

# Game name: Uni-maly

## Story Background

A secret government experiment was being conducted beneath the university building. Due to an accident, anomalies began appearing throughout the entire building. From the outside, everything looks normal, but once inside, reality becomes distorted, and escape is impossible.

- \* The game takes place inside a university building.
- \* There will be four completely different characters. (Their appearances will reference the looks of the development team.)
- \* At the start of the game, a cinematic will show the four characters entering the building. (Maybe three of them enter while one is already inside.)
- \* After entering, they realize that the ground floor is unnaturally repeating itself and stretching, and that grotesque creatures are lurking inside. (The floors will act as levels. Any ideas for floor transitions?)
- \* The characters soon understand that they cannot escape and decide to fight. (Because, well, what else can they do? XD)
- \* They can pull out weapons (or weapon-like objects) from their bags, or the character who was already inside might have brought weapons.
- \* As they progress, the environment gets weirder. (For example, the third floor could be structurally identical to the second but with a medieval or sci-fi theme.)
- \* The characters, affected by the anomaly inside, gain unique supernatural abilities in addition to their weapons.
- \* They communicate with each other through random dialogues related to the situation. (Instead of normal speech in Turkish/English, they make strange sounds, and their words appear in speech bubbles above their heads.)
- \* Cutscenes and cinematics could be presented in a comic book style.

# Character designs

Name: Cap Guy

Character Details:



Name:

Character Details: