THROUGH THEIR EYES

SECOND SIGHT

GAME DESIGN DOCUMENT

Your body is here. Your eyes are elsewhere.



NATHANAËL DESLANCES

PERSONAL CONCEPT / PORTFOLIO EDITION

Read the network

A stealth puzzle concept built around indirect vision.

THE PITCH

Navigate a watched city by taking over connected visual devices. Control a hacker through surveillance cameras, drones and wearable cameras, manually relaying from one viewpoint to the next. Every move depends on what another device can reveal.

THE PLAYER PROMISE

Read a space, build a chain of viewpoints and move through the gaps. A camera can be useful even when it cannot see the protagonist: it may reveal the next device in the chain.

THE DEFINING RULE

The player controls the protagonist, but never sees through the protagonist’s own eyes. Losing sight of the body does not remove movement control.

PROJECT STATUS

Personal game concept. This document presents design intent and illustrated scenarios; the artwork is concept visualization, not a playable build. It makes no claim of implemented systems or measured playtest results.

DOCUMENT CONVENTIONS

Established rulesreproduce recovered project decisions. **Design proposals**supply reviewable specifications where the project is still open. Scenario names describe illustrations and example spaces, not a locked campaign.

Document map

From the player experience to the rules, spaces and validation plan.

04 Experience & pillars
05 The indirect-vision contract
06 The relay network
07 Observer families
08 Camera states & access
09 Movement & perspective changes
10 Stealth & readable danger
11 Puzzle construction
12 Scenario: the utility shaft
13 Scenario: the station
14 Scenario: through their eyes
15 Learning & progression
16 Interface & feedback
17 Art & sound direction
18 Failure, recovery & accessibility
19 Prototype & validation
20 Scope, open decisions & glossary
21-22 Visual rules atlas / Routes & recovery

See. Relay. Move.

Borrow another viewpoint to understand and cross a watched space.



Connected glasses create an external view of the protagonist. Illustration of the intended experience.

BORROWED VISION

The view belongs to a connected device in the world. Its position and orientation determine what you can understand.

SPATIAL REASONING

Plan two routes: a traversable route for the body and a chain of visible devices for the player.

CONTROLLED VULNERABILITY

Moving outside the frame is allowed. Tension comes from incomplete information and the need to recover a useful angle.

THE CORE LOOP

Observe a space, select a visible accessible relay, switch manually, then move and reassess. Safe pauses support deliberate planning.

The vision contract

The rules remain the same, even when the protagonist leaves the frame.



Threat imagery illustrates exposure. Leaving the frame is not an automatic failure or loss of movement control.

INDIRECT VISION

Gameplay views come from external connected visual devices. There is no protagonist first-person view.

MANUAL SELECTION

The player chooses the next available observer. Perspective changes are deliberate.

VISUAL CHAINING

A new connected device must be visible from the active feed, and its access conditions must permit switching.

REACH & REACQUISITION

Any camera is reachable through a valid chain. No arbitrary relay-count limit is established.

BODY CONTROL PERSISTS

The body keeps responding outside the active frame. Relay through other devices to find it again.

THREE DIFFERENT STATES

Out of frame, interrupted feed and enemy detection are independent. Feedback must identify which one applies.

Two routes, one space

The body crosses the architecture. The player crosses the visual network.



Green links visualize relay opportunities. Access to a view does not grant control of the observer’s body or movement.

LOCAL LINKS, GLOBAL REACH

A can reveal B; B can reveal C. The body need not appear in every intermediate feed.

A VALID SWITCH / PROPOSAL

The target is a connected visual device, visible from the active view and available for access. Occlusion should block selection.

RECOVER THE BODY

The protagonist can cross outside A’s frame while the player uses B to reach a useful view from C.

KEEP THE GRAPH HONEST

Do not offer a hidden, previously visited camera as a shortcut. Visibility thresholds and partial occlusion require prototyping.

