

# Last Dive

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# Synopsis

You've just won an exclusive luxury sweepstakes: a week aboard SeaDoor, a deep-sea exploration submarine packed with insufferably rich influencers, eccentric CEOs, and their emotional support capybaras.

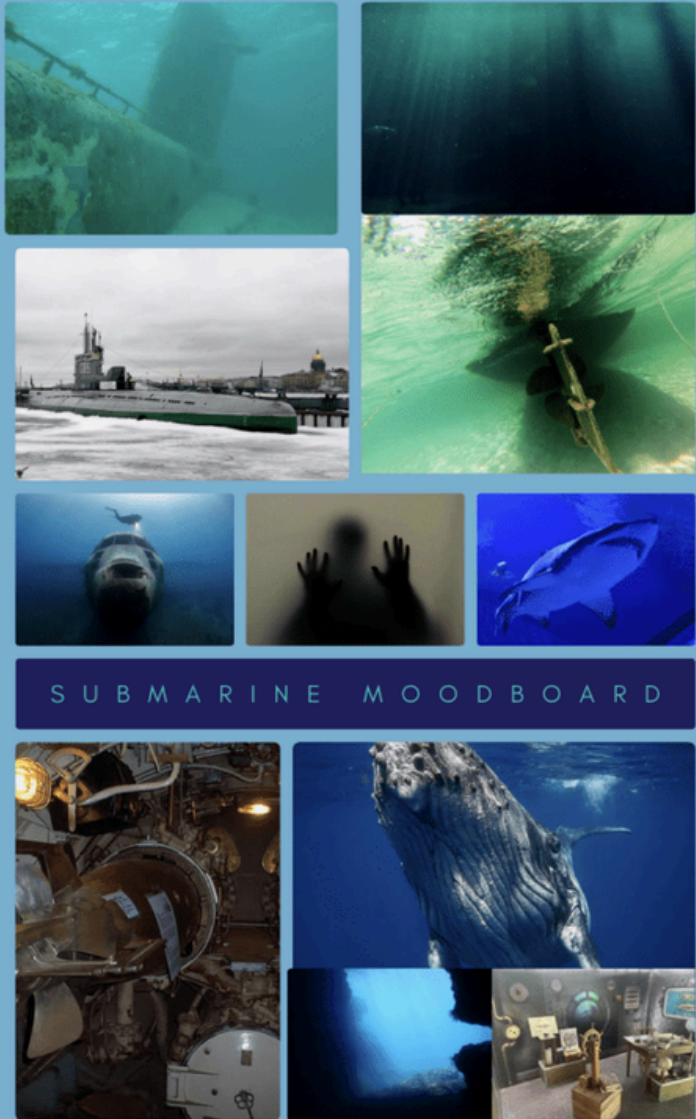
Things are going "fine" until a dull sound echoes through the vessel.

The submarine is sinking. Fast.

The automated escape system? Fried.

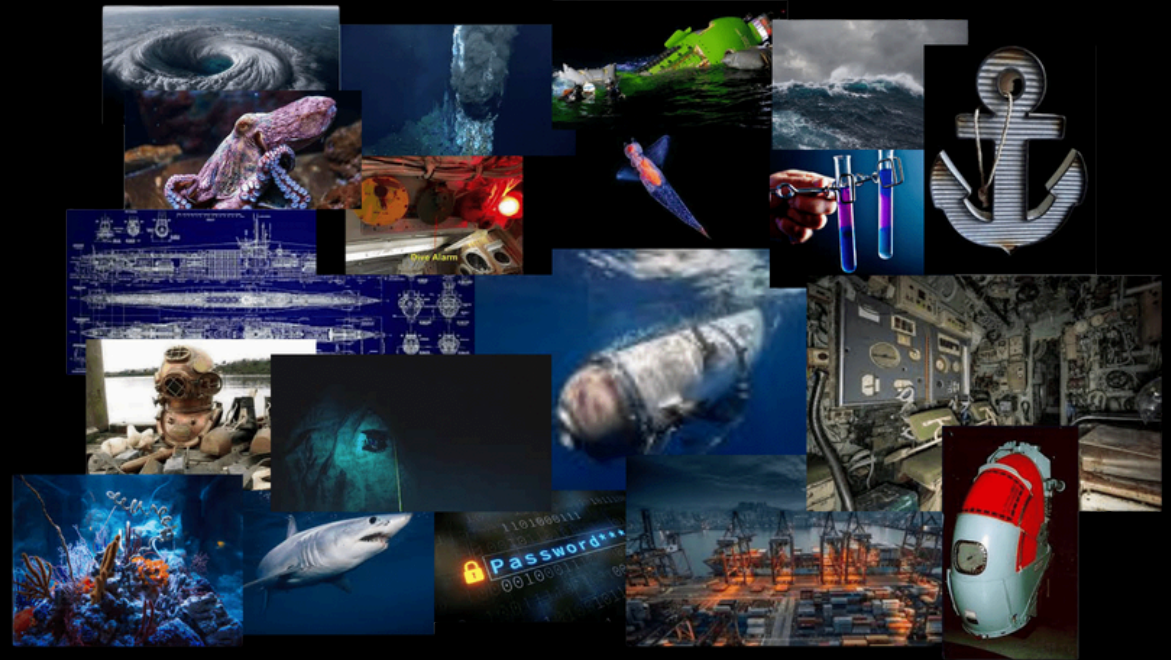
The only way out is through a series of manual overrides: puzzles, security riddles, and interpersonal gatekeeping from the cast of self-important passengers. It's an underwater escape room. And the pressure's rising.

