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Dead Signal


Reconstructing the final 72 hours of a dead person's phone.



[EVIDENCE_ID: PKG-9984-A] [STATUS: RECEIVED]

The Anonymous Delivery

12:53 AM - 12:09:00

87%  

You are an investigative journalist.
A serial murder case has gone cold.

Three victims. Zero leads.

Today, a package arrives containing
the third victim's phone.



The Primary Objective

The killer left no physical evidence. The only remaining crime scene is digital.

MISSION: Reconstruct the victim's last 72 hours.

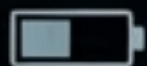
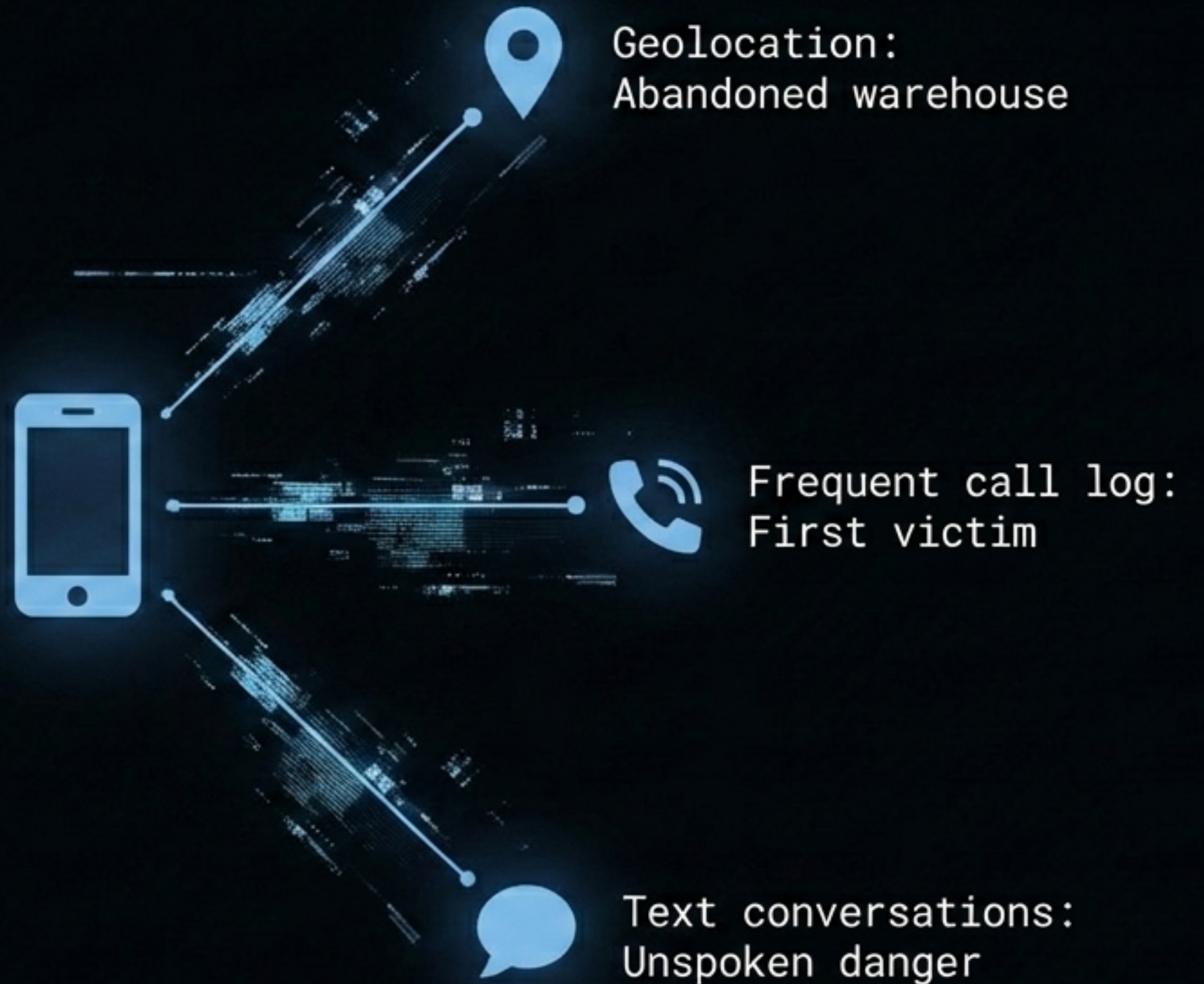


A Shift in the Design Paradigm

	Inside Job (Previous Game)	Dead Signal (Current Game)
System Type	Closed System	Open System
Scope	Corporate Network, 5 Suspects	The Outside World
Tension Driver	Moral Ambiguity	Imminent Threat
Evidence Flow	Bounded inside the screen	Reaching outward into reality

Evidence That Reaches Into Reality

The phone is not a self-contained puzzle box. Every data point on the device points outward to the physical world, tying the digital screen to real-world locations and dead victims.



