

## 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

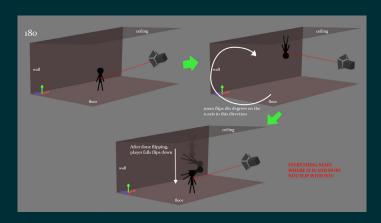
Room Flip

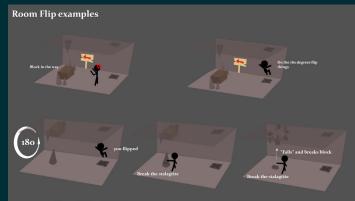
- Flip Room 180 degrees = (keyboard: Q, Gamepad: B) flips the room with the player

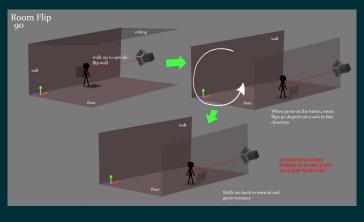
180 degrees on the x-axis. Once flipped the player is unparented form that floor (now the ceiling) and falls back to

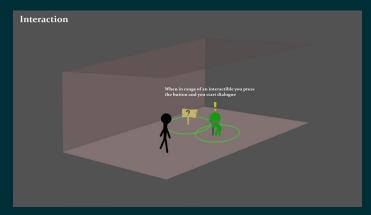
the ground

- 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









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