space.

4.4. Anomaly Detection System

Anomaly detection is the main observation mechanic of the game. The player must compare the floor's original state with its later state.

Possible Anomaly Types:

- Object position change
- Object size change
- Object number change
- Object rotation or direction change
- The object's continuous movement
- Story-related anomaly from Harvey's past (Future work)

Anomaly Categories:

- **Spatial Anomalies:** Changes in the room, objects, or layout.
- **Story Anomalies:** Personal objects, messages, or symbols connected to Harvey's guilt and memories. (Future work)

The player must decide whether the floor contains an anomaly based on memory and visual attention.

4.5. Elevator Decision System

The elevator is both a transition area and the main decision point.

Decision Buttons:

- **Anomaly Present (Anomaly)**
- **No Anomaly (Safe)**

Decision Outcomes:

- Correct decision:
 - Player moves to the next level.
 - Extra time is added.
- Wrong decision:
 - Player restarts the same floor.
 - Anomaly state is reset.



The elevator makes the player's observation and judgment directly affect progression.

4.6. Threat System

The game has two main Echo threats: **Red Echo** and **White Echo**.

Threat Purpose:

- Prevent the player from taking unlimited time.
- Increase psychological pressure.
- Force the player to balance observation, objective completion, and survival.

4.6.1. Red Echo

Red Echo is the time-based threat of the game.

Function:

- Follows Harvey from below.
- Connected to the hidden main timer.
- Becomes stronger as the player spends more time.
- Catches Harvey if the timer reaches zero.
- If it catches the player, it's game over.



Feedback:

- Approaching red light
- Whisper sounds
- Audio distortion
- Heavy breathing

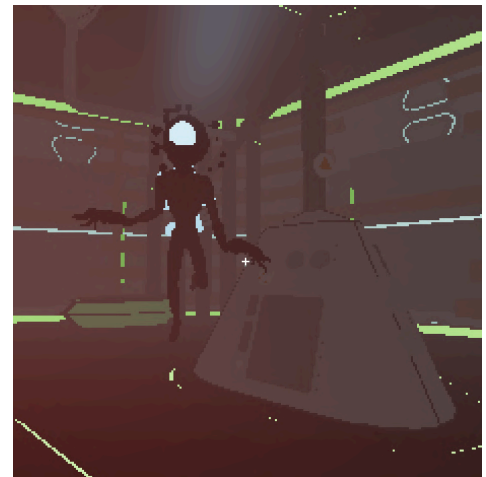
Red Echo creates long-term pressure and punishes hesitation or repeated mistakes.

4.6.2. White Echo

White Echo is the direct chase threat.

Behavior:

- Moves around the outside of the tower.
- Lights the room from outside.
- Enters the floor if the player takes too long.
- Chases Harvey inside the room.
- Stops moving when the player looks directly at it.
- If it catches the player, it takes them to one floor lower. (future work)

**Feedback:**

- White light
- Audio distortion

White Echo forces the player to split attention between the objective and the approaching threat.

4.7. Timer and Mental Pressure System

The game uses a hidden timer connected to Red Echo. The player does not see the timer as a number.

Timer Rules:

- Correct decision: adds time.
- Wrong decision: increases risk.
- Spending too long on a floor: brings Red Echo closer and White Echo starts chasing.
- Timer reaches zero: Harvey is caught by the Red Echo and the run resets.

Mental Pressure Effects:

- Whispering voices
- Visual distortion
- Camera shake
- Heavy breathing

These effects show Harvey's mental state collapsing under Echo's influence.

4.8. Level Progression

The player starts at the lowest floor of the tower and tries to reach the top.

Progression Rules:

- Each correct decision moves the player to the next level.
- Each floor has its own room type and objective.
- Wrong decisions restart the same floor.
- The anomaly state can change when a floor restarts.
- Higher floors become darker, more damaged, and more disturbing.

The tower's visual progression reflects the collapse of Echo's illusion.

4.9. Failure and Reset System

Failure occurs when Harvey is caught by Echo.

Failure Conditions:

- Red Echo timer reaches zero.
- Harvey is caught inside Echo's loop.

