Name: Emotional Madness

Intended Game Systems: Mobile App, Steam PC

Target Age of Player’s: Teens and up

Intended ESRB Rating: Teen

Game Summary: The story is about the player and how they try to overcome daily emotions that we all deal with in our everyday lives. Hope the Kitty is the representation of your consciousness and what it has to deal with to overcome those emotions. The background is set in black in white because it shows how we categorize everything into just what we perceive as right and wrong, black or white but life isn’t that simple. The way we fight with the constant feelings or urges we have and if we allow ourselves to let it happen or fight against it. It’s simple enough for younger audiences but more psychological for older audiences, it’s made to look cute but also open your mind to the struggles of daily thoughts.

Distinct Modes of Gameplay: Your character is Hope the Kitty; she is a white cat who runs through levels searching for little rainbows to help bring your mind back from the emotional state the player is in. Each level is represented by a feeling or emotion like sadness, anger, fear, disgust, surprise, trust and finally joy but the joy level isn’t available until you complete all other levels. Each level has monsters that will try to stop Hope from attaining back her emotional stability and every end of the level has an emotional Boss fight which you must overcome that specific feeling. When you win a boss fight you get a power up for hope that will help you fight off another certain boss.

Unique Selling Points:

* Interesting concept about emotions and the mind
* Fighting bosses of emotions and overcoming both
* Power-ups unique to individual situations

Competitive Products: Alice: Madness Returns, Fran Bow, Amnesia