**Game Idea and influences**

Maze game influenced by dead by daylight

2 player game

1 player killer

1 player survivor

Survivor has to fix 3 generators to be able to choose a character that they can transform into that will enable him to kill the killer.

Killer has to try and kill the survivor before he gain the weapon

**Unique Selling Point**

Can manipulate the maze

Have classes to choose from

**Features**

What the survivor can do:

· Rotate/place walls every 10 sec

· When fixing generator:

o Fill up the gauge bar

· Choose a character after generator is fixed

o That has different abilities

o Can damage the killer

· Choose where to put the beartraps

What the killer can do:

· Break walls every 15 sec

· Black out the map but have a spotlight on him only

· Attack the survivor

**How the game should be played**

**Controls for survivor**

W—move up / fill up gauge bar

S—move down

A—move left

D—move right

R—rotate/place walls

Q—use ability1

E—use ability2

F—Attack/Stop fixing generator

TAB --Change wall types

Mouse1—place trap

**Controls for Killer**

UpArrow—move up

DownArrow —move down

LeftArrow —move left

RightArrow —move right

L Key—make place dark

“;” Key—break walls

“Quotes” Key—Attack

**Task Allocation**

Rotation of walls (Nigel)

Classes' abilities (Everyone will contribute)

Controls (Edward)

Generator (Edward)

Breaking / Placing Walls (Edward)

Collision (Aorion)

Sound (Rong Sheng)

One Character each