**Name:**  I don’t know yet…

Game Genres: Metroidvania, Souls-like, Platformer

Mood: Dark, Adventurous

Inspirations:

* Hollow Knight – World Design and Art
* Lord of the Rings – Dark Fantasy and Medieval themes
* Dark Souls – Combat
* Legend of Zelda – Dungeon Design and storytelling
* Elden Ring – Combat, Story, Enemy design

Game Areas:

* Dark forest area
* Crystal mines area
* Medieval city area
* Poisonous bog area
* Volcanic area

Dark Forest Inspiration:

A person standing on a bridge over a waterfall

Description automatically generated A dark forest with trees and moss

Description automatically generated A stone building with moss covered walls

Description automatically generated

A stone staircase leading to a stone building

Description automatically generated A dark blue landscape with rocks and a cave

Description automatically generated with medium confidence 