

# Team 18

Mario, Caitlin, Emily, Nathaniel

# Narrative

- ★ Trapped in a cold snowy area (mountain/forest)
- ★ Must figure out how to escape/get home
- ★ So cold that standing still will freeze you, causing you to take damage/die
- ★ Look for things in your environment that may help you
- ★ Try to find sources of heat and ways to stay warm, or don't I guess
- ★ Get out?

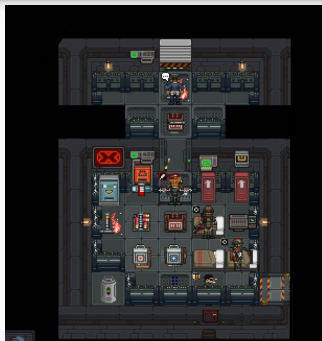
# Vibe

- ★ Zelda BOTW snowy areas / Celeste visuals
- ★ Contrast between always moving and stillness of the environment
- ★ Not very serious/realistic
- ★ Chill vibes/music, korok forest type shi but a little more spooky



# Mechanics

- ★ 2D top-down game
- ★ WASD to move
- ★ Left click to interact
- ★ Possible mechanics:
  - Inventory button
  - Side scroller?



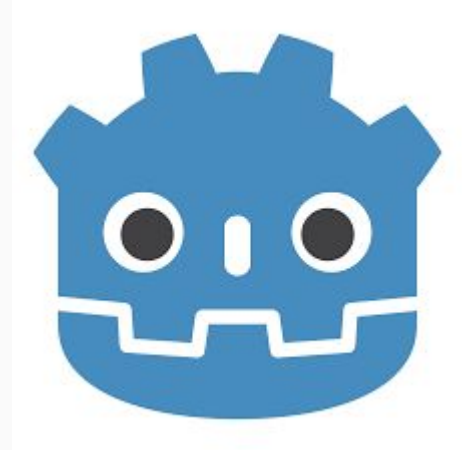
# Inspirations

- Enter the Gungeon
- Escapists
- Zelda BOTW
- Celeste



# Programs We Plan to Use

- ★ Godot
- ★ Trello



Thank You!