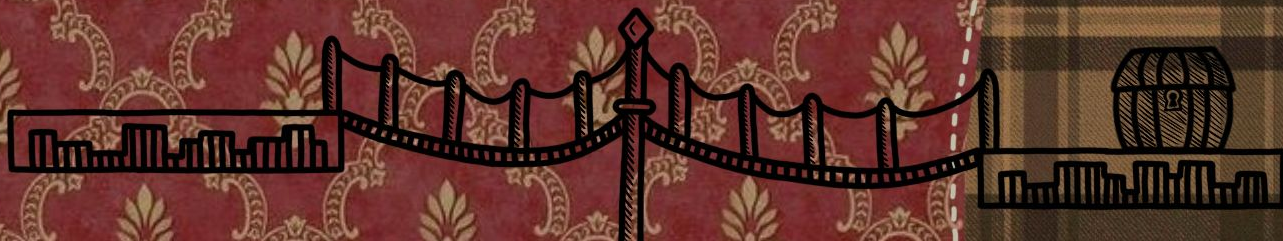


# Pocket journey


The background is a collage of various textures and colors. It features a brown grid pattern, a green crumpled paper shape, a red floral pattern shape, and a torn cardboard box with crumpled silver paper.



Pocket journey is an adventure of the little elf who has fallen into a coat pocket. He discovers a hole at the bottom of the pocket, which leads him to the world of everyday objects.







It is a 2D  
adventure,  
point and  
click game.

The game's art style  
embraces a patchwork,  
cozy aesthetic, enhanced  
by hand-drawn black line  
illustrations.





The player has to  
navigate through  
the coat, collect  
everyday object and  
by combining the  
right objects he  
can create tools,  
that help  
him along  
the way.





By crafting tools and solving puzzles, the player can continue through the gameplay, defeat creatures living in the coat, and eventually get out through the other pocket to escape this crazy coat world.

