**Enemies –** Daedalus must battle his way through many enemies on his way through the house on each night, aswell as navigating the labyrinthian house of his nightmare with the pressure of time against him along with a ghost chaser!

**Bosses –** Entering into the final rooms invites in the Bosses of the night. This is the final and most important challenge to complete to ensure a good night’s sleep, but of course it won’t be easy! Fear will take over, time pressure will engulf you, you must overcome this all to break through the nightmare.

* **Bullies:** The group who strike fear into every kid in school. Minos the biggest bully of them all has taken a particular fancy on bullying Daedalus by making fun of his name, do what you must to defeat them all!
* **Parents:** Always fighting, never getting along, arguing too much to fully notice Daedalus. Athena and Hephaestus will argue over anything, all having a mental effect on our Daedalus which you must fight through!
* **Teachers:** Led by the big principal, the teachers never seem to give Daedalus a break. Exams and giving out are just some of what Daedalus faces to get through this nightmare inducing experience in school.
* **Dogs:** Sometimes calm, but often vicious. How can Daedalus compete with these beasts? You must overcome them all and defeat the pack!
* **Heights:** Panic, wobbly arms, jelly legs are just some of the things that come to mind with a fear of heights, you must battle through all of these after the scarring experience of falling from a tree and injuring yourself. Can you do it in time?
* **Peer Pressure:** The older kids are always targeting the venerable kids, Daedalus is no exception to this at all. From alcohol to vape, there is nothing these kids won’t try forcing onto others, but will you be able to avoid this temptation?
* **Himself:** Who is the biggest enemy other than the creator of all of the nightmares. Who is the biggest bully apart from he who is now fighting off all the venerable kids around him? How can you defeat this all-important nightmare? The nightmare that you have become!

**GAMEPLAY: Daedalus** is a first-person horror, mystery game in which our protagonist Daedalus must defeat his worst fears in the form of his nightmares. Along the way he will face up to everything from the greatest of bullies to vicious dogs. Using his puzzle solving skills and quick thinking, he will navigate his way through the labyrinthian house.

All of the controls in Daedalus are controller or keyboard based but can be rebinded. These controls include his ability to walk, jump, crouch and use his depleting flashlight just to mention a few.

As Daedalus defeats these nightmares and the major bosses along the way, he will be able to face these fears the next day and conquer them all in real life, unfortunately however, the fears and nightmares just get progressively worse. Daedalus must take in the skills that he learns from the earlier nights. Daedalus must continue to be open to learn new tactics to defeat his nightmares as they won’t always be all that easy!

The house layout will be always randomly generated. This changes up what rooms are connecting to each other and therefore keeping the labyrinthian feel throughout the game as it’s played through no matter how many times you play through to keep everything fresh. There is also of course the option of using the creative hub to download extra maps that are created by the player which will always keep everything fresh and encouraging the creativity of the player. The creation of these maps will be available on the pc version.

Using your walking you will allow navigation through all of the rooms. Jumping will allow you to climb on top of objects in the rooms to get around your enemies and the fears. Crouching will allow you to sneak and be able to hide under the likes of tables and in cupboards.

**ACHIEVEMENTS:** throughout the game the player will be working towards completing achievements along with the general gameplay. These achievements will be available to allow you to collect Gamerscore (on Xbox) to give alternative aims, trophies on PlayStation and Steam Achievements. Some of these achievements may include:

* Completion of the game on easy level
* Completion of the game on intermediate level
* Completion of the game on nightmare level
* Never getting caught by smaller bullies
* Take no damage in the height level
* Complete the game with no fails.

**DLC:** The first of our DLC packages we aim to have released approximately three months post game release. This will be titled Nightmare. You will be able to control the nightmare that is aiming to take down the child who is having these fears on a daily basis. Future DLC may include children from other cultures so will therefore have other fears. Other downloadable content will be the creative hub in which you can download other user created levels and modes. On PC, you can download a mod workshop tool which will extend the lifecycle of the game. We know people have great creativity and would like to embrace this in our game!!