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 items around you to your benefit
* 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.

1) Game overview: 1-2 sentences that generally explains your game

2) Game Objective: what it is that the player is to do or accomplish

3) Bullet-point, the main game mechanics

4) 1 to 3 Graphics (either found on the internet that gets the point across or hand drawn graphics are good too)

5) Executive Summary: Type of game, target audience and game rating. List platform as PC Platform

6) List games that you have researched that are similar in gameplay and a short sentence of the similarity to your gameplay and graphics