# Game Design Document - Vegistation

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## Game Outline

The chosen genre for this project is horror and puzzle. These are both my favourite and strongest areas when it comes to my creative flow.

The Horror aspect is show strongly in the character design and the level that the scene is set in. The scene is an abandoned laboratory during the night time on different floors. The player will explore this scene in search for answers and clues on where to go completing puzzles along the way.

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