Time is the Core Mechanic

Information is scattered across applications operating on entirely different temporal logic. The data is fractured.



The Time Reconstructor

The player must cross-reference disparate application data to rebuild a single, chronological timeline of the victim's final hours.

[DATA_CONVERGENCE_PROTOCOL]



[DATA_CONVERGENCE_PROTOCOL]

[CHRONOLOGICAL_RECONSTRUCTION]



[CHRONOLOGICAL_RECONSTRUCTION]

[TIMELINE_OUTPUT]

Piecing Together the Final Hours

WED 23:00

Text Message (Outbound):
"I know." (Sent to unknown
number).

THU 14:00

Call Log: 47-minute conversation
with Victim #1.

THU 02:00

Gallery Addition: A pitch-black
photo with an open window.
Geolocation tagged: City
Outskirts Warehouse.

The Impossibility

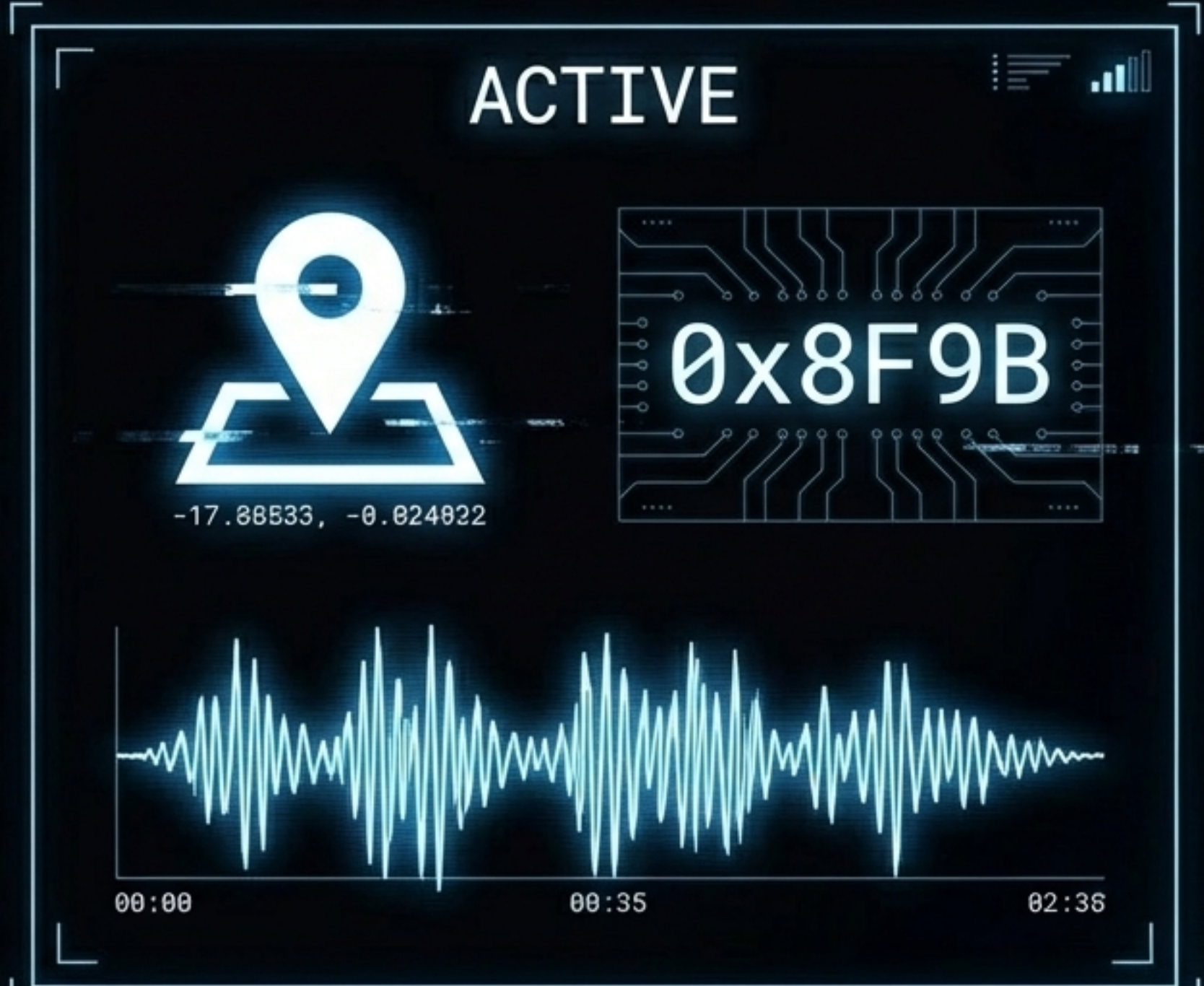
The timeline reveals a 47-minute phone call to the first victim's number.

