**Synopsis**

(The game) is a dungeon/maze fantasy based puzzle game where the hero (a human) is trying to get away from a demon god. The human is not seen and only the camera moves which is basically the character. The human was thrown into the dungeon as a sacrifice to a demon god like being by an evil king. This monster wishes to consume or absorb the human player character. But the demon god made a deal with the king (who owns the dungeon/maze, think Minotaur story) that if the human was clever enough to escape the demon god would consume the king instead and not the human player character. The object of the game is for the player to complete puzzles and avoid obstacles as well as the demon in order to escape the dungeon.

**Gameplay**

You begin the game inside a single room where you must complete a puzzle to continue through into the maze and work your way out of it. There is a demon that will be constantly chasing the player as well as multiple objects and traps that the player must evade throughout the game.

**References**

<https://bradydrobny.weebly.com/indie-team.html>

<https://meaghanporter.weebly.com/indie-team-game-project.html>

<http://mohamedkurdi.weebly.com/indie-team.html>