A city full of eyes

One visual-relay rule applies to different device families.



An available wearable feed can offer night vision while a mounted camera remains access-locked. Concept visualization.

SURVEILLANCE CAMERAS

Mounted cameras provide stable planning angles. Some have a fixed orientation; others can be access-locked.

DRONES

A moving feed changes which spaces and devices are visible. Remote steering is not an established mechanic.

SOLDIER WEARABLES

Connected glasses provide a viewpoint attached to a potential threat. Seeing through them does not possess the soldier.

CIVILIAN DEVICES

Connected glasses and camera-equipped smartphones extend the relay network into ordinary public life. Introduce readable movement routes before timing challenges.

Not every feed is available

Separate device access, feed condition and image capability.

FOUR DISTINCT DEVICE STATES

AVAILABLE	LOCKED	JAMMED	ACTIVE
Can switch	Access blocked	Interference	Current feed

FIXED ORIENTATION

Established: some cameras cannot rotate. A fixed angle constrains framing without implying disconnection.

LOCKED ACCESS

Established: a visible device can refuse access. Explain the restriction before commitment. The unlock method remains open.

JAMMING

Established constraint. Specify whether it blocks selection, interrupts an active feed or affects a zone before implementation.

NIGHT VISION

Established capability for darkness. Activation, range and presentation still need specification.

LABELS & SYMBOLS / PROPOSAL

Pair AVAILABLE, LOCKED, JAMMED and ACTIVE with icons. An unsuccessful switch should explain its cause.

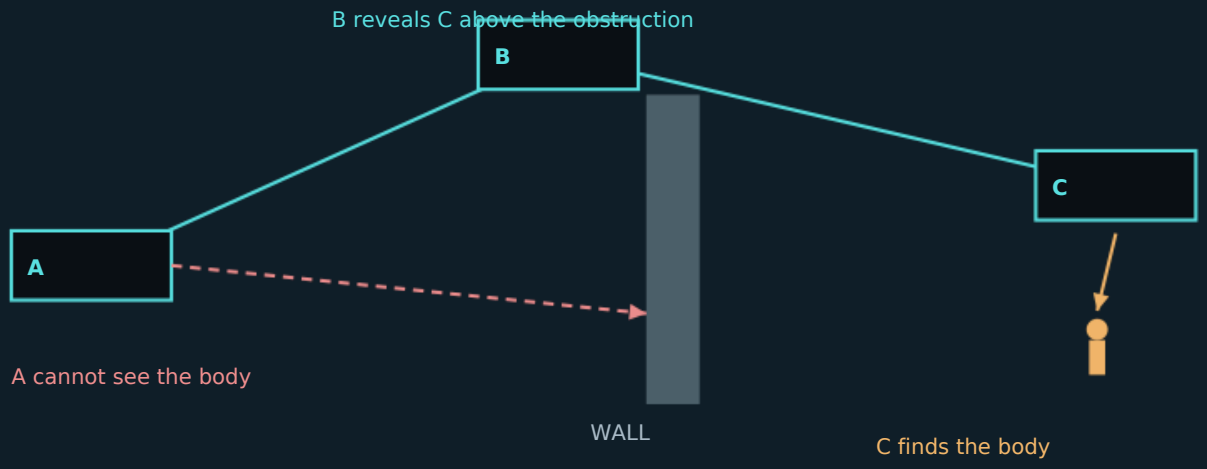
FEATURE BOUNDARY

Thermal vision and damaged-camera variants remain unvalidated and are excluded from the core specification.

Move through changing frames

Make body control readable when the viewpoint changes.

SCHEMATIC TOP VIEW / PROPOSED PUZZLE SPACE



CONTROL OUTSIDE THE FRAME

Established: the protagonist keeps responding even when the active feed cannot see it.

INPUT LAYERS / PROPOSAL

Separate body movement, observer selection and interaction. Selecting a feed must not accidentally move the body.