47:00

That person died three weeks ago.
Someone is answering a dead person's phone.

Horror Through Data

The fear in Dead Signal does not rely on jump scares or graphic content. True dread is generated entirely through the sudden realization of what raw data implies.



The Architecture of Dread

Fear is engineered in the mind of the player by forcing them to combine seemingly benign data points into a terrifying realization.

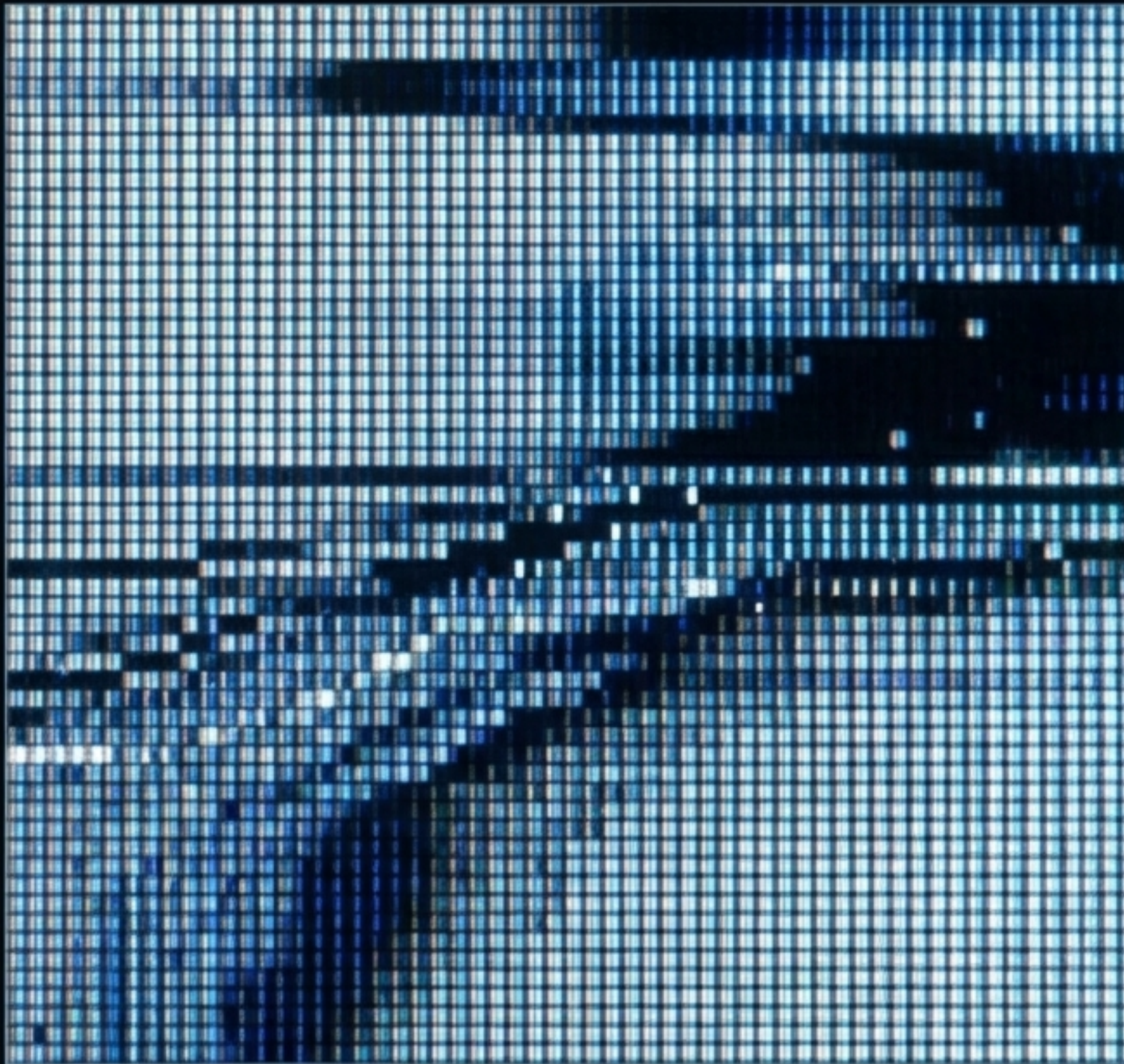


[Image: Darkness
+ Open Window]

[Geolocation:
Abandoned Warehouse]

[Matched Coordinates:
Victim #2 Last Known
Location]

[Visceral Fear]



The Aesthetic of Interference

The visual theme reinforces the isolation: a deep black Android interface with cold blue accents.

