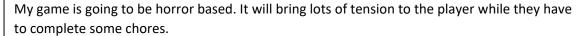
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KEY WORDS: Fetching, Fog of war

Short Description & Main Mechanics

What genre of game are you going to make?



Poscribe the camera, character and controls (3C's)

You will play a young boy seen from a top-down perspective whom you will be able to control using wasd. (w forward, a left, s right, d down). You will only be able to see a small circle around the boy as the boy is holding a torch in a pitch-black world.

What is the goal of the game? How do you beat the game? How can the player fail?

As the boy you got the task to go and get some items in the basement of the house. You beat the game by successfully navigating through the maze that is the basement while avoiding the monsters that lurk down in the basement. Once you collect all the items your were asked to get you need to find the way back to the stairs leading out of the basement.



