

# Final Project DJD

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# Ideas

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- Starts in basement of the house.
- There is some enemies patrolling the house (Family)
- The levels will be the divisions of the house
- We start with one character and going throw the house we can unlock the second character.
- Every time you die, you respawn in the basement and all the objects that you got are in the last character that you were playing.
- A pool of customizable. example: the artist draws 10 hairs, 10 t-shirts or shirts, 10 pants and 10 shoes and then every time the character dies will randomize between all of this.
- Objects in the game:
  - Flashlight - illuminates a partial area in front of the character(format of a cone).
  - Lighter - illuminates a partial area around the character (format of a circle).
  - Photographic camera - takes a picture of the screen and reveals all the things around the player.  
Can also stun some enemies (is showed as a polaroid).
- House format :
  - Hollow Knight - Full map divided by zones.
  - Resident Evil 1 - The house is divided by levels and you can access another levels by doors.

# Film

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- **Synopsis**

The protagonist gets abducted by his girlfriend family when visit them for the first time. While escaping he uncovers a sinister scheme the family have been perpetuating for years.

- **The film from the thematic point of view :**

The movie discusses racism and elitism as the girlfriend's family schemes to abduct, sell and convert citizens of the afro-american ethnicity to the wealthy white society.

## Game Objective:

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The main objective of this game is try to escape the house. To do this you need to collect objects around the house that will help you unlock new areas of the house. Meanwhile he needs to avoid the EVIL family that is patrolling the house.