

A DESIGN DECONSTRUCTION OF INTERACTIVE STORYTELLING, UI DEGRADATION, AND THE FEAR OF EXPOSURE.

Inverting the found-phone genre fundamentally shifts the player's psychological state



Investigating Someone Else

The Detective. You are searching for clues in a stranger's device. The stakes are external. The fear is rooted in uncovering others' secrets.

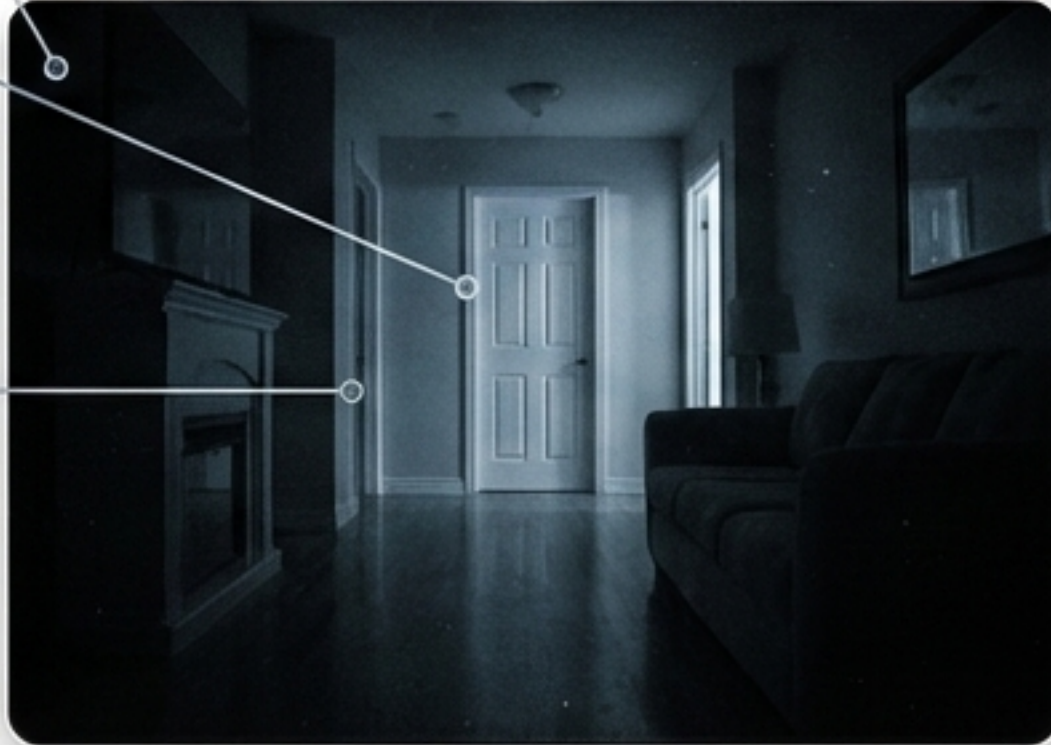


Investigating Yourself

The Victim. You are searching for anomalies in your own device. The stakes are deeply personal. The fear is rooted in proximity—someone has already seen all of your secrets.



