Illusion of perspective

I’m a very visual person, and have always got the fascination for visual illusion. For my game I want to challenge people’s perception of sight. I want them to ask themselves when they play the game, “are things really the way they appear to be?” I want them to doubt what they see and question the world around them. What you see is not always what you get, and what you “don’t” see is not always not there

My idea is to create a mystery puzzle adventure game where the player have a device that they can put on their eyes to allow them to “see” the other side/world. You are exploring an ancient old broken down 20’s mansion trying to solve the mystery of your wife’s death. You have a device that allows you to “see” the old broken down mansion in its original form; along with everything and everyone.

Though out the game you will face challenges and puzzles that will require you to see the other side. For example, you can use the device to let you see a blocked path in its original form back in the 20s. A blocked path will then be accessible with the help of that device. You are not changing anything in the world physically, you are just changing your perspective.

However, there is a catch from being able to see the other side. The more you “see” the other side, the more your reality will start to blend. I will do this through color. Your original world is dull with very blend colors, in comparison, the other side is vibrant and full of color. I want the contrast of color and light to further enhance the visual stimulation. As the reality start to blend, so will the colors. You will need to solve the puzzle before you lose yourself.

I want to use 20s art style for my game. I want to have the drastic contrast between dull, dark, lonely of the original world and the vibrant, loud, and exciting of the other side. This game can be in 1st or 3rd person perspective. I want to use Unreal engine to power this game. This will be a pc game.

Lastly, this is a game where how you solve the puzzle matters. There will be no right or wrong answer, but simply different perspective. With different ways to solve puzzle, that will open up different storyline. There will be no singular story path for you to take, because everyone’s perception of reality is different.