



Goal

Our goal is to make one polished level to demo a future indie game.

We would like to kick start and advertise this demo to receive funding to start an indie company. (if the game is well received)

The Game

This game is an underground adventure that uses the power of magnetism to traverse the world

In a more twisted way. The world seems to be all fine and dandy, but our protagonist knows something's up. Help her uncover this world's mysteries.

Gameplay

Traversing puzzle room in a stealthily manner.

Avoid detection

Set traps, play with magnetism

Story heavy game

Main Mechanic

Room Flip

- Flip Room 180 degrees = (keyboard: Q, Gamepad: B) flips the room with the player 180 degrees on the x-axis. Once flipped the player is un-parented from that floor (now the ceiling) and falls back to the ground
- Flip Room 90 degrees = (keyboard: Q, Gamepad: B) when the player walks up to a "flippable" wall and press the button, the room flips 90 degrees on the x-axis making that wall the new floor