Reset Result:

- Player returns to the beginning of the tower.
- Floor progression is lost.
- Player keeps learned knowledge from previous attempts.
- Important collected story clues may remain saved.

This system supports the roguelike structure and encourages repeated attempts.

5. WORLD & LOCATIONS

5.1 World Overview

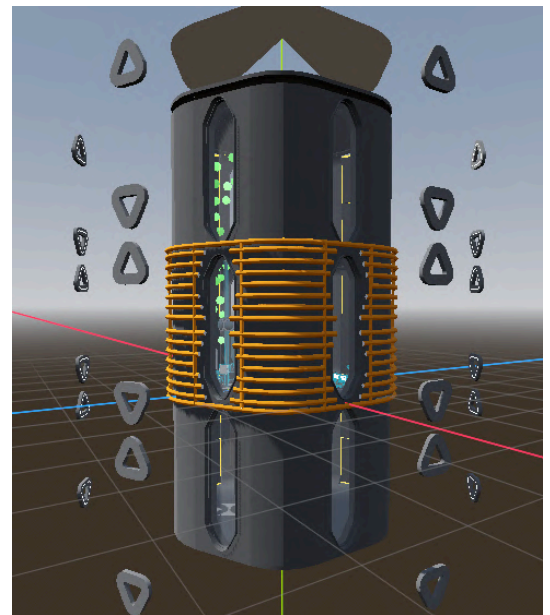
HP takes place inside a futuristic mining tower located on a distant and unknown planet. The tower is presented as an isolated industrial facility, but as the player progresses, it becomes clear that the building is also part of Echo's psychological prison.

The main location of the game is the vertical tower structure. Each floor has a different room type, objective, and anomaly set. The player travels between floors using the elevator, which acts as both a transition space and the main decision area of the game.

The lower floors appear cleaner, more functional, and more futuristic. These areas support the illusion that the tower is still an operating mining facility. As the player moves upward, the environment gradually becomes darker, more damaged, and more disturbing.

Main Location Types:

- **Elevator:** Starting point, transition space, and anomaly decision area.
- **Mine Floor:** First playable floor and introductory level.
- **Industrial Floors:** Boiler room, technical rooms, etc.
- **Living / Work Areas:** Office, diner, bedroom, medbay, and other crew-related spaces.
- **Upper Floors:** More corrupted and unstable areas where Echo's illusion begins to collapse.
- **Rooftop / Final Area:** The highest point of the tower, where the truth behind Harvey and Echo is revealed.



The world design supports the main themes of isolation, observation, psychological pressure, and the gradual collapse of reality.

5.2 Tower Structure & Level Design Principles

The tower is designed as a vertical structure consisting of **16 floors**. Each floor is connected through the elevator, which acts as the main transition point between levels. The elevator location remains fixed on every floor, helping the player

understand the spatial structure of the tower and return to the decision area after completing the objective.

The general floor layout is based on a rounded hexagonal form. Although the structure has a geometric and modular shape, its corners are softened with rounded edges, giving the tower a futuristic but readable architectural identity. Most floors include windows that allow the player to see the surrounding space and the world outside the tower. The only exception is the **Mine Floor**, which does not have windows and instead uses a closed mining environment.

A central vertical void runs through the tower. From this empty core, the red light of **Red Echo** can be seen rising from below. This visual element connects the tower's architecture directly to the threat system and reminds the player that danger is approaching from underneath.

The **interaction hub** also has a fixed placement logic on each floor. It works as the starting point for the floor objective and gives the player a clear gameplay anchor inside the space. By keeping the elevator and interaction hub consistent, each floor becomes easier to understand while still allowing the room theme, objective, and anomaly design to change.



5.3 Floor Types

Each floor is assigned to a specific room theme. While the main theme of each floor remains fixed, some assets from other floor types may appear in unrelated locations. This supports Echo's hallucinatory influence and creates confusion by making the player question whether an object truly belongs in the room.

