



DEATH OF INTERNET

GAME CONCEPT DOCUMENT

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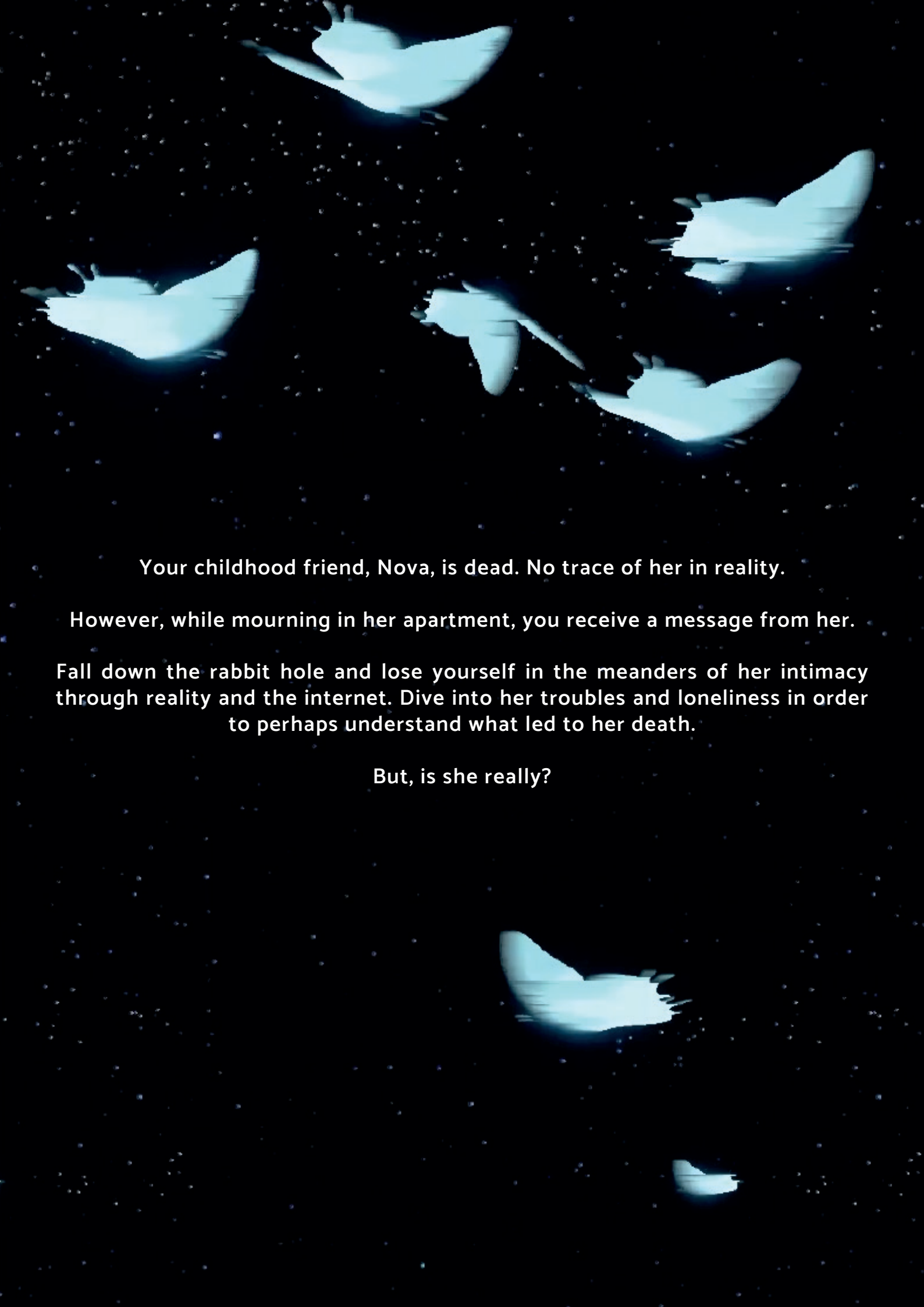
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Your childhood friend, Nova, is dead. No trace of her in reality.

