

Game Pitch

Title: spotlight

Genre:

Puzzle-based Platformer.

Target Audience:

The rating of this game should be around PG as the dark atmosphere may be unsuitable for unattended younger audiences. The game is mostly targeting horror film or horror game fans.

Gameplay and Mechanics:

player will need to control the character will jump through platform and try to reach the final goal, the only weapon the player can use is their flash light, they can use it to freeze the monster or slowdown them, the flashlight can also be using to detect the trap hidden inside each map.

Player Goals:

Solve puzzles, complete objectives and reach the end, possible extra feature (able to collect star for mastering the level) will be add in future.

Key/Core Features:

The core features of this game are: parkour, the maps, hazards, lives, flashlight, enemies and puzzles. The player will try to reach the end point by using their flashlight to freeze/ slowdown the enemy and detect the hidden trap inside the map.

User Interface Design:

Simple, dark, also involving flashlight in the UI for example when player pressing button in menu there will be flashlight lighting the button they press.

Unique Selling Points:

Flashlight system that reveals hidden objects and enemies. The flashlight may also freeze/slowdown certain enemies.