Floor Distribution:

- **1 Mine Floor**
- **3 Boiler Room Floors**
- **3 Diner / Bedroom Floors**
- **3 Medbay Floors**
- **3 Office Floors**
- **3 Lab Floors**
- **1 Final Room**

Each floor type has its own visual identity, environmental props, and objective structure. Objectives are designed to match the main theme of the floor. For example, boiler rooms focus on industrial machinery and pipes, medbay floors use medical equipment and clinical props, while office floors include desks, documents, screens, and work-related objects.

Although the main room theme stays consistent, Echo's effect can cause objects from other environments to appear in the wrong place. A medical object may appear in an office, or a personal room item may be seen inside a lab. These misplaced assets create visual uncertainty and strengthen the game's anomaly detection system.

This floor structure allows the game to maintain readable level themes while still creating psychological confusion through unexpected object placement

5.4 Level Progression

As the player moves upward through the tower, the atmosphere gradually becomes more unstable and disturbing. The lower floors are cleaner, more organized, and easier to read, supporting the illusion of a functional sci-fi facility.

In the middle floors, the environment begins to feel more industrial, damaged, and unreliable. Broken systems, misplaced objects, fog, and darker lighting increase the sense of uncertainty.

The upper floors are darker, more abandoned, and more corrupted by Echo's influence. Visual signs of decay, blood, damaged surfaces, and hallucinated objects become more common. This progression shows the collapse of Echo's illusion and makes the player feel closer to the truth behind the tower.

6. STORY PROGRESSION

The story progression of **HP** is structured as a gradual reveal. At the beginning, Harvey believes he is only a worker inside a remote mining tower. As the player climbs higher, this belief slowly breaks apart. The tower changes from a clean futuristic facility into a distorted psychological prison controlled by Echo.

6.1. Awakening

Harvey Park wakes up inside a sleeping pod after arriving at the mining tower. Like the other 9,999 people on the ship, he believes he has come to this distant planet for work and a new beginning. He carries the guilt of his past, but hopes the tower will allow him to escape it.

A mechanical voice from the tower's system welcomes him and gives him basic instructions. At this stage, Harvey and the player both see the location as a functional mining facility.

6.2. The Mining Tower Illusion

Harvey follows the instructions of the tower's artificial intelligence. He moves through clean, minimalist corridors with black walls and dark red lighting. Everything appears controlled, ordered, and technological.

The system shows him his room and later directs him toward the mine level. Harvey obeys because he still believes he is an ordinary worker following facility procedures.

6.3. First Breakdown

When Harvey reaches the mine floor, a loud noise and a power failure interrupt the illusion of safety. The mine entrance is locked, and Harvey must restore power in order to continue.

After he interacts with the systems on the floor, the tower announces that mining operations have been stopped due to a technical failure. Harvey returns to the elevator, but instead of bringing him back to safety, the elevator moves him upward. This marks the beginning of the real gameplay loop.

6.4. First Anomalies

On the next floors, Harvey begins to notice impossible changes in the environment. A metal cabinet turns into a bookshelf from his past. A gun appears in a drawer and reminds him of a violent memory.

These anomalies reveal that the tower is not only changing physically, but also using Harvey's memories against him. The player begins to understand that the anomalies are connected to Harvey's guilt and hidden past.

6.5. The Elevator as Judgment

Harvey realizes that the elevator is not simply a transportation system. It reacts to his decisions and forces him to judge whether something is wrong on each floor.

Correct decisions allow him to progress upward, while wrong decisions force him to repeat or lose progress. The elevator becomes a symbolic judgment space, where Harvey's ability to recognize the truth determines his movement through the tower.

6.6. The Loop and Mental Collapse

After several mistakes or after spending too much time inside a floor, Harvey's perception begins to collapse. His vision darkens, strange sounds appear, and the pressure of Echo becomes stronger.

When Harvey is caught by the dark presence, he wakes up again at the bottom of the tower. This reveals that the tower operates as a loop. Harvey is not simply climbing a building; he is trapped inside a repeating psychological cycle.

