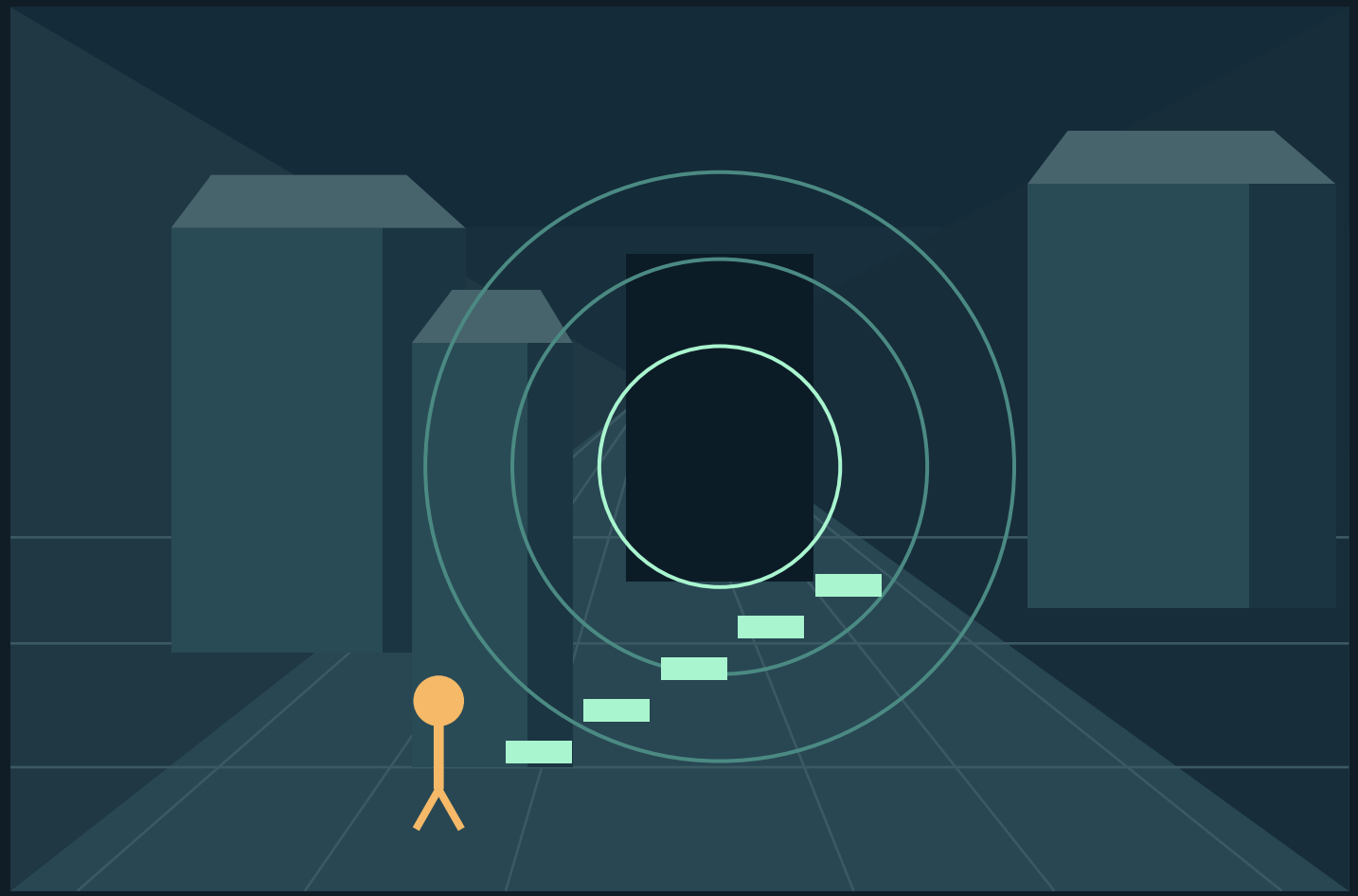
ECHO / SHIFT

Listen. Change the world.