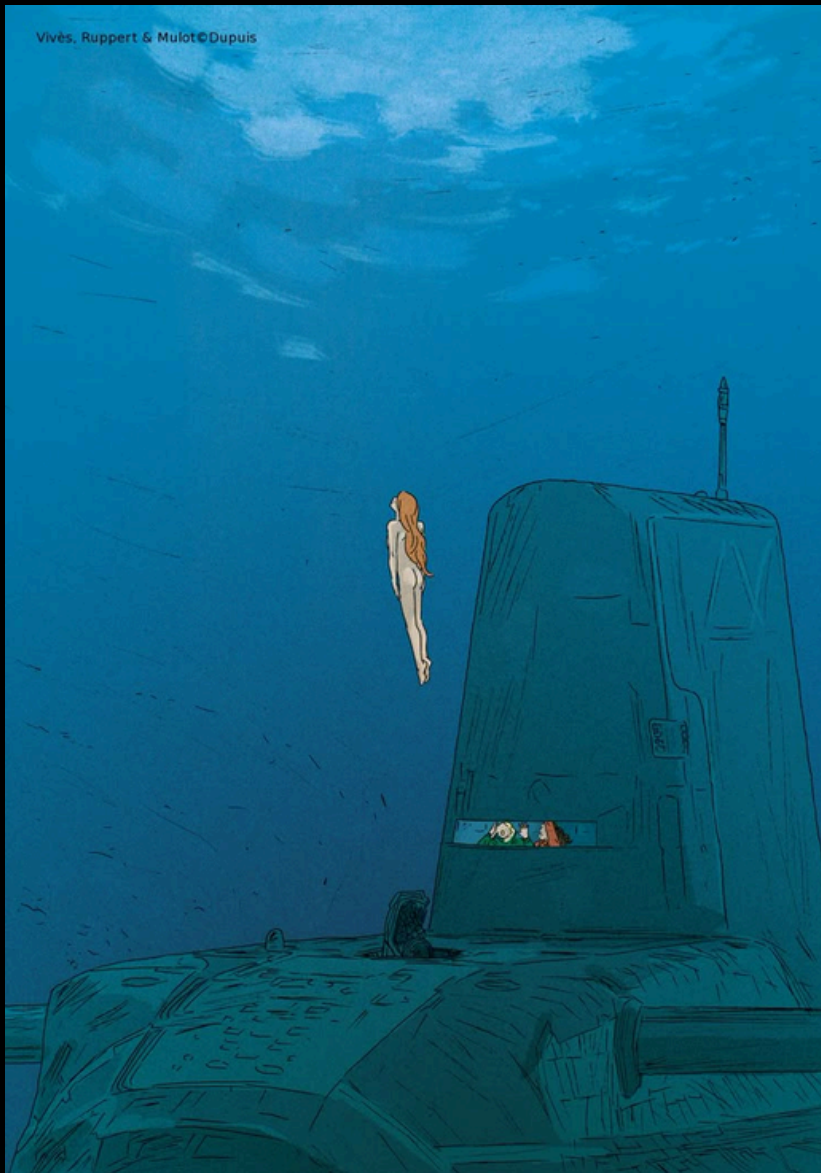
Your mission: survive.



