Tiny Terrors

Developed by Liora Ongsamson and Constantine Pazcoguin Horror Puzzle Platformer Available on PC Version 1.0

Story

• You wake up and see your twin beside you. You feel groggy from your bad dream, and it seems your twin is experiencing the same. Amongst all the applicants screened, you and your twin were among the best applicants, and thus, this is your final test. The twins have to escape an experimental facility through their coordination and teamwork with one another. Will they be able to make it out alive... or will they be the next legends people talk about?

Objective

• You and another player must escape by exploring the level and collecting items to exit through the doors.

Mechanics

- When you load up the game, you can choose between skins.
- There are two levels; you must collect all items and reach the end of the first level to move to the second.
- Scattered across the levels will be spikes, and if you touch these spikes, you will lose and have to start from the very beginning.
- Two minutes are shared between the two levels, and once you reach the end of the second level, you will be given a letter grade based on the time you have left.

Controls

- A Move Left
- D Move Right
- Space Jump
- S Go to Level 2
- W Reach the end