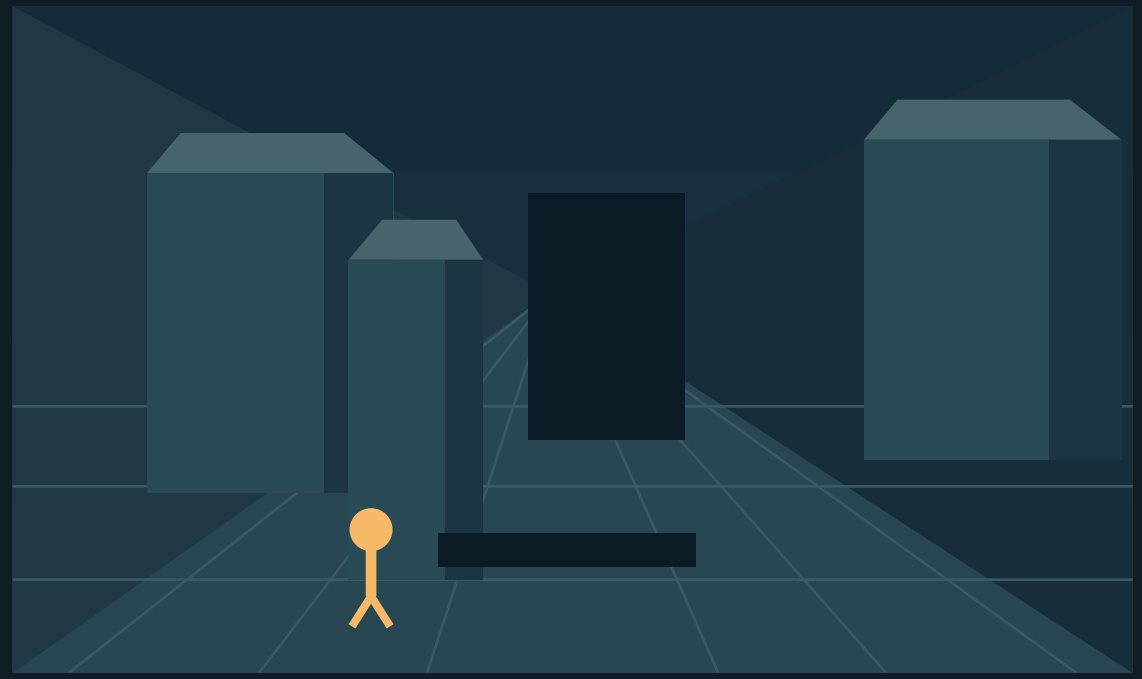
A sound-driven puzzle adventure exploring the intersection of game design, creative direction and generative AI.



Concept artwork • not gameplay capture

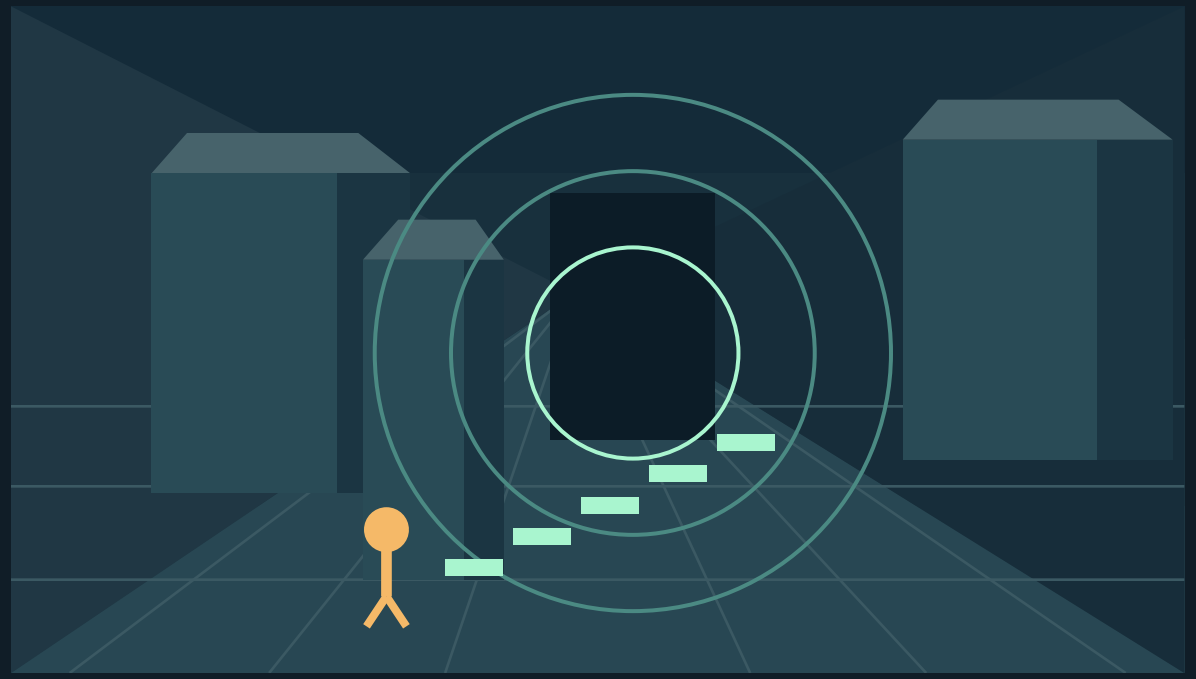
Sound is the mechanic.