However, while mourning in her apartment, you receive a message from her.

Fall down the rabbit hole and lose yourself in the meanders of her intimacy through reality and the internet. Dive into her troubles and loneliness in order to perhaps understand what led to her death.

But, is she really?



INTENTIONS

Our game have three main experience pillars

INTERNET AS AN AMPLIFIER OF ONESELF

Internet is as real as the reality. It's a mirror of it.

A space where we can express freely and escape from an unsatisfying reality. Like a personal open diary hidden in plain sight. Internet exacerbates our possibilities and it impacts our real self.

DISCOVERING INTIMACY

Nova made virtual spaces to have a personal safe place, and we enter it.

We dive into her privacy and explore her hidden thoughts, fears, wonders and contradictions. Like a voyeur. We're not supposed to see that.

STRUGGLE TO COMMUNICATE

It's a game about the difficulty to express feelings, dealing with identity construction and communicate correctly as humans. Our links are fragile, imperfect and full of paradoxes.

Internet highlights our dysfunctionality as social beings, but at the same time, it offers new ways to better communicate and understand each other.



OVERVIEW

Death of Internet is:

- **SOLO**
- **FIRST PERSON VIEW**
- **STORY-DRIVEN EXPLORATION**

It's planned for PC and current generation consoles.

We are inspired by:

serial experiments
lain

For the approach of the virtual and the themes covered.

OBSERVER

For the ambiance and mood.

What Remains of
**Edith
Finch**

For the storytelling, exploration and narrative gameplay.

**OUTER
WILDS**

For the thrill of mystery.

Death of Internet places a strong emphasis on storytelling, character development, exploration, discovering and understanding.

In order to progress through the story, the players will be able to interact and inspect objects related to Nova's intimacy, discover virtual worlds she created in order to understand what happened to her.

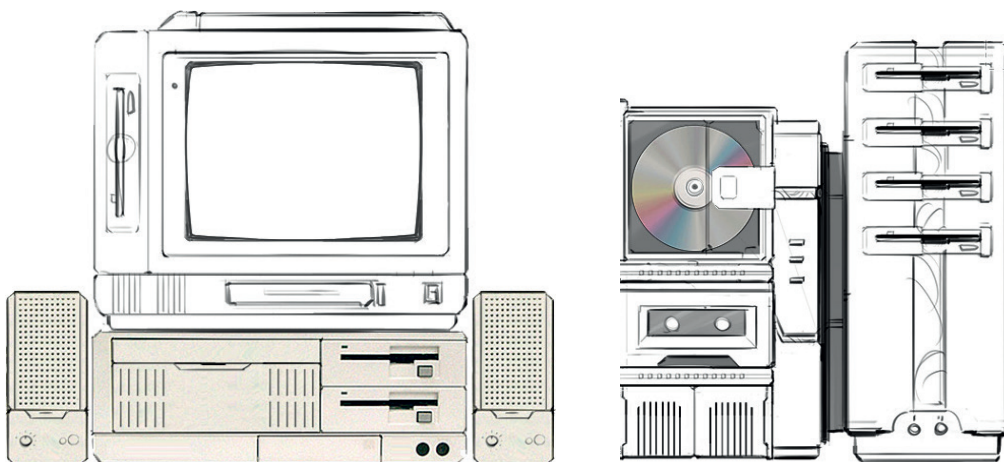


UNIVERSE & STORY

The story of Death of Internet takes place in a retro futuristic world, where technology has advanced.

The world is a blend of colorful nostalgia and cold thriller, creating a unique and unsettling atmosphere. The line between the virtual and tangible is blurred, as the advanced technology in this world has made it possible for virtual experiences to feel real.

Overall, the world of Death of Internet is a fascinating blend of the past and future, where the impact of technology on society is a central theme.





The protagonist, Diane is a young adult girl, a new recruit to the police.

She's curious, serious and dedicated to her work. She'll be exploring Nova's apartment and looking for her.

Her friend, Nova, is an IT engineer. She's very into technology and new devices, trying to reach new discoveries and how far we can go with crafting cyber tools.

