

Team member(s) names

Michael Aniol

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Video Games Design (CGP603)

## **Concept Document**

### **Game Name:**

Ghost in a Cellar

### **Genre:**

3D Horror Adventure

### **Description:**

The player wakes up in an old cabin after being unconscious.

He lost part of his memory and can't remember why he is in the cabin.

Quickly after waking up supernatural activities occur and it becomes clear he needs to escape as soon as possible.

The cabin is haunted by a blind ghost trying to kill the player.

While blind the ghost is able to hear and the player needs to abuse this to outmanoeuvre him.

The player will have to solve a few riddles, find keys and use the environment to gain an advantage.

### **Game features:**

- solve riddles
- find keys
- distract the ghost with objects
- spooky dark atmosphere (use of flashlight/flickering light)

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**Resources:**

Unity3D

3ds max/Blender