Vision Statement

# Project Description

## Game Facts

* Game Type: 3D Puzzle Platformer
* Game Mode: Singleplayer
* Genre: Supernatural Adventure
* Platform: PC
* Engine: Unity

## Team

* **Producer**: Sonja Köck
* **Programmer**: Artjom Schmittke
* **Design**: Tobias Schuster
* **Art**: Michelle Mohn  
   Jesse Haines  
   Marlou Nolting  
   Levin Lang

# Elevator Pitch / Vision Statement

The mysterious Thule organisation of the Nazi regime experimented on Voodoo. During their experiments one voodoo doll came to life, unnoticed by the Nazis. Fascinated by a picture of the outside world, the doll tries to escape the clutch of its captivators.

# Core Gameplay Mechanics

# Influences