# Core Premise

A satirical escape room narrative where players must solve a series of logic-based puzzles and social challenges to reach the final escape pod before the hour is up. The journey mixes absurd character dynamics with serious existential stakes — will you save yourself or someone else?





# Narrative Structure

The game is structured around unlocked rooms and passenger profiles, each with:

- One key puzzle
- A snippet of character backstory
- A possible clue toward the Master Override Code

Some passengers may offer to help you, but only if you've built trust by completing their side tasks or uncovering their secrets.

At the end, you face a final decision:

- Escape solo
- Take a second passenger with you
- Or stay and try to reroute the escape pod system to save more, risking everything.

# Tone

- Darkly comedic (like Glass Onion or Knives Out) but grounded in a time-pressure thriller
- Satire meets survival: “The Titanic meets The Menu”
- Narration toggles between sardonic wit and genuine emotional choices



# Gameplay

- Hybrid format: Physical + Digital

## *Physical Components*

- Printed passenger dossiers
- Room maps
- Clues hidden in layered envelopes (Russian nesting doll vibe)
- Objects like transparent overlays, cipher wheels, etc.

## *Digital Platform (React Native Web App)*

- Countdown Timer: 1 hour until total pressure failure
- Input Fields for puzzle answers
- Dialogue System: Chat-style interface with passengers
- Clue Tracker + Notebook for organizing discovered information
- Optional Audio Layer: ambient submarine creaks, character voicemails, ticking clock

## *Puzzle Types*

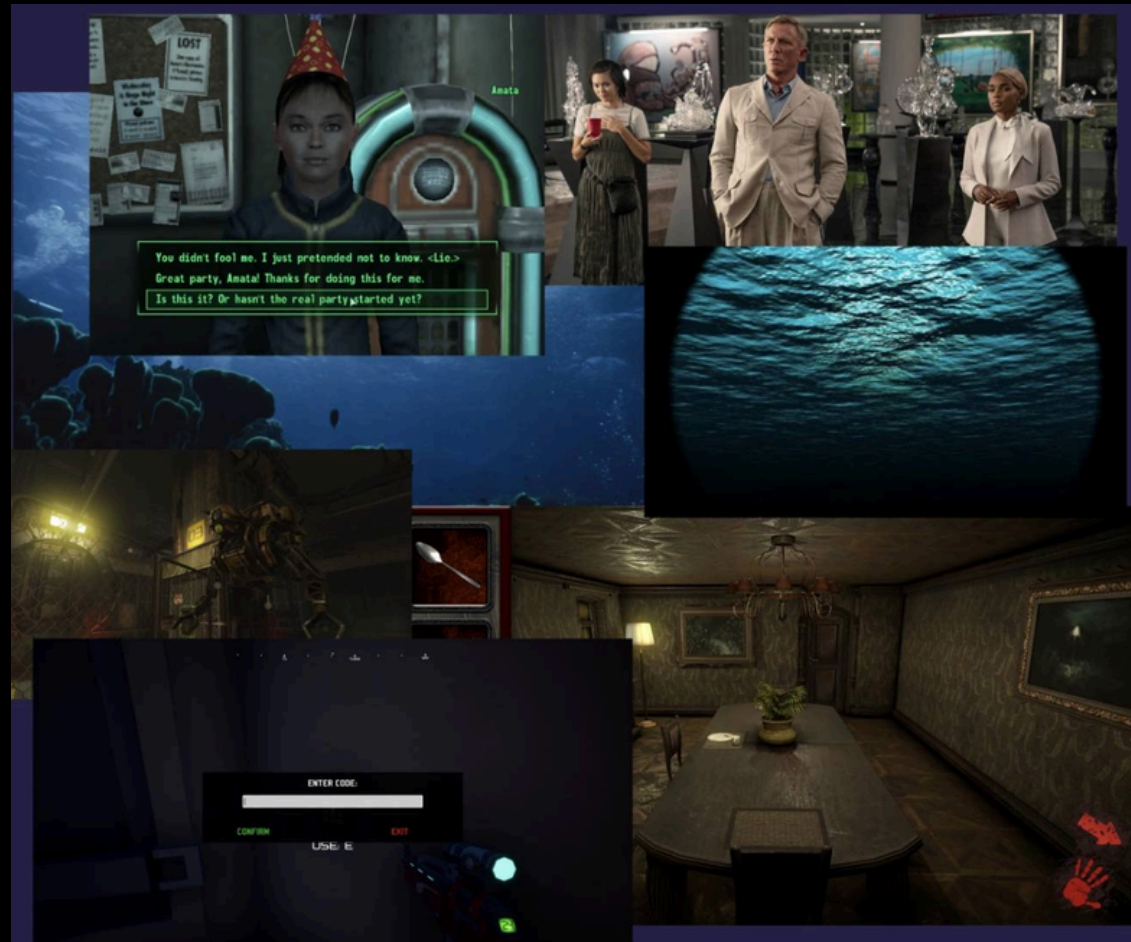
- Ciphers and anagrams
- Logic puzzles and pattern recognition
- Math-based sequence breaks
- Audio analysis (optional)
- Emotional/social deduction: who's lying?