6.7. Discovering Echo

As Harvey climbs again, he finds notes, records, and environmental clues. These reveal that the tower's artificial intelligence is not independent, but serves Echo, an ancient entity that feeds on human consciousness, memories, and guilt.

Harvey also learns that the light entering through the windows is connected to Echo's gaze. As he climbs higher and the light becomes weaker, the illusion begins to break. The tower becomes darker, more damaged, and closer to its true form.

6.8. The Truth Behind the Tower

The collected records reveal that the tower was not originally built as a mining facility. It was first created as a space research base. However, everyone who came to the planet was eventually trapped by Echo.

Later expeditions were sent to study or control Echo, but none returned. As Echo learned more about humanity, Earth became a possible future target. To prevent this, people were secretly sent to the tower as sacrifices. Harvey's ship did not bring 10,000 miners; it brought 10,000 victims.

6.9. Reaching the Top

After surviving Echo's distorted floors, Harvey reaches the top of the tower and the landing area. At this point, the artificial intelligence and Echo's voice become silent. Harvey sees destroyed ships in the sky and understands the scale of the tragedy. He runs toward the ship that brought him there, hoping to escape and return to Earth. For a brief moment, it seems like escape may be possible.

6.10. Final Revelation

Inside the ship, Harvey returns to the room filled with sleeping pods. This time, the pods are not empty. When he reaches his own pod, he finds a skeleton inside.

This reveals the final truth: the Harvey controlled by the player is not his living body. He is a mental echo created by Echo and trapped inside an endless loop. His real body has been dead for years.

As Harvey faces this truth, Echo's light appears again. The cycle begins once more, and Harvey finds himself back at the mine floor. The story ends with the realization that escape may never have been possible.

7. ART STYLE & VISUAL DIRECTION

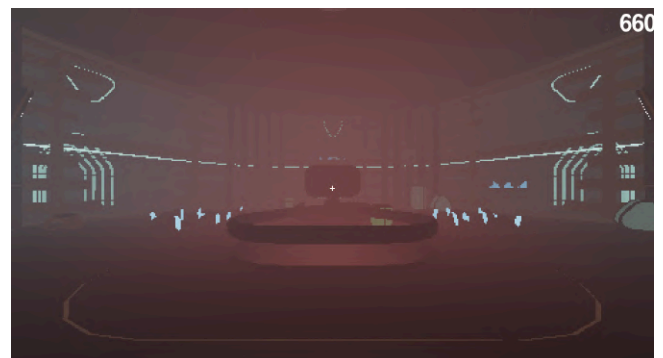
The visual style of **HP** is based on a **minimalist low-poly 3D aesthetic** with a **dark sci-fi** atmosphere. The game avoids highly detailed realism and instead uses simple geometric forms, limited textures, strong silhouettes, and atmospheric lighting to create tension.

7.1. Visual Style

The game uses a simplified and stylized 3D look. Objects, rooms, and architectural elements are designed with clean shapes and minimal surface detail. This visual simplicity supports anomaly detection, because players can more easily notice changes in object placement, size, number, or shape.

Main visual features:

- Minimalist 3D environment
- Low-detail / low-poly objects
- Pixelated or slightly retro visual feeling
- Strong silhouettes
- Simple object forms
- Limited visual noise
- Dark and foggy atmosphere



7.2. Color Palette

The main color palette is built around dark grey tones and muted orange lighting. These colors create an industrial, abandoned, and oppressive atmosphere.

Primary Colors:

- Dark grey
- Black
- Muted grey-blue
- Rusty orange
- Dark orange / red-orange

Accent Colors:

- Pale white / cold blue light for White Echo
- Dark red or orange-red for danger, warning lights, and Echo pressure
- Slight green or pale colored highlights for interactable objects when needed

The limited color palette helps maintain visual consistency across all floors and supports the game's minimalist futuristic identity.



7.3. Lighting Direction

Lighting is one of the most important visual tools in the game. The environment is intentionally dark, with limited visibility and strong contrast between lit and shadowed areas.