A quiet, single-player puzzle adventure for controller, keyboard or touch. No microphone required.



01 / SILENT WORLD

A missing bridge invites the player to investigate.



02 / RESONANT WORLD

A matching pulse reveals a route. The player learns through cause and effect.

A loop built around discovery.

The player reads a space, selects a tone, and observes a predictable environmental response.

01

Observe

Find a marked resonator.

›

02

Listen

Preview its tone or visual pattern.

›

03

Experiment

Select low, mid or high pulse.

›

04

Transform

Reveal a path or rotate a gate.

Why it could be fun

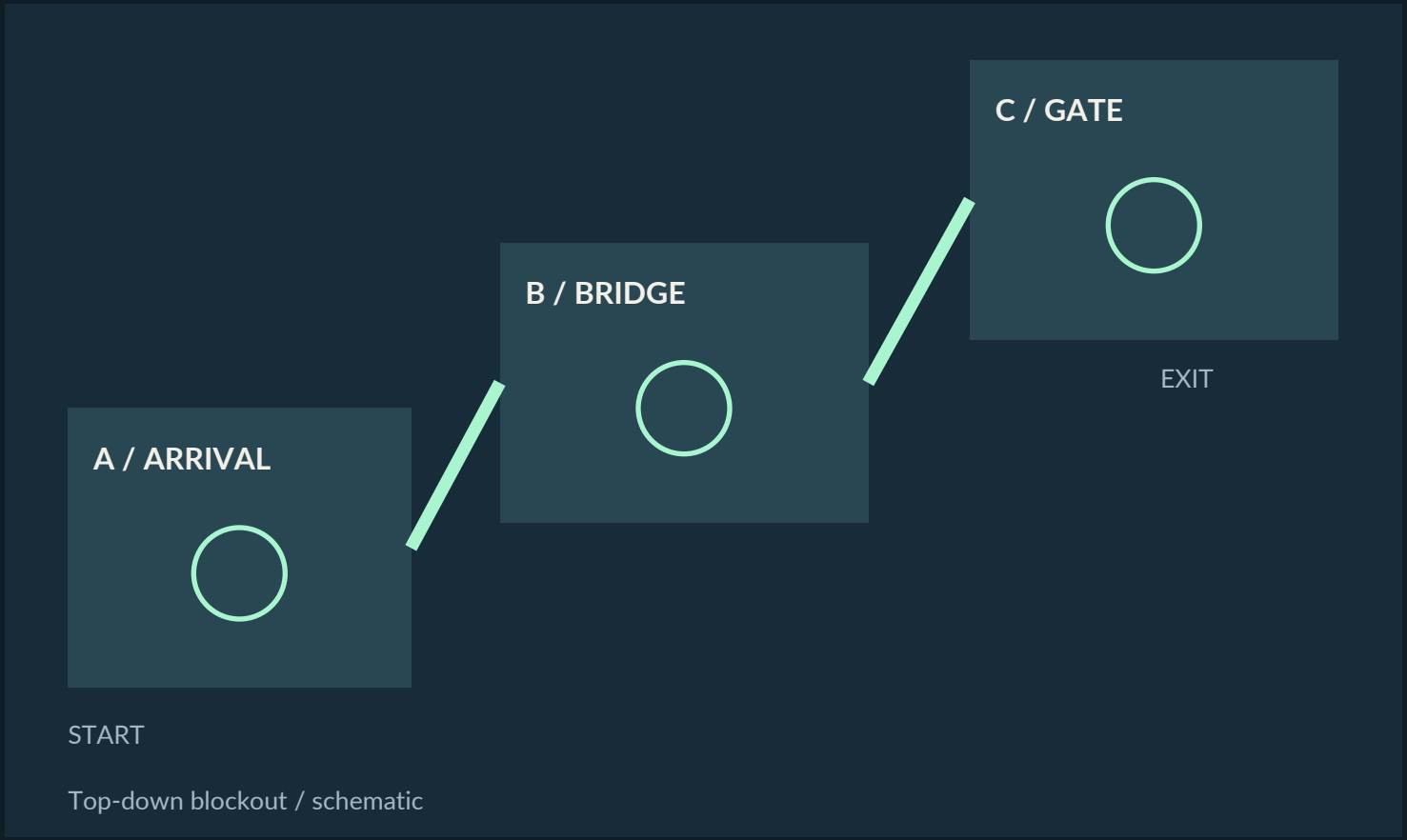
A small vocabulary of tones produces surprising combinations. Feedback is immediate, mistakes are reversible, and mastery comes from understanding the world.