# Player Agency

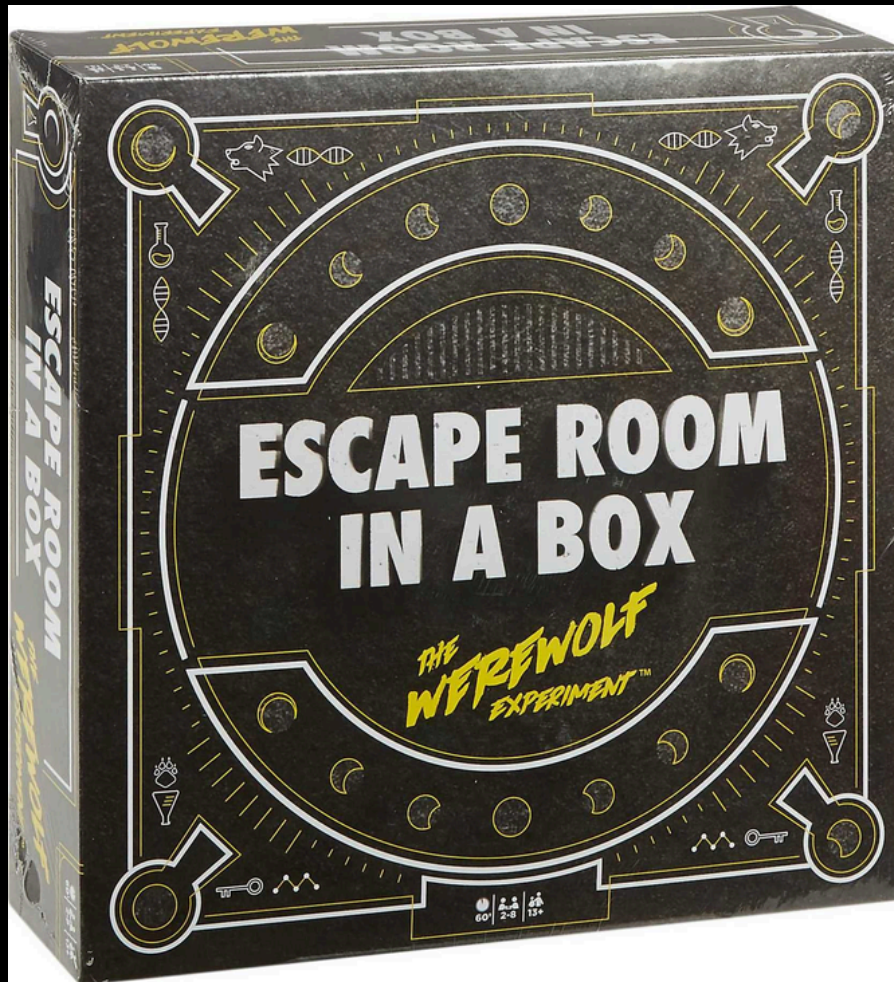
The order of puzzle-solving is flexible, but certain sections unlock only when enough codewords or trust points are gathered.

Clues are scattered — in riddles, dialogue, physical materials — leading toward a Master Escape Password.



# Influences

- Games: Escape Room in an Envelope, The Stanley Parable, Her Story
- Film/TV: Glass Onion, Triangle of Sadness, Snowpiercer, Twilight Zone
- Books: Agatha Christie, And Then There Were None





## Who Is This For?

- Escape room fans
- Lovers of narrative mysteries
- People who like solving puzzles under pressure
- Fans of satire, mystery, and branching-choice endings

# Production Notes

- 60-minute real-time game
- Digital experience paired with physical puzzles/box
- Ideal for 1–3 players collaboratively

