

Demon's Run

The game will be a side scroller where the goal is to survive a world of black ooze demons using the objects in a randomly changing world to slow the demons down.

Game Objective

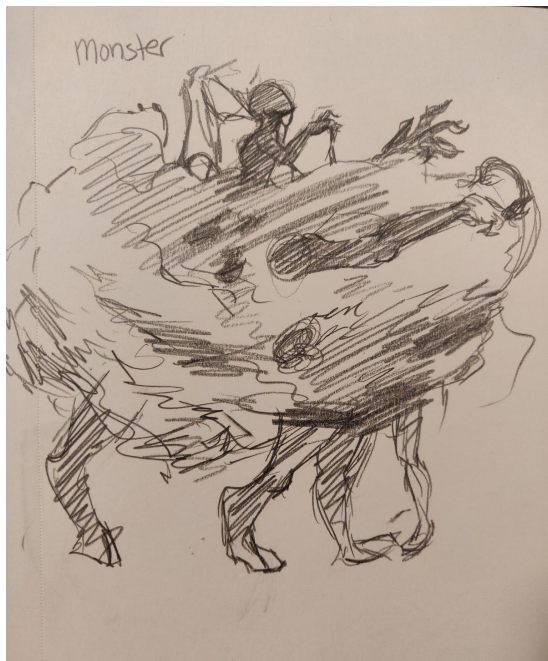
The objective of the game is to survive the characters demons by destroying the environment to slow the demons down or set traps to capture them for a short period of time. The game will have a few different areas that will transition from time to time, sort of the same way that Alto's Adventure changes scenery between snowy mountains, forests, and ruins.

Game Mechanics:

- Basic side to side movement along with jumping, crouching and crawling
- There will be a stealth system that involves hiding places such as under objects (i.e. beds, rocks, piles of leaves), inside objects (i.e. closets, hollow tree trunks)
 - The stealth system will also involve the crouching mechanic to sneak by demons
- Player will click on environment pieces to interact with it
 - The player will be able to break objects with a small knife
 - Or build traps using the environment around them
- There will be places the player will not be able to reach in each level that will be unlocked with certain keys in later levels, the player will have to go back to those levels to unlock memories, which will be only images and small animations, no narration
- Behind the locked memories will be power-ups that will add a new mechanic to the game, like the ability to create traps

Images:

Monster concept: a conglomerate of body parts and black goo, writhing and squirming



Style:

The style will be a 3D version of Alto's Adventure. Illustrated and simple.



Perspective:

The camera angle a 3rd person camera directly behind the player, very similar to Temple Run.



Executive Summary:

The game will be a casual auto-runner rated PG, with a target audience of consumers who are between the ages of 12 and up and those who enjoy casual games with dark themes. The platform will be the PC.

Games Researched:

Inside by PlayDead, Alto's Adventure by Snowman, Sea of Solitude by Ea, and Temple Run by Imangi Studios.