**NoName2DGame**

**High Concept**

NoName2DGame - our main character is the defender of the village, during the day the villagers tell the story of the game world, you can buy weapons from them, and they will talk about the world in which they live, during the day all the villagers go out, and at night the villagers hide in their homes, and you are the defender of the village.

**Game mechanics:**

* passing riddles that the player learns more about the world of the game.
* the change of night and day
* Calm during the day, but not calm at night.
* changeable world
* sly jump
* many bullets
* narrator behind the scenes
* При убийстве врагов с них выпадают душу, и за эти душу вы можете пойти к рассказчику и за определенное количество душ, он расскажет вам историю, каков мир был раньше.







