Name of game

The goal of this game is to let the player experience the perspective of a person with anxiety/depression and through the gameplay learn how differently these people perceive the world around them and how differently they feel about things that most people would find mundane or insignificant. The game itself will place the player in a park area in which they will collect flowers to help them with their condition. As the player explores the environment to find these flowers they will come across small events that will trigger the player character to say what they think and as the player approaches people he’ll begin to feel anxious which will be indicated by a darkening screen.

Screenshots:

Small screenshots

**List of Assets:**

* Park Object Models
  + Benches, free asset from Unity Store
  + Ice Cream Trucks, made in Blender
  + Trees, free asset from Unity Store
  + Rocks, free asset from Unity Store
  + Grass, free asset from Unity Store
  + Dirt Trails, free asset from Unity Store
  + Flowers, free asset from Unity Store (Will have a script attached to be a collectible)
  + Birdbath, Created in Blender
  + Trash Bins, Created in Blender
  + People as capsules, Unity Default Asset (Will have a script for patrol like movement)
  + Player as a capsule, Unity Default Asset (Will have a script for player movement and camera control from free unity asset)
* City Object Models
  + Small Apartment, free asset from Unity Store
  + Book Store, free asset from Unity Store
  + Pizza Place, free asset from Unity Store
  + Dumpster, free asset from Unity Store