**Game name: LIVE ON**

**Type:** 2D horizontal level thriller game

**Core gameplay:** heart rate system, limited vision, limited physical strength running, limited lighting

**System requirements:**

1. Heart rate system

2. Visual field system

3. Prop system

4. Mobile system

5. Enemy system

6. World Interaction System

7. Pharmaceutical system

8. Plot System

9. Blood volume system

10. Music system

**Worldview:**

In 2024, a local war broke out in the Grania region on Earth, causing the people of the region to be embroiled in intense conflicts. As the war intensified, intense street battles became more frequent, and many residents living there were affected and fled the region. However, in order to prevent further expansion of the war and the emergence of refugee flows, The governments of neighboring countries unexpectedly ordered the military to blockade the borders, allowing the suffering of the local people to be ravaged by war.

**Plot Overview:**

The protagonist is an ordinary civilian named Ethan, living with his wife Mia in the suburbs of the Grania region. Initially, their lives were not severely affected by the war; they were dealing with typical power restrictions and light bulb rationing, but basic living necessities were manageable. However, one day, a group of unwelcome intruders broke into their home. Not only did they plunder their belongings, but they also abducted Ethan's wife. During the struggle, Ethan was fortunate enough to be knocked unconscious, escaping the immediate danger. Upon regaining consciousness, he discovered that his wife was missing. Hearing noises from outside, he must escape from there and embark on a journey to find his wife.