CONTINUITY / PROPOSAL

Preserve movement direction while input is held across a switch; re-evaluate after release. Compare with world-relative controls.

ORIENTATION & TESTING

Use repeated doors, lights and structural silhouettes as anchors. Test whether a player can cross blind, switch and continue intentionally. Final bindings and moveset remain open.

Being seen is not one state

Player information and enemy knowledge are independent.

TWO INDEPENDENT QUESTIONS / PROPOSAL

PLAYER INFORMATION

Body visible / out of frame

ENEMY KNOWLEDGE

Unaware / suspicious / detected

Switching feed does not decide enemy detection.

USEFUL DOES NOT MEAN SAFE

A viewpoint may belong to a hostile person or surveillance device. Borrowing it provides information, not invisibility.

DETECTION / PROPOSAL

Evaluate enemy awareness separately from feed access. A stolen view is not proof that the protagonist was detected.

READABLE EXPOSURE / PROPOSAL

Teach threats, routes and waiting positions from clear views before requiring judgments from unfamiliar angles.

CONSEQUENCES / PROPOSAL

Prototype unaware, suspicious and detected states. Pursuit, capture, timing and reset behavior remain open.

FAIR COMMITMENT

Give enough advance information to support a choice. Blind movement can be a risk the player chooses.

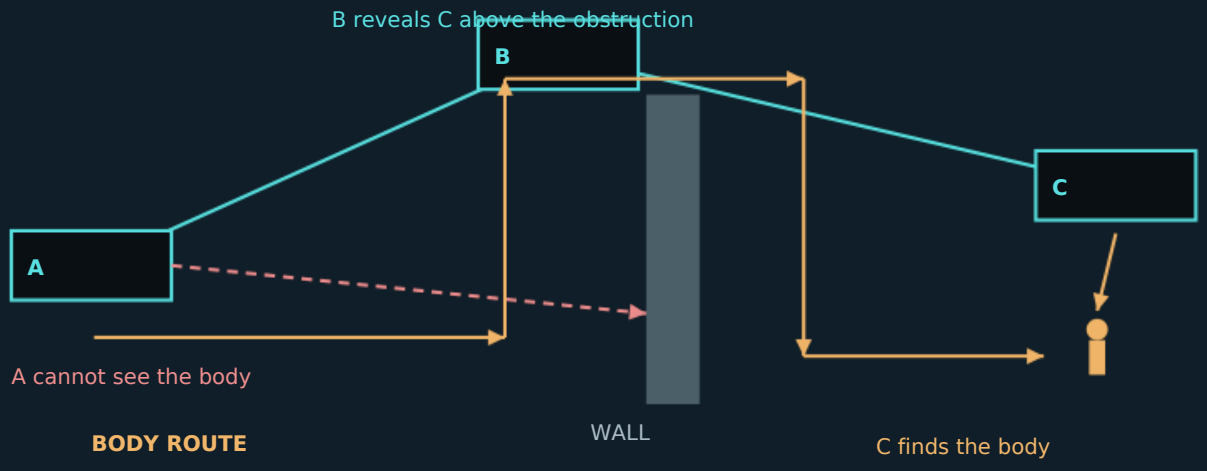
NO VISIBILITY DEATH

Loss of visual contact alone does not cause failure. Actual threats and physical hazards need separate rules.

Build a puzzle from a sightline

A puzzle joins a physical crossing to an observation route.

SCHEMATIC TOP VIEW / PROPOSED PUZZLE SPACE



DISCOVERY & REACQUISITION

Reveal a useful next device. Then let the player locate the body through intermediate feeds that do not all show it.

ACCESS & TIMING

A locked relay suggests another visual route. A moving observer creates a timing window. Teach each constraint separately.

VISIBILITY CONDITIONS

Use fixed angles, occlusion, darkness and jamming to restrict information. Combine them only after individual teaching beats.

