**Game Design BO Module 2**

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**Aspects:**

* **Keys to open gates**
* **Obstacles**
* **Dark aesthetic**
* **Torch**
* **Arcade**
* **Running**
* **Start screen**
* **End screen (2 endings; win, die)**
* **Restart screen**

**Ideas:**

* **Dungeon crawler**

**Tasks:**

* **Audio**
* **Art**
* **Programming**

**Main idea:**

**A dungeon crawler game inspired by the style of the game museum, the player can move with WASD and can also use the arrow keys.**

**The game will feature two keys at the start, both on separate ends of the first stage of the maze, upon picking up the good key and going to the exit nothing happens and a message pops up telling you to look for the second key. The moment the second key is picked up (can be picked up before the first key), a demonic screen appears. An animation plays and the screen goes black. When fading back into the game the world is the same but with slight differences, there’s new ways to go and the museum looks like the style of “the upside down” from Stranger Things. Upon exploring the map, the player must go through obstacles to end up getting the real first key, which activates an arcade machine back to the beginning of the map (now in its cursed state). The moment the arcade machine is activated an animation plays, zooming into the arcade machine’s screen, revealing the end credits.**