Nova is a reserved, clever person who has made a big discovery and exploited it entirely. Through her programming skills, she created personal worlds in virtual spaces to express herself freely. These spaces show what she likes (Stars, books, music...), but also reveal her secrets and mistakes she might be ashamed of. She started believing in a virtual afterlife and spent a lot of time trying to make it real.



Diane and Nova have been best friends for years. They mostly communicated online and haven't seen each other in real life much.

Through the prism of this complex relationship, with ups and downs, Diane will try to understand and Nova's lifepath and secrets, what she could have hidden from her.

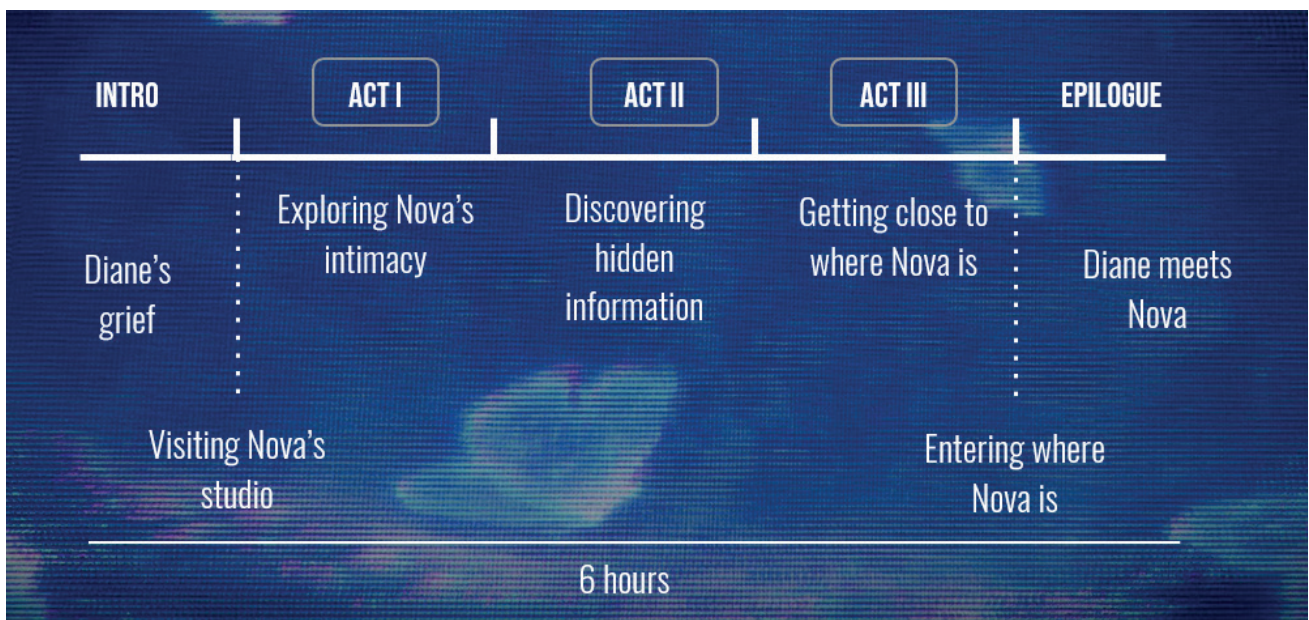
Through this journey into Nova's world, she will accept her friend's choice and will finally meet her as she wanted to be.

ENTIRE GAME TIMELINE

Diane's journey is divided in 3 acts, it is composed of an intro and epilogue, Each act portrays Diane's exploration journey as she searches for her friend Nova. Through navigating various virtual spaces, Diane gradually gains a deeper understanding of Nova, eventually uncovering the reasons behind her death and her convictions.

As players, several choices are available to us, leaving room for a dilemma which will lead the choice for players at the end.

We are aiming for around 6 hours of play time. This format allows us to focus on the player's experience and what we want to convey to them.



GAMEPLAY



The camera is a first person view to make an emphasis on immersion and accentuate the feeling of really discovering the intimate space of someone, the voyeuristic aspect of searching for private informations.