Lighting principles:

- Low ambient light
- Foggy and unclear visibility
- Orange warning or emergency lights

- Exterior light coming from White Echo
- Strong shadows and dark corners
- Gradual loss of visual clarity as pressure increases

White Echo's light is used as both a visual guide and a threat indicator. It illuminates parts of the room from outside, but also reminds the player that they are being watched.

7.4. Environmental Design

The tower is designed as a futuristic industrial structure. Rooms are built with simple modular elements such as walls, pipes, panels, machinery, storage units, doors, and cables.

Environment characteristics:

- Narrow industrial interiors
- Dark metallic surfaces
- Simple sci-fi wall panels
- Fog and dust in the air
- Minimal props with clear silhouettes
- Repeated architectural patterns
- Broken or abandoned details in later floors

Lower floors appear more organized and functional. As the player progresses upward, the environment becomes darker, more damaged, and more corrupted.

7.5. Anomaly Visual Design

Anomalies must be readable but not always obvious. Since the game depends on observation, anomalous objects should stand out through changes in form, placement, scale, or meaning rather than through overly bright effects.

7.6. Echo Visual Direction

Echo is represented through light, shadow, distortion, and presence rather than constant full visibility.

White Echo:

- Pale white or cold blue-white light
- Moves outside the tower
- Creates sweeping light across the room
- Becomes a visible threat when it enters the floor
- Stops when the player looks directly at it

Red Echo:

- Mostly represented through darkness and pressure
- Uses red-orange visual distortion
- Connected to screen darkening, shaking, and heavy atmosphere
- Feels like something rising from below rather than a clearly visible enemy

The two Echo forms create different visual feelings: White Echo is sharp, visible, and watchful; Red Echo is dark, internal, and suffocating.

7.7. Visual Progression

The tower visually changes as the player climbs higher.

Lower Floors:

- Cleaner
- More organized
- More readable
- Stronger sci-fi facility feeling

Middle Floors:

- More fog
- More broken panels
- More cables and damaged systems
- Less visual safety

Upper Floors:

- Darker atmosphere
- More corrupted surfaces, reality feels less stable
- Stronger signs of abandonment
- Blood stains, cracks, and traces of previous victims

This progression supports the story by showing the gradual collapse of Echo's illusion.

8. MUSIC AND SOUND

The sound design of **HP** focuses on atmosphere, tension, and gameplay feedback rather than traditional music. The game uses a stylized sci-fi horror sound style with retro / low-fi elements. Sounds are designed to support the player's sense of isolation, uncertainty, and pressure inside the tower.

8.1. General Sound Direction

The game does not rely on constant melodic music. Instead, it uses environmental loops and layered sound effects to create tension.

Main sound characteristics:

- Low ambient environmental sound loops
- Industrial sci-fi atmosphere
- Distant mechanical hums
- Low-frequency tension sounds
- Retro / low-fi horror texture
- Minimal but readable gameplay feedback

The overall soundscape should feel empty, mechanical, and uncomfortable.

8.2. Environmental Sound

Each floor has a continuous environmental sound loop. This creates the base atmosphere of the tower and supports the feeling that the facility is still alive in some way.

Environmental sound examples:

- Ventilation hum
- Distant machinery
- Metallic vibrations
- Electrical noise
- Low room ambience
- Subtle background distortion

These sounds are not meant to distract the player. They should stay in the background and support the horror atmosphere.

8.3. Red Echo Sound

Red Echo is represented mainly through deep, low-frequency sound. Since Red Echo follows Harvey from below, its sound should feel like it is rising from underneath the floor.

Red Echo audio direction:

- Deep bass vibration
- Low rumbling sound
- 3D looping sound effect
- Increasing intensity over time
- Heavy pressure feeling from below

As Red Echo gets closer, the sound becomes stronger and more disturbing. This gives the player feedback about the hidden timer without showing it directly on the UI.

8.4. White Echo Sound

White Echo is connected to light, movement, and being watched. Its sound is sharper and more spatial than Red Echo.

White Echo audio direction:

- Soft “whoosh” sound when its light passes
- Spatial movement sound from outside the tower
- Increasing 3D sound effect when the chase begins
- One-shot sound effects during direct encounters
- Sudden audio feedback when White Echo becomes dangerous

White Echo’s sound helps the player understand its position and threat level. When it enters the floor, the sound becomes more immediate and intense.

