Logic

\*\*Document Research:\*\*

1. Three notable sources included gaming community forums such as Reddit and Steam discussions, reviews from reputable gaming websites, and a survey distributed to a diverse group of gamers. The findings highlighted a strong inclination towards horror games featuring atmospheric and psychological elements, with players expressing a preference for immersive narratives, unexpected twists, and well-crafted suspense.

\*\*Define a Purpose Statement: \*\*

1. "I am creating a horror game to deliver a thrilling and enjoyable gaming experience. The goal is to captivate players with a unique and suspenseful narrative that keeps them engaged from start to finish."

\*\*Brainstormed Ideas:\*

1. The main character of this story is planned to be a cat
2. Cat ghost hunting in a forest or asylum.
3. A cat lost in the woods occasionally entering a nightmarish realm reflecting fears and memories.
4. A cat exploring and solving puzzles in a festival of shadows, searching for an escape.

\*\*Create a Conversational Prototype: \*\*