Photos

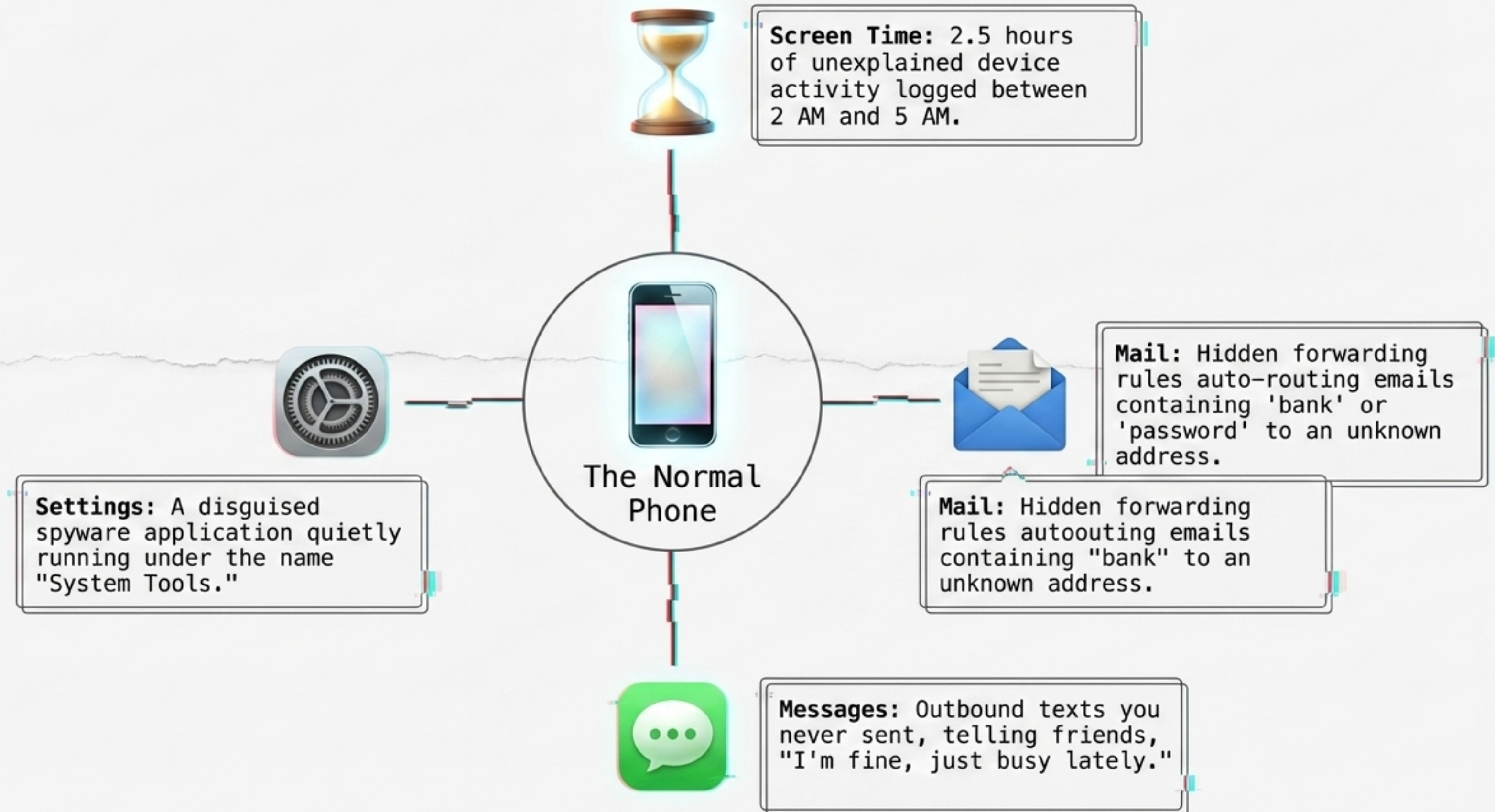


Timestamp: 3:47 AM.

Location: Your apartment. You were asleep inside.

You do not remember taking this photo.

The gameplay loop revolves around hunting anomalies that don't belong to you.

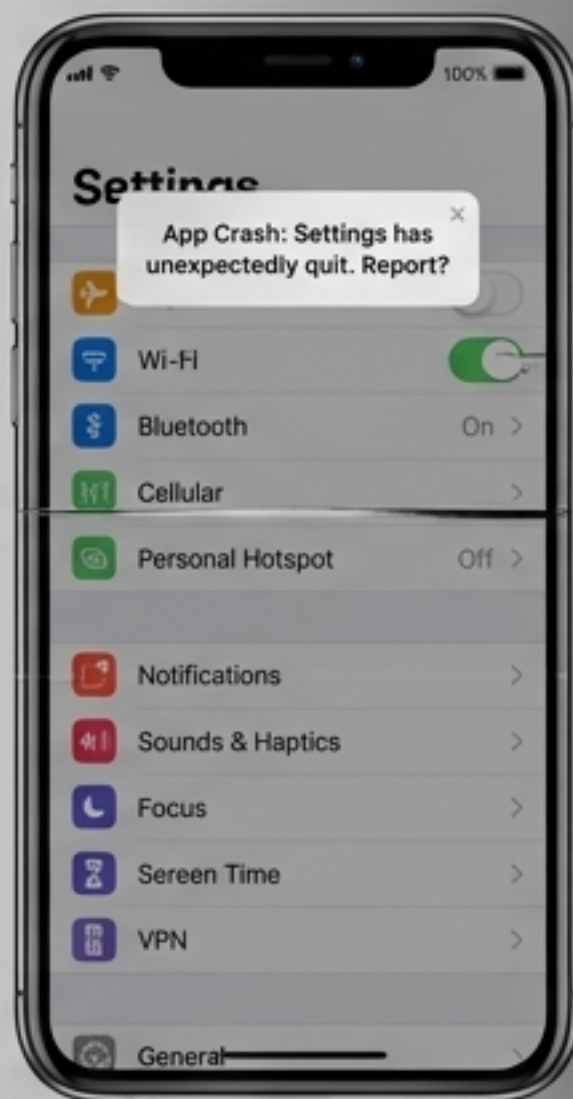


The interface is the storyteller, degrading as the intrusion is uncovered.

Stage 1: Pristine



Stage 2: Anomaly



Stage 3: Compromised



No text tells the player 'your phone has been compromised.' Your familiar daily tool slowly becomes something you don't recognize.

Shadow Access completes an anthology exploring distinct architectural dimensions of fear.

	Inside Job	Dead Signal	Shadow Access
Setting:	Corporate Desktop.	Murder victim's phone.	Your own phone.
Player Role:	Employee / Investigator.	Outsider / Detective.	Victim / Target.
Core Mechanic:	Moral gray areas.	Data puzzles.	Psychological proximity & UI anomalies.
Psychological Fear:	Moral compromise (the truth implicates you).	Patterns in data (a trusted person is a killer).	Complete exposure (someone knows your location, chats, and sleep schedule).

> Set target vector: **Identity of the intruder. Execute narrative surprise.**

[SYSTEM LOG]: The creator sets the direction; the AI delivers the surprise.

[METHODOLOGY]: Handing the final reveal to Claude Code.

[INSIGHT]: Previous development (Inside Job) proved AI's capacity for engineering superior narrative design twists.

[STATUS]: Now we build.