



LIGHT THE WAY

“Even in the dark be the light”

The big idea:

Evil forces stole the light of the world and only one mage is strong enough to restore hope in the hearts of people. With his magic staff is ready to exterminate everyone that stand in his way.

“Light the way” is a 2.5D maze game with complex paths and bosses all the way throughout the game. The main character is a mage with special abilities and his magic staff is the only light source of the game.



Genre: Third person, Puzzle-Platform, RPG, Survival Horror.

Category:

“Light the way” is similar with these games.

- Little Nightmares (2017).



- Trine 4 (2019).



- Limbo (2010).



- Inside (2016).



Platforms:

- PC
- Playstation
- Xbox

Mechanics:

The light / darkness mechanic of “Light the way” is a fun way of exploring a maze map where random enemies may hide in the darkness and try to attack you.

Technology:

- Unity
- C#

Target Audience:

- Children
- Adults
- Every gender
- Global

Key Features:

What makes “Light the way” unique is that the player is the only source of light in the game.

Aesthetics:

We want to give a horror – like vibe to players with the use of low brightness and music in – game.

Audio:

Examples of audio that we will use are the following:

- MELANCHOLIA
- AEOLIAN HARP
- O WILLOW WALY