PUZZLE CHECKLIST

Identify objective, physical route, observation route, safe planning position, critical cue and recovery route. Every solution should be an intentional action sequence.

The utility shaft

Illustrated puzzle study. Layout details are a design proposal.



READ THE SPACE

The protagonist starts on a left-hand walkway; an exit sits on the opposite side. Available and locked devices advertise different observation opportunities. The image communicates intent rather than a solved, build-ready traversal route.

PROPOSED PLAY SEQUENCE

1. **Observe:** identify the exit, walkway connections and available feeds.
2. **Relay:** use an accessible view to inspect the central crossing.
3. **Reframe:** reach a feed that reveals the landing and exit approach.
4. **Move:** cross only after confirming a physical route.

LEVEL-DESIGN VALIDATION

The suspended platform is illustrative. Its controls, motion and traversability are not established mechanics. Before blockout approval, define how the body crosses and verify that the visual chain actually supports it.

The station

A quieter space for learning frame boundaries.



ILLUSTRATION READING

Strong columns divide the platform into readable segments. A mounted camera, pools of warm light and a distant train establish surveillance, depth and possible occlusion. This is concept art, not evidence of a fixed side-scrolling format.

PROPOSED TEACHING BEAT

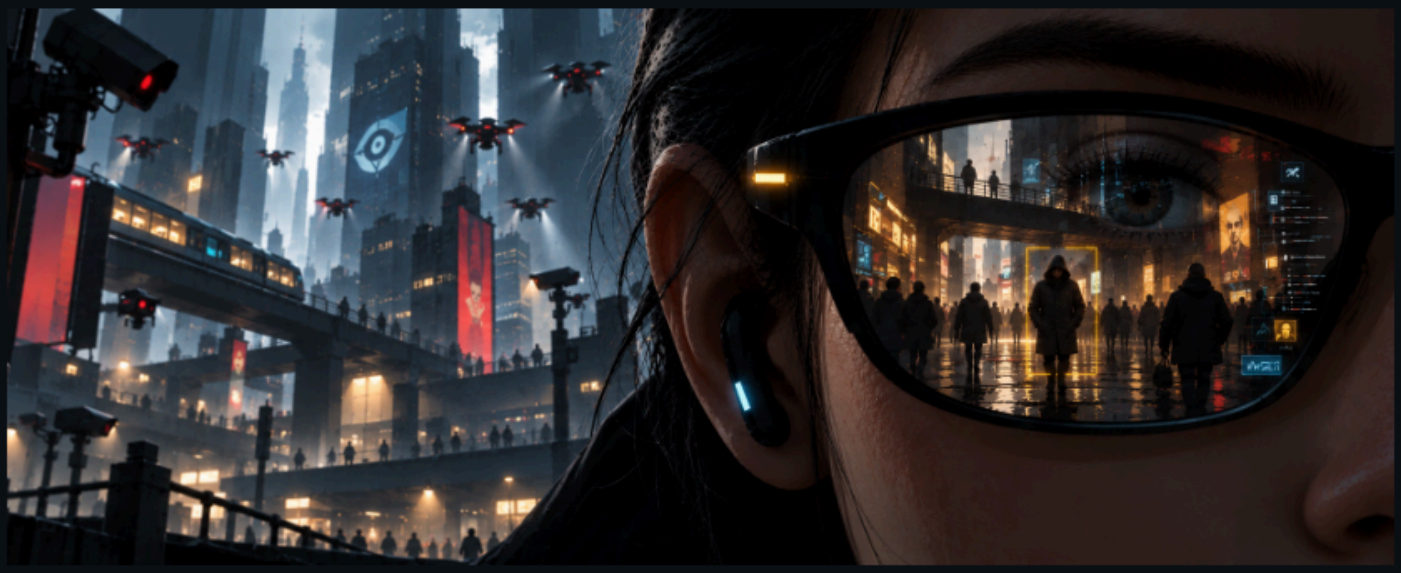
Start with the protagonist visible. Reveal a second camera before a column conceals the body. Let the player switch to recover visual contact, then repeat with a brief voluntary blind crossing. The new challenge is managing information, not learning several systems at once.