Rules that keep it fair

No random solutions. Each resonator has a visible pattern, matching sound and consistent effect. Reset is always available. No timing pressure in the first level.

The Resonance Atrium

First playable slice proposal • 3–5 minutes • teach, practice, combine.



A / Teach

Match a single low pulse to open a small passage.

B / Practice

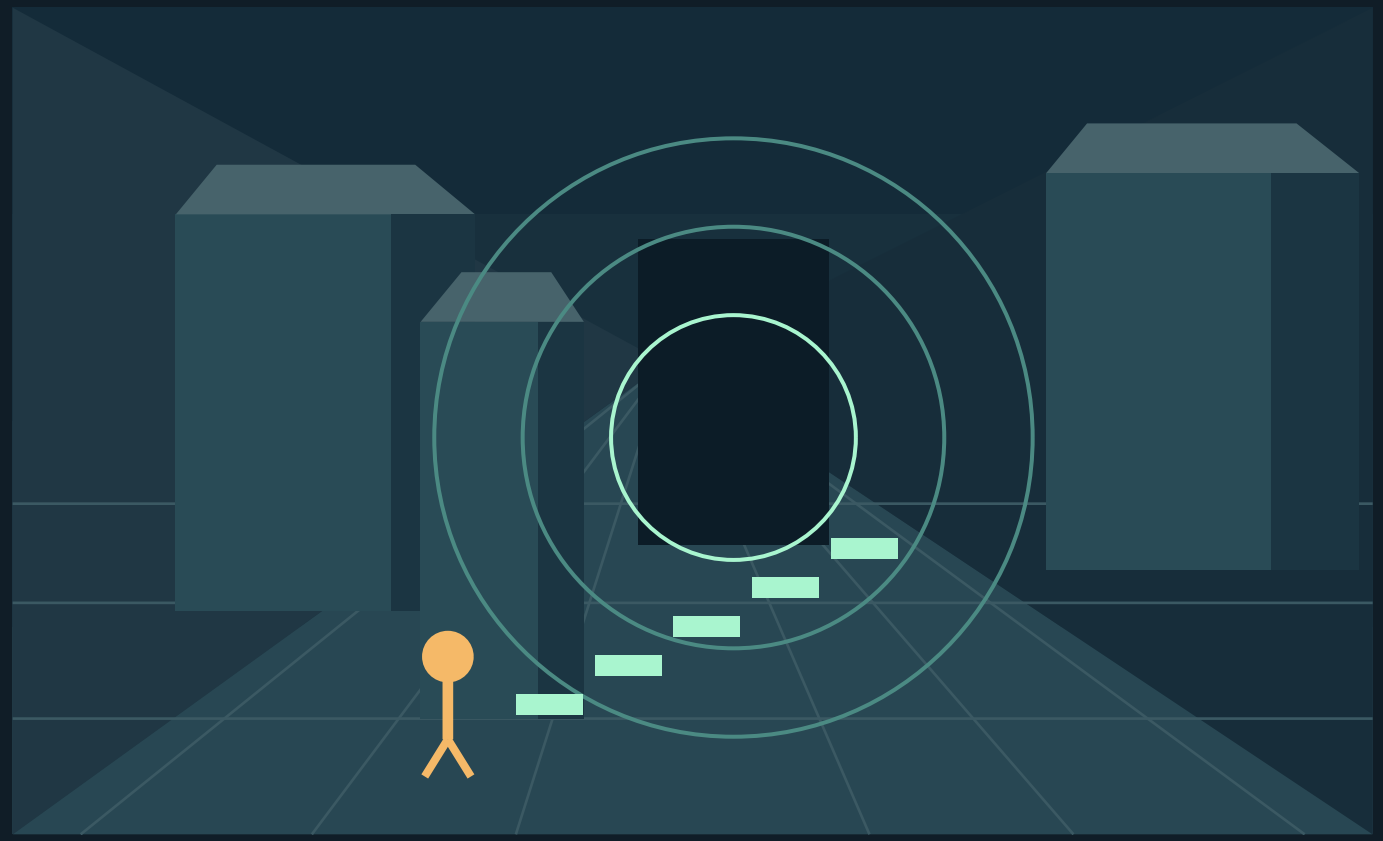
Choose the mid pulse to reveal a bridge across a gap.

