

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 24. It will be way too scary for younger people and there probably will be a minimum player age. We also should add a warning at the end of the game for fear. The game can be scary for some people.



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. They also need to have navigation skills to find the end of the level.



Gameplay:

The story takes place in a forest, the user crashed into the forest and needs to find a way out. While the user is trying to escape the user is getting chased by the monster and needs to try to stay away or hide from the birdwoman. The user needs to find a key to open the gate so they can lead the monster into a mud pool at the end of the level so they can escape peacefully.



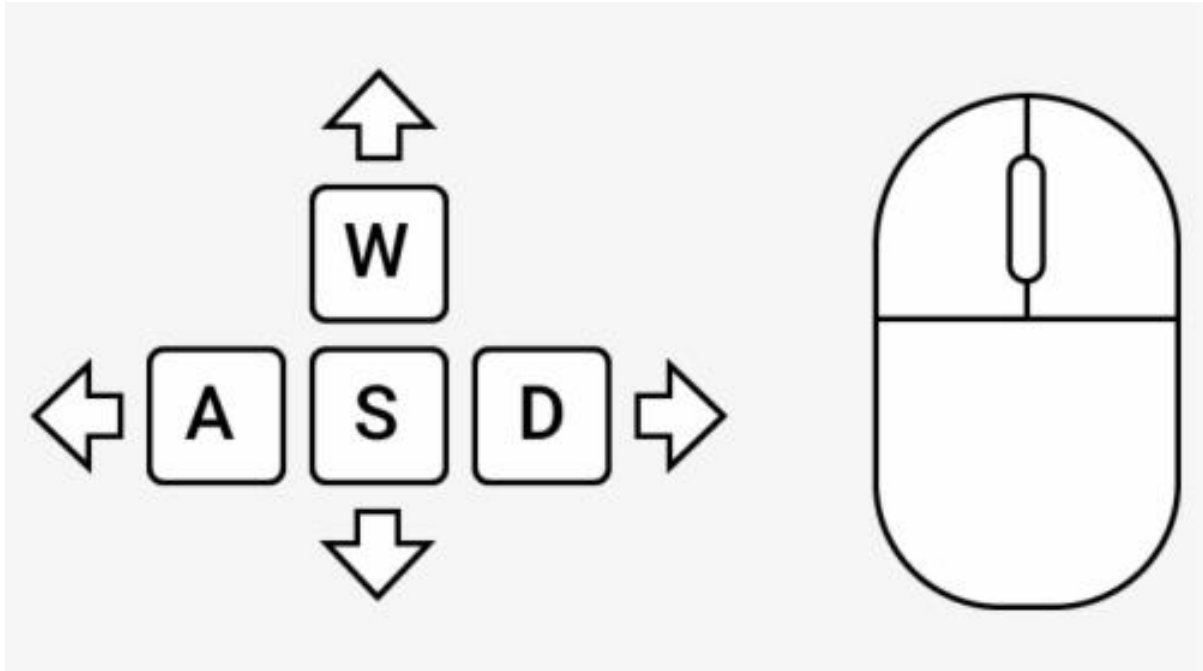
Platform:

We have chosen for a computer game because most people have a computer or a laptop. We could even investigate 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.



Controls:

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





Financial consequences:

If our game does not surpass 70% of its goal, it will result in a financial loss. This will cause us to sell our studio property. Also, we may have to sell our equipment, to reduce the loss. We've checked all our used sound effects and music and have full licensing rights over them.