As for the controllers we are aiming to make the game accessible for most people so there will be keyboard and controller support. We indeed intend to have the possibility to remap all controls.

Our gameplay is based on two main intentions that defined our design choices:

- **THE FEELING OF BROWSING THE INTERNET**
- **DELVING INTO SOMEONE'S PRIVACY**

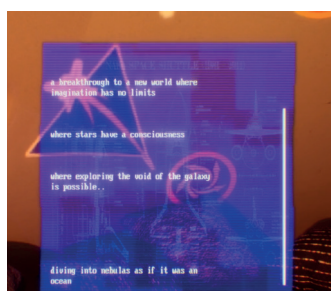
Death of internet is built around two mechanics that serve these intentions.

SCROLLING INSPECTION

The inspection mechanic is designed on the vertical scrolling action that we are used to. Scrolling will allow players to reveal information. It's how we interact with story elements. Like we are navigating through the web.

It reinforces this voyeuristic aspect and makes delving into Nova's intimacy an interactive experience. Every interactable element is inspectable by scrolling. Depending on the object, the scrolling type is different. It can be blog posts, chats with vertical scrolling, or even 3D objects with rotation scrolling.

As a result, we have a mechanical language that we can use to link narrative to the gameplay. Thus, creating a coherent and impactful experience.



HYPERLINK NAVIGATION

Hyperlinks are the core of internet and its navigation system. So it's our core gameplay mechanic.

Certain objects are linked with virtual spaces, themselves containing objects linked to other worlds. It's through these objects that we can travel and deep dive into Nova's virtual spaces and understand her. However, we can't go back with the same object, as we can't go back with the same link.

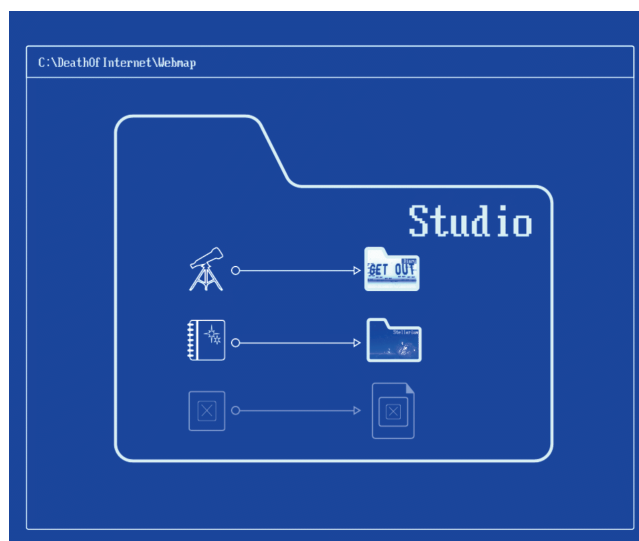
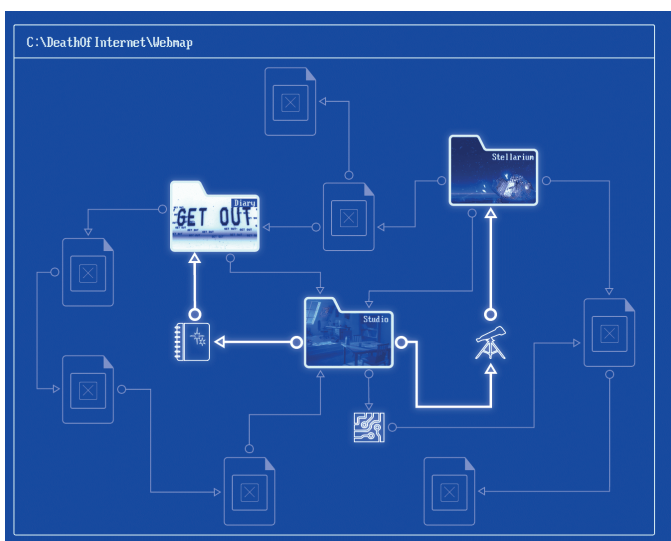


Understanding the virtual spaces that Nova made and the way they relate to each other, is understanding her, and vice-versa. Going back and forth between worlds she created is the main driving force of the narration and the progression of the game. Hyperlinks are used to navigate as traversal gameplay through a tree structure.

