

## IDEA: Curse of Abyss

### MAIN IDEA (maximum of 2 lines)

Erza lives in an orphan home in the town surrounding the top of the Abyss. In her first venture into the Abyss as an explorer she is oddly drawn to its depths.

### CORE GAMEPLAY (maximum of 5 lines)

Control Erza using a 2d sidescroller perspective. You will explore each level of the Abyss in order to find a way down. You will encounter several different mysterious places, relics, explorers and creatures. Some of them will become your enemies, which you can let be, kill and/or steal their powers and memories. Uncover what surrounds you and the secrets hidden in the depths of the Abyss.

### KEY FEATURES (maximum of 10 lines)

- Steal someones powers and memories: this takes Erza 10 seconds to do, however, in these long 10 seconds you will control her target in his memories learning more about who they are and where they came from;
- Explore the Abyss, each level is a different eco-system to be discovered;
- Zero, a living relic you found, will aid you in your venture;
- If you can't use some of the ancient relics you find, maybe someone else can;
- Be careful of shady unlicensed explorers looking to make a profit from relics;
- Each challenge you face will make you stronger, or kill you;
- Dying isn't the end of the world, for better or worse, the Abyss has plans for you;
- Climbing high has its risks, some say you get stricken by a Curse.