

Game concept

Milestone 0

Team #7

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Genre

Puzzle-platformer, side-scroller, exploration, adventure

Main Idea

The actions of the game are based on a true story about the mysterious death of the Dyatlov tourist group, who were on a skiing trip in the Northern Urals. The player together with the character will have to pass the same route, relive the possible events of those days and find out the real reason for the group's death. But will it be possible...?

On the way, the player will have to overcome various difficulties, avoid dangers associated with the harsh northern environment in order to continue moving forward.

Feature List

- Δ storytelling
- Δ cutscenes
- Δ pickables
- Δ physical environment and interaction with it
- Δ animation
- Δ save/load

Game Design

- Δ the setting of the north, the mountains and the forest
- Δ 2.5D low-poly graphics
- Δ almost monochromatic colors
- Δ side-scroller
- Δ PC platform

Controls

- Δ Keyboard to move character and use items

Inspiration

[Inside](#) (2016)