8.5. Anomaly Audio

Anomalies do not have a direct sound cue. This is intentional because the player should detect anomalies through observation, memory, and environmental comparison.

Design rule:

- No obvious anomaly trigger sound.
- No sound that directly tells the player an anomaly has appeared.
- Story anomalies may use subtle ambience, but they should not reveal the answer too clearly.

8.6. Interaction and UI Sounds

Interaction sounds are used as clear gameplay feedback. Every important interaction should give the player a short and readable audio response.

Interaction sounds include:

- Interaction hub activation
- Objective button sounds
- Elevator button sounds
- Elevator door opening and closing
- Objective completion feedback
- General object interaction feedback

These sounds help the player understand that their actions have been registered.

8.7. Elevator Sound

The elevator has its own mechanical sound identity. Since the elevator is both a transition space and a decision area, its sound should feel heavy, industrial, and important.

Elevator sounds include:

- Door opening and closing
- Button press feedback
- Floor transition sound
- Mechanical movement
- Decision confirmation sounds

The elevator sound should make each decision feel final and meaningful.

8.8. Harvey's Voice (Future work)

Harvey does not currently have voice lines. The sound design focuses on environmental feedback, Echo pressure, and interaction sounds instead of character dialogue.

Current version:

- No spoken dialogue from Harvey.
- No regular voice-over.
- Emotional state is communicated through environment, sound effects, and visual feedback.

8.9. Sound as Gameplay Feedback

Sound is used as a gameplay feedback system, not only as atmosphere.

Gameplay feedback functions:

- Red Echo sound indicates time pressure.
- White Echo sound indicates movement and threat position.
- Button sounds confirm player decisions.
- Interaction sounds confirm successful actions.
- Environmental loops support tension and immersion.

The player should be able to understand danger, progress, and interaction states through sound without relying only on visual information.

9. TECHNICAL DESCRIPTION

HP is developed in **Godot Engine** as a 3D first-person PC prototype. The project uses a floor-based structure where each level contains an elevator area, an interaction hub, objective elements, anomaly objects, and Echo-related threat systems.

The level assets and environmental props are created using **SketchUp** and **Blender**, then imported into Godot for scene assembly.

Main technical components:

- **Engine:** Godot Engine
- **Platform:** PC
- **Perspective:** 3D First-Person
- **Asset Creation:** SketchUp and Blender
- **Input:** Keyboard and mouse
- **Core Systems:**
 - Interaction system
 - Objective system
 - Elevator decision system
 - Anomaly detection system
 - Red Echo timer pressure
 - White Echo chase behavior
 - Environmental sound and UI feedback

The current version functions as a playable prototype that demonstrates the main gameplay loop, visual style, level structure, and core interaction systems.

10. MARKETING & FUNDING

HP is designed as an indie psychological horror game for PC. Its target audience includes players who enjoy atmospheric horror, anomaly detection games, observation-based gameplay, and narrative-driven psychological experiences.

The main marketing focus of the game is its combination of anomaly detection, elevator-based decision-making, and two different Echo threats. The player is not only asked to find what has changed in the environment, but also to make decisions under time pressure while being watched and hunted.

Key Selling Points:

- First-person psychological horror experience
- Anomaly detection based on memory and observation
- Elevator-based decision system
- Two different threat systems: Red Echo and White Echo
- Minimalist sci-fi horror visual style
- Story progression through environmental clues and anomalies
- Replayable roguelike loop with repeated attempts

The game can be presented through short gameplay videos, screenshots showing the dark sci-fi atmosphere, and clips of the White Echo chase and elevator decision moments. These elements clearly communicate the core tension and visual identity of the game.

For funding, the current version is developed as a student prototype with a limited scope. Future development could be supported through university showcases, indie game festivals, online demo releases, player feedback, and possible small-scale indie funding opportunities. A polished demo could later be used for platforms such as Steam, itch.io, or crowdfunding campaigns.