**Onesheet**

**Game Working Title:**

Moth to Flame

**Genre**:

Adventure / Shooter

**Style:**

2.5D top down / Side scroller (undecided) - 2D char assets + 3D env

3 colour palette style

**Mechanics + gameplay:**

Light radius – everytime you’re outside a zone the light radius shrinks until you reach a safe zone

If light radius reaches zero then player dies

Enemies are moths

Player is a candle

As heatlh reduces light gets smaller

Charging light projectiles, the larger the player charges, the longer distance and size of projectile, and the more fuel used.

Radius of light around candle expands based on amount of fuel

As you light up the respected locations/objects, the environment gets more saturated.

Regain life from other candles or moths after you eliminate them.

The ability to increase the surrounding area you can see for a period of time using up fuel.

Place a torch/lamp/fire to attract moths and distract them from you.

All mechanics where you use your light affect your overall health (Your fuel)

**Controls:**

Analog stick, Shoot button

**Game Summary:**Victorian England, candle (main char) wants to light up the rest of the town after moths took away the rest of the light. Candle has to defeat the moths and light up the town.

**Similar games:**

Style: 20 minutes until dawn  **Moodboard and sketch/mock-up of game play screen:**