

WEND

GENERAL CONCEPT

THIS WILL BE A FIRST PERSON RESCUE GAME WITH SUSPENSE AND EXPLORATORY THEMES. THIS GAME WILL BE UNIQUE AS YOU WILL HAVE TO USE LANDMARKS ON YOUR MAP TO GUIDE YOUR ACTIONS AND WILL DIE WITHIN A SINGLE HIT BY THE ENEMY WEDIGOS, RESEMBLING REAL LIFE. THIS WILL INSPIRE THE PLAYER TO BE ALERT AND USE CAUTION

PRODUCT INFORMATION

THIS GAME WILL TARGET A T RATING WITH ITS SUSPENSEFUL AND THRILLING ATMOSPHERE. THAT SAID, IT SHOULD APPEAL TO PC EXPLORER TYPE PLAYERS AGED 13-25

PLOT SUMMARY

TAKING PLACE IN ALASKA, 1959, A STATE RANGER HAS JUST RECEIVED NEWS OF A PLANE CRASH ON TOP OF A MOUNTAIN KNOWN FOR ITS HIGH FATALITY RATE AMONGST CLIMBERS. WHILE ATTEMPTING TO LOCATE AND RESCUE ANY SURVIVORS, YOU BECOME AWARE OF A MUCH GREATER THREAT TO BOTH YOURS AND THE SURVIVORS HEALTH THAN THE COLD...

MECHANICS

THE GAME WILL BE SET IN FIRST PERSON AS TO CONTRIBUTE TO IMMERSION. THE PLAYER WILL HAVE TO LOCATE AND PICK UP SCATTERED TOOLS TO BUILD UP THEIR TOOLBOX. CRAMPONS WILL BE USED TO CLIMB ICE RAMPS. A PICK/CROWBAR WILL BE USED TO PRY APART OBSTACLES TO NEW AREAS. FINALLY, A ROPE WILL BE USED TO BOTH LASSO AND SWING FROM OBJECTS. AS YOU LOCATE SURVIVORS, YOU WILL NEED TO GUIDE THEM BACK TO YOUR SLED.