

Project: Parabola
Game Design Document

1. Game Overview

Title: Project: Parabola

Genre: Survival, Dystopian, Experimental

Platform: PC

Engine: Unreal Engine 5.5

Perspective: Third-Person

Elevator Pitch:

The world has already ended, but you don't realize it yet. You are a worker in a post-cataclysmic society controlled by The Resonance Authority, the last remaining power keeping civilization from collapse. Your days are spent gathering resources, fulfilling quotas, and following orders – until you start noticing cracks in reality. The more you uncover, the more you realize that this world isn't just broken – it's controlled.

Do you follow the rules? Do you resist? Or do you carve your own path withing the system?

2. Core Gameplay Features

Survival & Resource Management

- Players must gather materials, construct buildings, and complete daily tasks assigned by The Resonance Authority (TRA).
- Food, water, and shelter are basic needs, but TRA dictates how resources are used and allocated.
- Some materials are restricted – using them may trigger a response from TRA.

The Illusion of Choice

- The game rewards compliance, making it seem like a standard survival game with guided directions/actions.
- Deviating from the norm (hoarding materials, investigating restricted areas, building unauthorized structures, etc.) triggers escalating pushback:
 - Gaslighting & Misinformation -
 - Quota Adjustments – More work is demanded to keep the PC busy.
 - More of Restrictions – Restrictions on more areas and supplies.

- Forced Resets – If the PC is not careful, TRA may wipe their progress under the guise of an “accident”.

3. Narrative Discovery

- Hidden artifacts, encrypted messages, and remnants of the past reveal the true history of the world.
- Certain NPCs may offer cryptic guidance or resistive teachings.
- Players will piece together why TRA exists

4. Propaganda & Psychological Control

- The UI changes dynamically based on how much the player follows TRA's rules.
- Public messages, radio broadcast, and environmental shifts reinforce the illusion of control.
- Dissent carries consequences – NPCs may become hostile or disappear based on the players choices.

5. Player-Driven Paths

- Break Free – Expose the truth and dismantle the system
- Seize Control – Take over TRA and reshape society
- Accept the Lie – Continue playing your role, embracing the illusion.