Studio BlueBox
(Blue Team)

Game Name: Existential
Game Theme: Fantasy
    Alice in Wonderland-esque
        Real-life in the beginning? Turns to eerie fantasy-like (most of the game in fantasy)
        Start in fantasy to begin with, if we have time then to develop beginning
        AI to give hints (like Cheshire)
    In/out fantasy
    Mission based with storyline
Aspects:
    2D
    Open world/open map concept
    Orthographic
    Adventure based
Main Character:
    Human with a twist?

Unity Asset Store
    forest tile sets
RFP:
What are other real-life/fantasy games missing?
Mental health aspect?