Nayeli Diaz

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Mr. Adelmund

AM Class

Game Design Document.

We came up with a game that composes of a semi-horror game that consists of a 3rd person view which was created in an exocuticle plan from unity. In this game the theme is a Halloween attraction; in the enemies you can see that there are bats, those bats were based on a Pokémon named Zubat.

-Game Analysis

This game is a single player strategies RPG semi-horror game that makes the player collect sorts of candies and Jack o’ lanterns while dodging enemies in a Halloween attraction in order to bring back balance and return the creatures back to their realms. You'll have to endure 5 cautious realms while being chased by creatures whiling to take your innocent soul any time.

-game atmosphere The atmosphere of this was created for a frighten

-game play

-key/selling features