SUCCESS CRITERION

The player can explain where the protagonist went, which device offers the next useful view and why that view is reachable. A train’s movement or boarding behavior is outside this example’s established rules.

Through their eyes

The observer can be an ordinary passerby.



ESTABLISHED VISUAL DIRECTION

A civilian wearing connected glasses provides the view in which the protagonist is seen. The city’s surveillance extends beyond mounted cameras into everyday devices.

PROPOSED PLAY SEQUENCE

Find a civilian’s connected device from the active feed. Switch while the device is visible and accessible. Read the street from that person’s angle, locate the protagonist and identify a next relay before the viewpoint moves away.

WHAT THE PLAYER LEARNS

A person can be a visual relay without becoming a controllable character. The most useful feed is not always the one with the clearest view of the body; it may be the one that opens a new part of the network.

NARRATIVE FUNCTION

The visual premise supports vulnerability and surveillance through play. Character names, the hacker’s personal motive, antagonist, story beats and ending remain open.

Learn the rules.
Then combine them.

Proposed teaching sequence, not a locked chapter list.

01 / SEE YOURSELF

One stable feed; movement while the body is visible.

02 / CHANGE OBSERVER

Two overlapping feeds; explicit manual selection.

03 / BUILD A CHAIN

An intermediate device reveals a useful third viewpoint.

04 / LEAVE THE FRAME

A safe blind crossing followed by deliberate reacquisition.

05 / READ RESTRICTIONS

Introduce fixed orientation, then locked access in separate beats.

06 / FOLLOW A MOVING EYE

A mobile observer adds a readable timing window.

07 / HANDLE POOR VISIBILITY

Teach night vision and jamming separately before combining them.

DIFFICULTY TARGET

Increase the number of relationships the player reasons about, rather than hiding essential information. Exact mission count, duration and difficulty tuning remain open.

A feed you can understand

Proposed interface rules derived from the supplied visual reference.

CYAN / INFORMATION

Active feed ID, location and objective context. Pair every state with a readable label.

GREEN / AVAILABLE

Visible, accessible relay. Selection highlight should remain distinct from confirmation.

RED / RESTRICTED

Locked or unavailable access, with an icon and reason. Do not rely on red alone.

AMBER / BODY

A restrained protagonist highlight when visible. Avoid permanent through-wall tracking.

DESIGN PROPOSAL / SELECTION FLOW

Show candidate → focus candidate → confirm switch → update active-feed identity. A failed switch states the reason. Feed identity should stay stable enough to let the player build a mental map.

DESIGN PROPOSAL / OFF-SCREEN FEEDBACK

Use a neutral OUT OF FRAME label when the feed works but the body is absent. Reserve SIGNAL LOST or JAMMED for feed problems. Avoid a black screen simply because the protagonist walked out of view.

INFORMATION BUDGET

The supplied puzzle image contains decorative interface elements. Only retain elements that communicate a real rule; unlabeled bars must not imply a defined energy or hacking-resource system.

The watched city

Dark architecture, small silhouettes and controlled light.

REFERENCE HIERARCHY

Use the supplied images as the primary visual reference: blue-black architecture, wet surfaces, haze, isolated amber lights, red surveillance accents and cyan feed graphics. The previously established INSIDE influence informs isolation, scale and silhouette readability.

COMPOSITION

Make the protagonist small enough to feel vulnerable, but readable at gameplay scale. Use structural framing to communicate occlusion. Keep essential relays visually identifiable without turning the whole scene into an overlay.

