

# Ethel



*Step into the mind of Ethel, a six year old girl who has spent most of her young life in a child psych ward. Navigate through the halls of an old-world psychiatric hospital while running from evil nurses, deranged doctors and terrifying visions.*

*Your goal is to run and use any items in your environment to slow your pursuers down. Push carts over, throw toys, move wheelchairs. Do anything you can to slow them down. If they catch you too many times you will lose any bit of sanity you have, resulting in a game over.*



*Infinite runner*



*Ability to move/break items to slow enemies down*



*A sanity meter that measures your will to survive*



*Unique enemies that chase you*

*This game will be shipped on PC being made in Unity 5. The target audience would be young adults and teenagers. The game would be rated T for teen, as it is horror, but mild enough for a teenage group.*

*Game references: Outlast, Limbo, Slenderman. Similar to Outlast in the setting. Similar to Limbo's obscure art style. Similar to Slenderman's horror level. All similar the sense of being chased from something horrifying.*

