James Hopkins

# Depression Game - Name Unknown

# General Overview

### Theme/Setting/Genre

2D Platformer and Puzzle game. The setting of the game will be inside the mind of a depressed individual.

### Targeted Platforms

* Steam

### Budget

$100 for distribution on Steam

### Time Scale

This is a side project so I will add to it when I can. Hoping to have a Minimal Viable Product by December.

### Team

James Hopkins. Will look for 2D artists.

### Brief description of project

The character that the player will control has many bad experiences in their life that make that person feel very depressed in later life. The game is about the fight inside a person's mind when they have panic/anxiety attacks. The enemy of the game will be anxiety battling with the player over what the character will do.

# Assets Required

2D

* Player Character,
* Level Ledges,
* Level props (trees, weird brain stuff)