DOCUMENT VS. GAME CAMERA

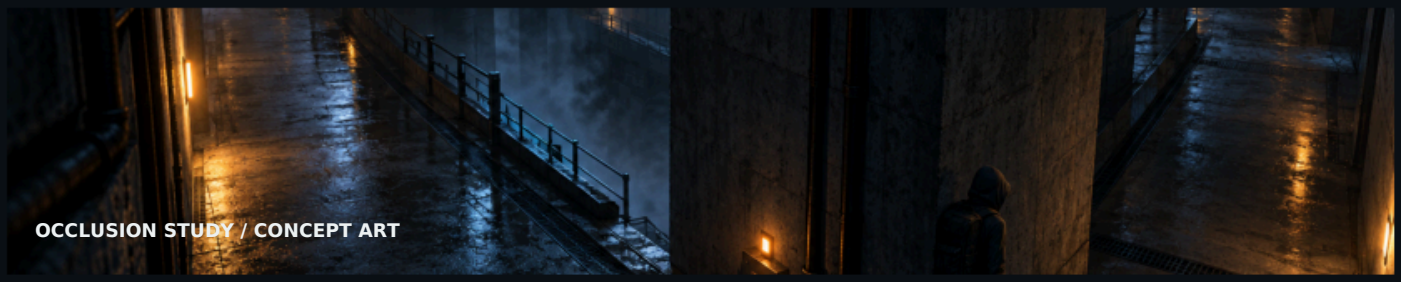
Promotional art establishes surveillance and vulnerability. Gameplay views belong to external devices. The illustrations do not fix the final dimensionality or camera-control model.

DESIGN PROPOSAL / AUDIO

Footsteps, machinery and voices can support off-screen orientation. Relay confirmation and access failure need distinct sounds. Define whether audio follows the active device, body or a mixed model.

NARRATIVE RESTRAINT

Architecture and everyday surveillance can establish the world before exposition. Specific factions, lore and plot outcomes should be authored only after the narrative premise is defined.



OCCLUSION STUDY / CONCEPT ART

Lose information. Keep a way back.

Recovery and accessibility are proposed specifications.

ESTABLISHED / NO VISIBILITY DEATH

Leaving the frame does not kill the protagonist or disable movement. This overrides the early concept suggestion that losing visual contact should be fatal.

DESIGN PROPOSAL / FAILURE & RESET

Use actual gameplay consequences such as capture or a physical hazard for failure. Restart near the current puzzle, with the body and at least one usable feed in a known state. Exact hazards and save rules remain open.

DESIGN PROPOSAL / PREVENT SOFTLOCKS

Test whether a player can strand the body or lose every useful relay after moving blind. Each required sequence needs a way to recover, a clear reset or an authored failure. Do not assume a camera outside the valid chain can be selected to repair the situation.

DESIGN PROPOSAL / ACCESSIBILITY

Provide remappable controls, adjustable text and interface scale, symbols alongside color, independent audio levels and reduced visual interference. Offer selection assistance that preserves the visible-device rule. Any timing assistance needs explicit difficulty treatment.

READABILITY UNDER PRESSURE

Night vision, darkness and jamming must leave essential interface feedback legible. Test feeds at the actual target display size, not only in full-resolution concept art.

Prove the central interaction

A focused prototype plan before expanding the concept.

MINIMUM PLAYABLE STUDY / PROPOSAL

One small environment, one controllable body, three static cameras and one occluding wall. Implement manual relay selection, visibility-based access and continued movement outside the frame. Add a moving observer only when this foundation is understandable.

CORE TESTS

Relay rule: a visible accessible device can be selected; an occluded one cannot.
Reacquisition: the body can leave A's frame and be found again through A → B → C.
Control continuity: a perspective change does not produce an unintended turn.
Recovery: a wrong move cannot create an unexplained dead end.

SECOND PASS

Introduce a fixed-angle camera, a locked device, a dark area with night vision and a jamming case one at a time. Document the exact behavior of each before combining constraints.

