Brief:

You are an anti-shape-shifter. In your realm at night all the other shape shifters (look like harmless alien babies in their passive form) turn into ravenous demons looking to gain souls. You are opposite and the chosen one so you turn into a demon by day. You also have special powers like a slowdown attack and better mobility. The idea of the game is to raise up through the levels.

On the start of the level you start at night, with how many demons existing depending on the level. You need to run, hide and shelter from the demons until day time in which you become a demon and they are now helpless. They are mostly mindless though both in demon and baby form with only in demon form will they try and attack you. The sheer terror of being attacked in baby form has lead them to become gibbering lunatics.

On the start of each level you have 1 life, so one hit means you lose. However if you survive the night then during the day you gain a life for every baby devoured making it easier to win as you go on. However if you fail to devour at least one soul a night you lose all extra lives and go back to one life again in the next night.

The day also get shorter the longer you go on in each level to avoid stalling.

MVP:

* Need Start screen, game loop,