WEB MAP

Our visual representation serves to help players track their position within the various virtual spaces in the game. Players can access the web map at any time to monitor their progress and location.

The virtual spaces will gradually reveal themselves as players cross hyperlinks. The map also allows us to navigate and gain a clearer understanding of each virtual space, including the number of hyperlinks and where they lead.



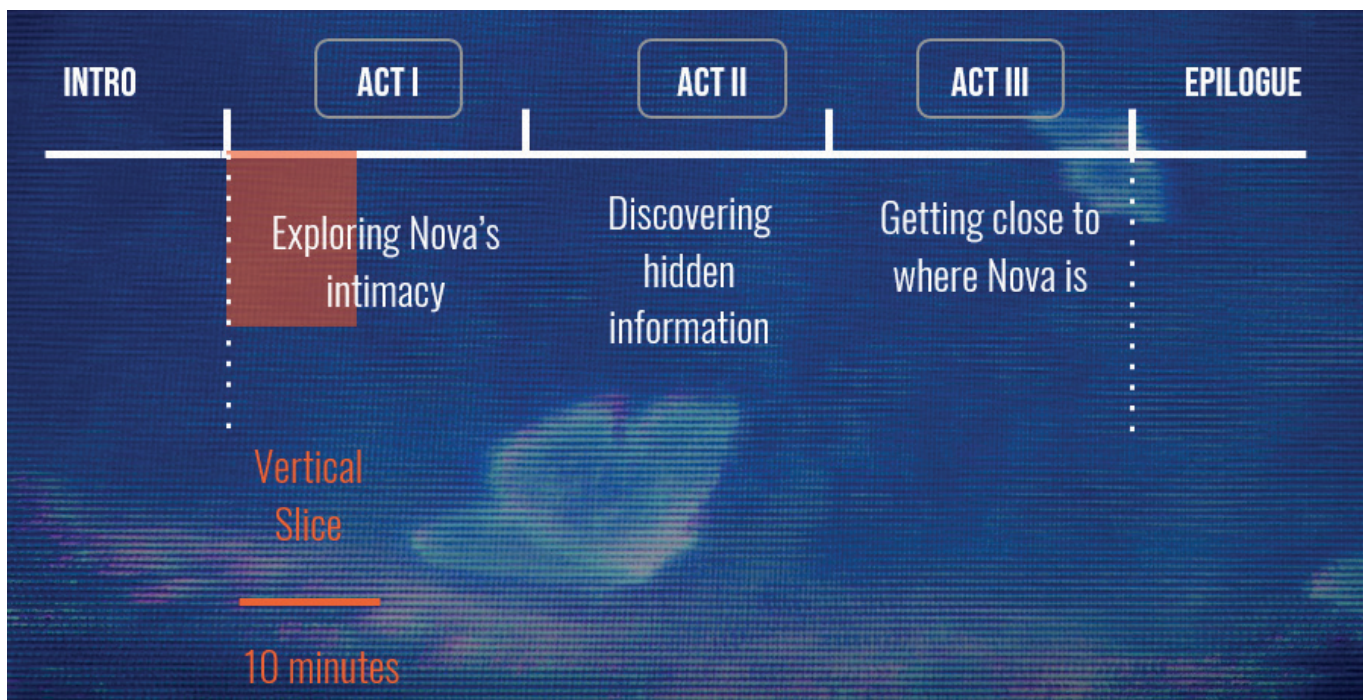
VERTICAL SLICE STRUCTURE

We start the vertical slice by Diane entering the apartment of her deceased friend Nova. After a short time, she receives a message from her that appears on the computer. She then discovers the projector in order to alter the space and to be able to materialize virtual worlds.

In order to access these worlds, the projector reveals hyperlinks on objects in the apartment to interact with, and transports us into the virtual space linked to it.

Diane will be discovering Nova's stellarium world and an extension of it.

It is through these spaces of expression where reality and the virtual intertwine that Diane will be able to explore the intimacy of Nova.





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