OBSERVATIONS TO RECORD

Ask players to explain their next relay and expected body position. Record unintended movement after a switch, time spent unable to locate the body, misunderstanding of locked states and required resets. No numerical success claims are made before testing.

EXIT CRITERION

Proceed when players can intentionally plan and execute a short chain, lose and recover visual contact, and understand why a device is unavailable without external explanation.

Scope & decisions

A coherent concept with explicit production boundaries.

ESTABLISHED FOUNDATION

Indirect vision; manual perspective changes; connected camera devices; visual chains; movement outside the frame; fixed orientation; locked access; jamming; night vision; surveillance-focused visual identity.

DECISIONS STILL OPEN

Platform and input targets; 2D/3D traversal format; movement mapping and moveset; initial feed acquisition; device visibility thresholds; camera rotation; access unlocking; jamming behavior; time flow during selection; detection and failure; audio origin; saving; campaign size; protagonist motive and story.

SCOPE DISCIPLINE

No established combat system, skill tree, hacking-energy economy, crafting or inventory is assumed. Build depth from observation, traversal and relay constraints before proposing additional systems.

WORKING GLOSSARY

Observer:connected visual device providing a view.
Feed:image from the active observer.
Relay:a device used to reach another viewpoint.
Visual chain:successive valid switches through visible devices.
Reacquisition:finding the body in a feed after losing sight of it.

AUTHORSHIP & MATERIAL

Game concept: Nathanaël Deslances. Editorial synthesis and diagrams prepared with AI assistance. Supplied imagery and newly AI-generated artwork illustrate the concept. Vector diagrams explain rules schematically. Working title: SECOND SIGHT. Portfolio: ndeslances.com

Visual rules atlas

Camera states, control continuity and stealth at a glance.

FOUR DISTINCT DEVICE STATES



Can switch

Access blocked

Interference

Current feed

PRESERVE INTENT ACROSS A CUT / PROPOSAL



World movement direction remains consistent while held.

TWO INDEPENDENT QUESTIONS / PROPOSAL

PLAYER INFORMATION

Body visible / out of frame

ENEMY KNOWLEDGE

Unaware / suspicious / detected

Switching feed does not decide enemy detection.

INTRODUCE, THEN COMBINE / PROPOSAL

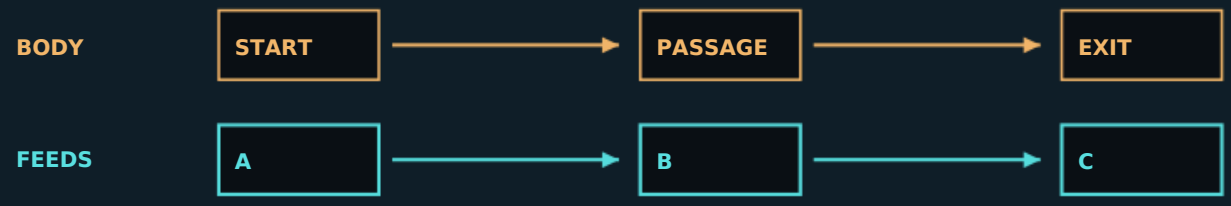


Then add access restrictions, mobile observers and poor visibility.

Routes & recovery

How movement, viewpoint changes and reacquisition fit together.

PHYSICAL ROUTE AND VISUAL ROUTE



LOSS OF SIGHT IS NOT AUTOMATIC FAILURE



Movement remains available. Rebuild a valid chain to regain sight.

THE DECISION CYCLE

OBSERVE

Read the space.

RELAY

Choose a visible feed.

MOVE

Act, then reassess.

New information updates the next decision.

ONE BODY / THREE SUCCESSIVE FEEDS

A / BODY VISIBLE



See B, then move out of frame.

B / BODY OFF-SCREEN



Control persists. B reveals C.

C / BODY FOUND



Switch to C to regain sight.

Conceptual frames. Relay visibility and body visibility are separate.