C / Combine

Activate low then high to align a gate. Both steps remain visible; reset returns the room to its initial state.

A world worth listening to.

Quiet monumental architecture, tactile surfaces, restrained color and readable feedback.



Deep slate

Stone

Resonance

Player

Visual language

Soft atmospheric depth, geometric silhouettes, concentric waves and patterned glyphs. Active objects use shape and motion as well as color.

Voice & tone

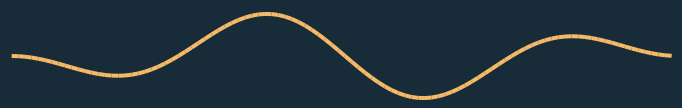
Minimal, curious and inviting. Example: “Every space has a voice.” Guidance is concise, never punitive.

Make the invisible readable.

Audio direction is part of the game system, not an ornamental soundtrack.

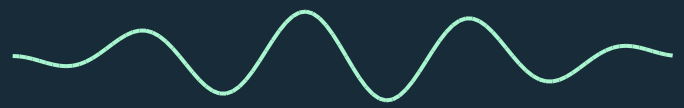
LOW / 1

Warm, rounded pulse



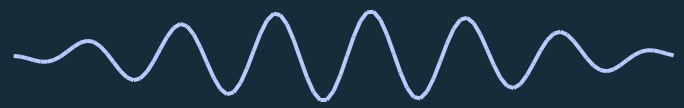
MID / 2

Clear, glass-like tone



HIGH / 3

Airy, bright chime



Audio grammar

Distinct pitch ranges and timbres; a short confirmation chord on success, a soft neutral response on mismatch. Ambient layers recede during puzzle cues.

Equivalent access

Every tone has a numbered glyph, distinct wave pattern and caption. Volume controls, reduced motion and optional haptics. Puzzles must remain solvable with audio muted.

Generate options. Curate decisions.

Illustrative exploration of three directions; no claim of model benchmarking or generated gameplay.



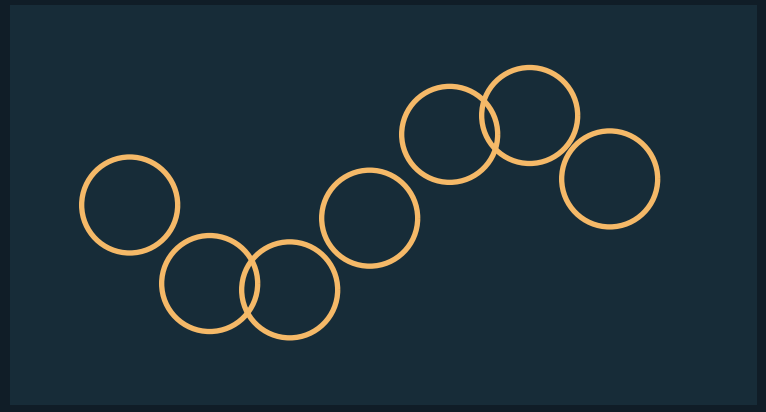
A / Spectacle

Dense visual effects compete with puzzle signals. Reject for the first slice.



B / Resonance

Restrained geometry makes the effect of each pulse legible. Select.



C / Organic

Living forms offer expressive possibilities but obscure state changes. Defer.

Proposed AI workflow: explore silhouettes, room motifs, cue language and sound sketches using a fixed creative brief. Compare against readability, coherence and novelty; curate and revise. Keep puzzle logic deterministic and human-reviewed.

Prove the mechanic before scaling.

Proposed implementation and validation plan • no playable build or playtest results yet.

01 / Build

Browser-based room with keyboard/touch controls, Web Audio tones, deterministic state machine and reset.

02 / Test

Observe 5–8 players with consent. Ask them to solve without coaching; repeat with audio muted.

03 / Refine

Review confusion, retries, time to first success and self-reported enjoyment. Tune cues before adding content.

Proposed success criteria

Most players discover the first rule independently; all can solve with sound off. Enjoyment and desire for another room guide iteration.

Production guardrails

Use original or licensed assets, review AI outputs for rights and consistency, and validate generated level proposals against solvability rules.