

Game Design Concept and Pitch for *Diliria VR*

Working Title: *Diliria VR: A Tale of Guilt and Darkness*



Concept Statement

Diliria VR is a psychological horror VR game that immerses players in a surreal, fog-drenched town filled with fragmented memories, haunting guilt, and inner demons. Players must unravel the truth about their past, confront their fears, and escape the unsettling grasp of a sentient, mysterious town.

Genre(s): Psychological Horror, Narrative Exploration, First-Person Adventure (VR)

Target Audience

Diliria VR targets players seeking immersive, narrative-driven horror experiences. The game is designed for mature audiences (18+) who enjoy psychological horror, atmospheric storytelling, and complex narratives similar to *Silent Hill*, *P.T.*, and *Layers of Fear*.

Unique Selling Points

- **Multiple Endings:** Player choices lead to distinct endings, offering replay value and personal storytelling.
- **VR Immersion:** Developed specifically for Meta Quest VR, emphasizing atmospheric immersion—players physically navigate dark, fog-filled streets and face their fears.

- **Psychological Depth:** A complex narrative exploring themes of guilt, denial, and inner demons, requiring players to confront uncomfortable truths.
- **Dynamic Audio:** Eerie radio broadcasts react to player actions, adding psychological weight to the exploration.

Player Experience and Game POV

- **Player Role:** Players take on the role of an unnamed man grappling with fragmented memories after a car accident.
- **Setting:** A fog-covered, desolate town that shifts and transforms based on the protagonist's emotional state.
- **Player Fantasy:** Confront inner demons and piece together a mysterious past while immersed in an eerie, surreal environment.
- **Emotional Experience:** Fear, unease, and mounting tension lead to moments of emotional catharsis. Feelings of guilt, confusion, and curiosity propel the player forward, ultimately providing a sense of realization or hopelessness depending on the ending.

Visual and Audio Style

- **Visuals:** Low-poly style with heavy use of fog, muted colors, and high contrast to emphasize the separation between reality and memories. The fog adds an element of mystery and creates a dreamlike, eerie atmosphere.
- **Audio:** Dynamic, haunting music and environmental sounds—crackling radios, distant creaks, and unsettling silence. Cryptic radio broadcasts reinforce the protagonist's disorientation.

Game World Fiction

The game takes place in an abandoned town frozen in time. The protagonist's memories bleed into reality, transforming the environment in surreal and unsettling ways. Players navigate various locations, each linked to the protagonist's fragmented past.

Expanded Storyline

The protagonist wakes up after a car accident in an eerie, fog-covered town with no memory of how he got there. As he explores, he encounters fragmented memories, unsettling visions, and cryptic radio broadcasts hinting at a missing person. His journey involves a series of disturbing encounters that gradually reveal his connection to this missing figure and the dark truth about his past. The town appears to respond to his guilt, transforming in surreal ways as he struggles to uncover the truth.

Multiple Endings

- **Acceptance Ending**
- **Hopeless Sacrifice Ending**
- **Endless Loop Ending**
- **Shattered Redemption Ending**
- **Monster Reflection Ending**
- **True Forgiveness Ending**

Monetization

Diliria VR will be sold as a complete experience at a set price on platforms such as Meta Quest Store and SteamVR. No microtransactions or in-game purchases will be included to maintain immersion.

Platform(s), Technology, and Scope

- **Platforms:** Meta Quest VR, PC VR (SteamVR)
- **Technology:** Unity, using the XR Interaction Toolkit
- **Scope:** A focused single-player experience with a solo developer. Estimated release date is the end of 2026.

Core Loops

- **Exploration Loop:** Players explore environments, find items, and listen to radio broadcasts, each revealing a piece of the narrative or guiding them to the next location.
- **Reflection Loop:** Players interact with mirrors and personal items, triggering memories and inner monologues that reveal the protagonist's past. This encourages emotional engagement and adds narrative depth.
- **Combat Loop:** Occasional encounters with a faceless monster symbolize internal conflicts, forcing players to confront their fears.

Objectives and Progression

- **Short-term Goals:** Solve environmental puzzles, uncover fragments of the protagonist's memory, find and listen to radios.
- **Long-term Goals:** Piece together the truth about the protagonist's past, discover what happened to the missing figure, and escape the haunted town.

Interactivity

- **Movement:** Smooth locomotion and teleportation options, depending on player preference, with immersive object handling using VR controllers.
- **Physics:** Realistic object handling—players can grab, throw, and rotate objects to examine them. Doors, drawers, and other interactable elements behave according to physical rules, enhancing immersion.

Additional Considerations

- **Radio Tuning Mechanic:** Players will physically tune radios to different frequencies to discover various messages, enhancing interactivity and immersion in uncovering the story.
- **Comfortable Interactions:** To improve player comfort, a toggle grip mechanic will be used for holding objects, avoiding the inconvenience of continuously holding the grip button.