**Until the Light go Out**

A dark themed co-op platform shooter game following a girl and a ghost like creature fighting monsters in the nightmare.

The game metaphorically deals with social pressures and illnesses that society may inflicts on a growing child, and the outcomes it may bring.

1. **Characters**

* **The Girl** - Replaced every time the game ends by a different child.
* **The Ghost** - Undefined familiar ghost escorting the girl through the game.
* **The monsters** - (Visually represent social pressures/disorders):
* Beauty
* Addiction
* Gossip
* Sexuallity
* Performance
* Expectations

1. **Story**

A girl and her ghost companion must journey together through the story of their life battling “society’s illnesses” and unfolding the true nature of the ghost as the girl herself (or rather the girl before her) when the player eventually fails and left with no other option but to take her/his own life.

In this game, death causes the players to change roles when the girl becomes a ghost and the ghosts carries on to next world and a new character is spawned in place of the girl.

* 1. **Theme**

Psychedelic, dark, vague, unsettling.

1. **Story Progression**

The two players are co-op fighting a lifeline story during which they are attacked by different monsters they must overcome with brake scene conversations between the ghost and the girl, each new level introduces more monsters and the last level results in the “End Game” scene - defeat and suicide and the true nature of the ghost

1. **Gameplay**

**4.1 Goals**

* Survival
* Escort ghosts to the end - score for each ghost per game time

**4.2 User skills**

**4.2.1 Willpower**

Both characters share Willpower (WP) as their Health bar and energy bar if The meter runs out the level resets and repeats.

**4.2.2 LifeBound**

Both characters are bound by distance, the closer they are the more WP generated but closeness also makes the ghost materialise and become vulnerable to attacks**.**

**4.2.3 Girl**

**Collect -**  The girl may collect dropped items.

**Shoot -** Basic frontal attack.

**Mass Shoot -** Wide range frontal attack.

**Jump**

**4.2.4 Ghost**

**Wind -** Lift the girl for 3 sc.

**Gust -** Push back range attack

**Shield -** Blocks an enemy attack attack

**Reminisce -** go into stasis generating Willpower overtime

**Unmaterialized (Trait) -** The ghost cannot attack enemies and is invulnerable to most of them.

**4.2.5 Special attack**

Each player has a meter charged by \*action and when filled can be used as a large screen clear combo attack.

**4.3 Game mechanics**

**Co-Op Action Platformer, Run & Gun.**

**Kill to Combo** - (kill x zombies without getting hurt) - Gain extra charge on Special move.

**4.4 Items & Power-ups**

**4.4.1 Special attack**

Wipes the entire screen from Monsters.

**4.4.2 Will Drops**

Defeating enemies grants a chance of dropping collectable willpower.

**4.4.3 Invincible**

Enemies may drop a collectable power up quest (4 piece puzzle) resulting in a 10 second period of invincibility upon activation.

**4.5 Progression & Challenge**

**Enemies (level)**

**Hypocrite**- Will release its tongue towards the players’ backs as an attack. The tongue deals

damage to all players it hits.

Trigger: Range+A player’s back

**Anorexia**- A dodgeable missile that deals damage but affects (debuffs) the players differently.

Girl- Makes her ‘fat’ for a short period of time, meaning she walks slower.

Ghost- Unable to jump for a short period of time

Trigger: Range

**Sexualization**- Throws a dodgeable missile in a form of a kiss (?) that deals damage and

knocks back the player.

Trigger: Range

**4.6 Lose Condition**

* **Empty will power -** Both players lose all willpower to monsters and are consumed by them.
* **End Game -** The journey ends up at an “End Game” scene where the characters reach a dead end cliff, the monsters are very slowly emerge behind the Players and the Players are left in a state of distress searching for a way out trying different things resulting in the conclusion or the only choice of jumping of that cliff (the end scenes may vary keeping the core concept)

**5. ArtStyle**

Think.

**6. Music**

Think.

**7. Technical description**

Planning to support next platforms:

* Windows

Developed using **Unity** Engine and **Visual Studio.**

Designed using **Creative Cloud Suite.**

**8. Demographics**

Teenagers aging from (12-18)