

D5 - Untitled Junji Ito Game Concept

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Abstract

Junji Ito, Japanese horror artist get sucked into his own work and has to fight for his survival and to get out again. He must traverse his own imagination while employing any means at his disposal to sneak past and/or combat the horrors around him.

1 Style

At all times when making anything audiovisual, consider that the game should be grainy and disturbing. Moving actors will be drawn in 2D, a la 'Don't Starve', but the sprites should be drawn in a 3D world (think Pokémon B&W)

Drawing further from Don't Starve, and also Fran Bow as artistic inspirations would be effective, as these styles are really good at portraying eldritch horror, and are better suited for Junji Ito's work.



A Shadow Creature from Don't Starve