TRAUMA

The scariest monsters are within you

Overview

Trauma is a 3D First Person Survival-Horror with realistic graphics. The game takes place in the second half of the 1900 in the USA, during different phases of the character's life. Due to an incident, the character found himself locked within his mind facing his traumas. These traumas will chase the player for the entirety of the game, while they will have to prevent their mental health from collapsing. To escape from this nightmare, the only player's hope is to overcome their inner traumas before they can kill them.

Core Mechanics

The game is set in three different stages that are based on buildings where protagonist's traumas were born. Those buildings are called **Thalamus**: complex architectures that weave a tangled web of wide rooms and narrow corridors.
To progress in the game, the player will have to solve all the Thalamus' puzzles and defeat the Trauma within.

- In the first level, the Thalamus is a classical American XIX century mansion;
- In the second level, it is an American High School;
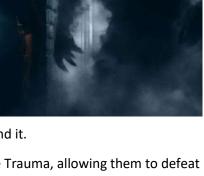- In the third level, it is an abandoned clothing factory.

Every Thalamus is inhabited by a unique **Trauma**, a powerful monster that will haunt the player, whose behavior is determined by an advanced AI that will adapt to each situation. If the Trauma catches the player, the game is over. One of the Traumas will be the Boogeyman, a massive anthropomorphic smokey creature, that is present in the first Thalamus.

The player, while the Trauma haunts them, will encounter different kinds of puzzles built in order to oblige the player to understand mechanisms, explore the area and find the right key objects to solve them. Once a puzzle is solved, the player can unlock a new area within the Thalamus.

For example, seeing a broken full length-mirror, the player must collect the few missing pieces around the Thalamus.
Once the mirror is fixed, it will become a door to access the secret room behind it.

In the end, solving the final Thalamus' puzzle, will let the player overcome the Trauma, allowing them to defeat it and proceed to the next Thalamus.

The player will have to pay attention to two parameters while avoiding the monsters: **Dread** and **Mental Health**.

The Dread status starts from zero and increases when the player encounters fearful situations like staying in the dark or facing enemies. If the Dread reaches its maximum value, the Mental Health starts to decrease.

When the Mental Health reaches low value, dark minions start to spawn from the ground. These minor enemies are slower and less powerful than Trauma: they will attack the player damaging the Mental Health. If the Mental Health reaches zero, the game is over.

The player will manage their parameters thanks to provided items:

- A **Flashlight**, useful to defeat minor enemies and to stun the Trauma, but also important to not increase the Dread in dark rooms. To use it, the player needs batteries, consumable resources;
- A **Memento**, a special key item that will help the player to restore his Mental Health but emits sounds that call the Trauma's attention. It will change shape depending on which Thalamus the player is in. To use it, the player needs to find special dedicated consumables. In the first Thalamus, the Memento will be a little music box, and its consumables are music box keys to charge and play it;
- **Deep Breath**, a skill that could be used infinite times but will slow down the player's movement. It will decrease Dread status but it emits sounds that can call the Trauma's attention if near enough.

You can't hide forever

Trauma is a game capable of surprising due to its ability to immerse the player within an oppressive horror setting, appreciated both by a mature audience of the survival-horror genre and by those who want to live a unique experience, in a world ruled by fear and instinct.

Trauma is designed to be played over long sessions, in order to make the player feel more immersed. Will you be able to emerge from your traumas?