

Hatupatu In The Dark Forest



Hatupatu is about how our main character is getting chased by the bird woman. U need to find a way to survive the attack and escape.

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Target Audience:

Our target audience are people from the age 16 to 30. It will be way too scary for younger people and there probably will be a minimum player age.



Platform:

We have chose for a computer game because most people have a computer or a laptop. We could even look into how we could get it to work with a console and controller. We never console ported but we will only do it if we have spare time.



User Skills:

The user needs to avoid the bird woman. The user should also be able to react fast and needs to adept to the monster and the environment.

Gameplay:

The story takes place in a forest, the user is getting chased by the monster and needs to try to stay away or hide from the birdwoman.



Controls:

We are starting with mouse and keyboard. U should be able to look around with the mouse and walk around with WASD. We are would like to implemant controller if we have extra time.

