

Liminal Spaces

Pitch Document

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Executive Summary

Liminal Spaces is a PC/Mac mystery game based on rare-studied childhood memories of places that connect to the phenomenon déjà vu. Players will witness a patient who finds himself in the middle of darkness after a car crushing collision. The game includes many puzzles needing to be solved, unlocking door after door to reach an understanding on life.

Audience Analysis

The target players for this story are horror fanatics, puzzle solvers, detectives, mathematicians, and the younger generation of teenagers who love aesthetic and familiar vibes. The phenomenon of déjà vu interests many young kids when it connects to their childhood. The meaning of liminal spaces actually fantasizes people with a unique psychological feeling of being scared yet comforted.

In the game, the style is aimed towards a retro era, such as the eighties. Some of the locations include an outdated, pink empty bedroom, a classic diner, a child's playplace, and a red-gooped hallway in a hospital. These destinations were either conjured in people's pasts or their dreams. The mystery of the patient's life will strangely connect the feelings of the players, pulling them into the liminal universe.

Along with teenagers playing the game, skeptics and scientists will want to study more effects the game and these locations have on the players. Psychologists can study the emotions the players gain going through the game while scientists can study the phenomenon of déjà vu.

Story

Comb drove to work like any ordinary day. The freeway wasn't too busy, but it wasn't empty. Cars flew past in the fast lane, and slow pokes stole the side lane. But one thing drew up Comb's attention. His eyes reflected in the rearview mirror as a semi's grill portrayed in the back window. Comb sped up to the end of a construction truck carrying steel on its overloaded trailer. Cars cruised by in the fast lane like a trail of ants, camouflaging in the midst of the speeders. Comb's head smacked into the steering wheel as the tailing semi smashed the car's back window. Comb's car floored into the front semi. When the front semi braked, the one in the back kept moving forth, pushing Comb in his car as it crumpled up into a paper ball. Everything went dark.

An empty bedroom appeared. Comb awoke standing up. There was an old, outdated ceiling fan that didn't spin, curtains and blinds that were faded in color and blocking the windows from the unknown darkness, pink paint coated the walls with a few marks and scratches here and there, the floors were an old hardwood, and a vintage heater stood on the ground. There was a door in the room, but it was locked. Comb investigated the place. He grabbed the ceiling lights pulley, but the light didn't turn on. Instead, the pulley ripped out from its socket and into his hand. The end of the chain had a key on it. Comb unlocked the door.

An old diner hid behind the door. Magnets stuck upon the price menu on the tan wall, white office tiles organized upon the ceiling, pink subway tiles covered the lower half of wall, the floor was made from dirty tiles, an old concoction of quarter-costed treats rested near the closed-blinded windows, and more ceiling fans were dead. The room cubed in while there wasn't any cashier desk present, just a room of diner tables. Comb found that one of the tiles cranked open, and there was some metal plate under it. He walked over to the menu and grabbed one of the letter magnets. The work PINK popped out to Comb. He grabbed the crooked P from the word and stuck it on the plate. A trapped door in the half-tiled wall opened.

An indoor play place faded into view. Comb crawled up the steps of the entrance and skipped around, alone in the dim light. A quiet rattle of a snake's tail got louder behind Comb. Only a small breadcrumb floated along the rubber padding, and it chased Comb. Comb sprinted away from the vicious, mysterious thing. He needed a hiding spot. After venturing the whole maze of the play place, climbing upstairs, running over bridges, dodging rubber boxing bags, and climbing up ladders, he slid down the twisting slide, away from the chasing crumb.

Redwing. The hall of an empty hospital, that's where he landed. Dark red, ominous lights lit the hall to an end with two giant emergency doors. Some kind of oily goop dripped down the wall in the red light. The floor tiles had something unique going on with them. Different shades of colors scatted them. There were random dark tiles, light tiles, and in-between tiles. Which tiles would keep Comb from plummeting in the lava beneath them? Well, he certainly found out, and when he reached the end, he crashed into the doors, awakening in a hospital bed in front of a doctor. He missed a lot in the world in his one-year coma. If there was one thing he learned, you have to keep up with reality in life. If you're not keeping up with the world, then you'll be left behind in the slow lane and remained to crumple. Maybe joining the trail of speeding ants would

have been more efficient. After the coma though, he saw a vision of what would have happened if he went into the fast lane. He'd died if he tried.

Characters

Comb

Comb is a young man in his 20s driving to a typical day of work. He's a businessman who takes his life slowly, cautioning every decision and turn he makes.

While entering a new world in the game, he'll build the reputation that something's not right. When he reaches his answer, he proves the point that he wouldn't be a coma if he just turned into the fast lane and sped with the others, and actually, a vision kicks in for him, implanting the outcome of death if he had turned into that lane. There was no way out for him.

Crumb Monster

Based on the writer's childhood nightmare, an invisible force moves with the visual use of a small bread crumb. It doesn't think, it only wants. And it craves for energy. Comb has a spiritual warmth it needs, and it'll do anything to consume him.

Doctor

The doctor is a female in her 40s, dressed in a white doctor's uniform. She has a thick voice and accent. She's very particular about facts, and she's straight to the point. No hard feelings for her.

Competition Analysis [1 page maximum]

While this is a smaller game, there's not a ton of competition for liminal spaces, but it does compete with a few similar puzzle-mystery games. This game could also be considered for a potential app installation on the phone. Games that definitely relate in a way are *Escape Rooms*. Many escape games are found on phones, but some of the bigger horror escape games live on the PC and gaming systems. *Five Nights at Freddy's* can also be added into the debate, along with *Among Us*. Those are two huge popular games that sort of deal with puzzles, but those also have "beat the boss" mentalities. *Liminal Spaces* is more of a one-way street game, with one of the levels updating changes every time with the diner's letter key.

Gameplay

Liminal Spaces forces the player to live through something they should never have to. Experiencing a car crash and entering a world of the unknown scares people, especially when the events are familiar yet haunting. This game brings a strange vibe with its interesting psychological aspects, almost stranger than *Stranger Things*.

The players will venture through a 3-dimensional puzzle, trapped in rooms that they need to leave, almost like an in-person escape room. The best thing about the game is that the players will relate to the game's story in no realistic way, but they will still say they've experienced the places before.