**Concept Document**

**Game Name:** Ghost in a Cellar

**Genre:**. 3D Horror Adventure

**Description:** The player wakes up in an old cabin after being uncounscious. He lost part of his memory and can’t remember why he in the cabin.  
Quickly after waking up, supernatural activies occur and it becomes clear that he needs to escape as soon as possible.  
The cabin is haunted by a blind ghost, who is trying to kill the player.  
While blind the ghost is able to hear the player. The player has to abuse the blindless to outmanouvre 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 and flickering lights)
* First-person perspective

**Resources:**

Unity 3D (C# as programming language)

3DS Max / Blender