# Transition Point

Transition Point is an exploration game that came up as an idea while I was on a walk late at night in the city.

The game was based around the feeling that I had during that walk. The peace that I felt due to there being no people is something that I want to share with others.

## Gameplay Loop

The gameplay loop of the game is to explore an area that looks like a place you may have already been in.

Example:

An arcade late at night.

A office complex with computers left on.

A forest late at night.

The objective is to find the way back to where you came from you do this by finding out of place objects and traveling between levels through either a linear or non-linear format.

## Aesthetics

The aesthetics of the game are a self-imposed limitation to create recognizable locations with the lowest amount of detail required.

## Contact Info

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