project JOURNEY

Executive Pitch

Project Journey is a survival horror game set aboard a ship bound for America. Players serve as crew members, managing tasks, relationships, and investigating strange occurrences visible only to them. With a realistic 16th-century setting and a 7-day in-game timeline 1 hour day+1 hour night for day but - sleeping, coma or anything what will blocked you playing. Players must balance survival and detective work, uncovering a sinister plot possibly involving supernatural entities. Death is final, with progress saved only at dawn.

Mechanics

Manage energy and relationships while performing crew tasks.
Investigate strange events with limited time each day.
Balance work, reputation, and detective tasks.
Permadeath system with saves only at dawn.
Unique Selling Points

UPS (Unique Selling Points)

Immersive historical setting with supernatural elements.
Dynamic storytelling influenced by player choices.
Engaging time management and survival mechanics.

Platform

PC - Windows, MacOS, *Linux Early access for feedback and fanbase - Itch.io After completing and optimizing the first mission - Steam Standard release on PC/MAC - Itch.io, Steam, Epic, Microsoft Store. If everything goes well, then consoles will follow after PC.

Age Rating

18 or 21 and up

Playtime

7-14h

Planned Release

Early Access - One Year after production phase
Original Release One or Two years after Early Access

Price

Early Access   - €9.99   Original Release - €19.99

Objectives

Survive the journey
Uncover the truth behind the supernatural events
Maintain balance between tasks, reputation, and investigation

Story

A game set on a ship sailing to America. Horror of the survival genre, where the player must serve in the crew and fulfill the tasks associated with it. Among other things, the players task will be to keep an eye on his energy level and he must divide the set time into periods when he will work, when he will investigate a detective plot, when he will improve his reputation, and he will also have to decide with whom he needs to have good relations and with whom he does not. On the very first day after setting sail, strange things start happening on board, but these horrifying facts are only visible to the player and not to the NPCs. You will discuss these incidents and strange occurrences with other crew members. Within a limited amount of time, you will have to decide and choose which specific crew member to discuss these things with and to whom you will ask the key questions that will lead you to the objective. The role of captain, cook, navigator, priest and crew will be represented on board. A witch, demon, or other entity may be behind the strange and terrifying events. The time horizon of the game will be 7 days. Save progress in the game only at dawn. The real length of the day will be 2 hours, where one hour will be day and one night. Another specific feature will be the ending of the game, when death is final due to the story - without the possibility of loading. The goal of the game is to survive until you reach a new world and find out the cause of all the strange things that happened along the way. Can you do it? And was the culprit you found really the original evil? I designed a realistic version of the city of Portmouth, from which colonization ships historically set sail for America. An English expedition set sail from this port, roughly 100 years before the founding fathers. On this expedition were the first settlers who founded the Roanoke Island Colony. Based on these facts, I worked with real stories of real people who were there at the time. Since the diaries of these people have been reserved, we have a fairly clear description of these people..... This is just an outline of the first part of the intended trilogy, a survival horror (later also a craftin colony building manager) series. After thousands of years, the ancient evil returns home again, imported by Western civilization .... one of the premises for other parts is, for example, Pocahontas, as the queen of the native werewolves.