At key moments of discovery, subtle signal interference disrupts the UI.

The phone itself is a signal.

The last signal from someone who can no longer speak.

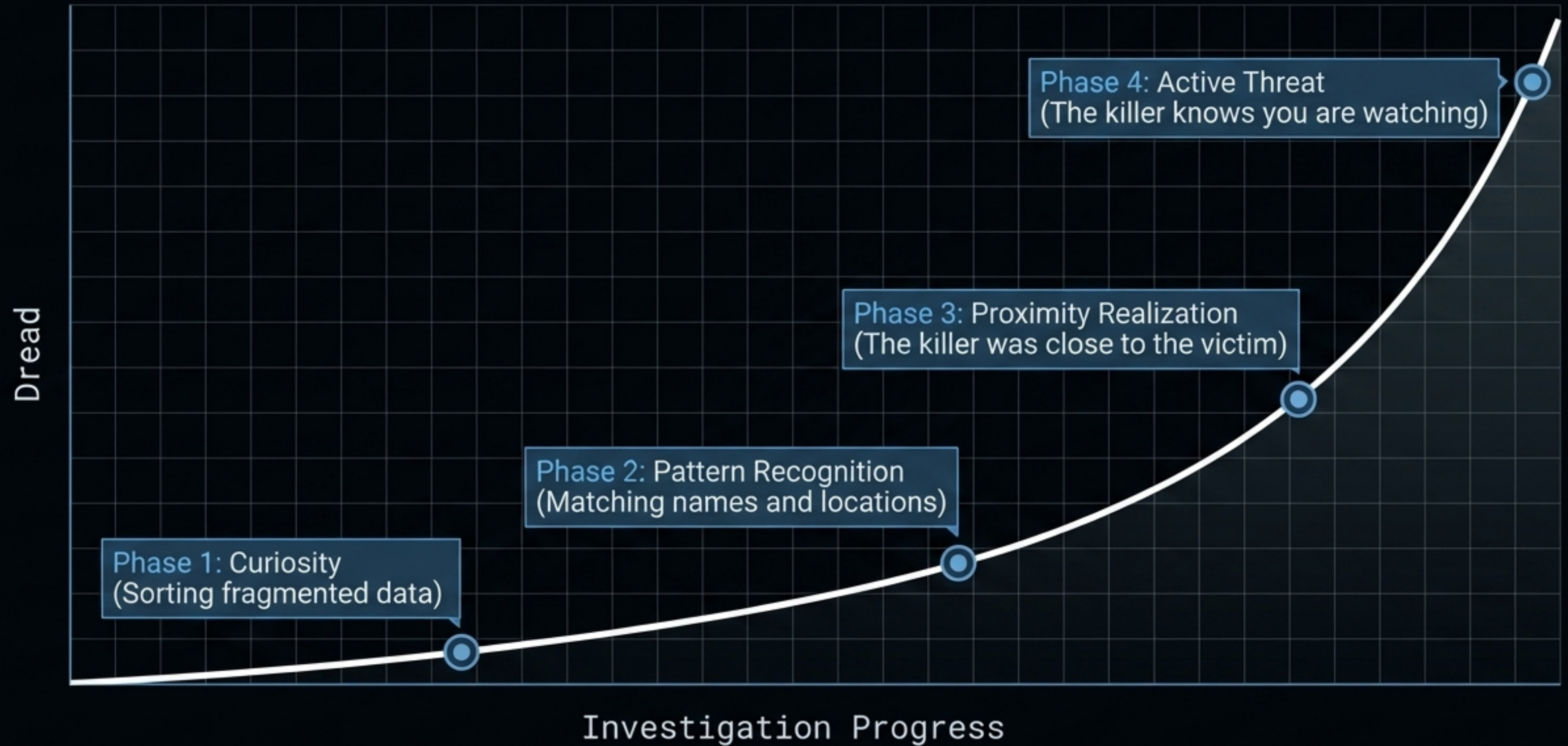


The Core Design Challenge

The greatest hurdle is not technical implementation. It is mastering the emotional pacing required to transition the player from clinical distance to profound vulnerability.



The Emotional Escalation Curve



NEW MESSAGE RECEIVED —
UNKNOWN NUMBER

The Final Realization

The ultimate terror is not discovering what happened in the past. It is the sudden, terrifying question: does the killer know the phone is now in your hands?

The Next Signal

This concludes the Dead Signal concept.
Up next in the AI Game Producer series:
Shadow Access. The weirdest of the three.

You are no longer searching someone else's phone.

You are searching your own.