**Team Members**: Sonia Vetra & Jayzel Magat & James Victor Alvarez

**Title**: Lost Soul

**Tag line** “A quest to reclaim one’s home!”

**Genre** RPG, Horror, Indie

**Target**  T for teen

**Goal** Kill the Boss and reclaim your body!

*Draft of Box Art*

**Core Mechanics**

**Plays like** The Binding of Isaac meets Archerio

1. Level-up character to get items.
2. Randomize room to room (monsters, and level design).

**Related Games (Optional, remove section if you don’t use it)**

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

*Title Publisher or Developer Genre/Platform Year*

Eyo james do I delete this? ^^

**Game Project Summary**

*Supporting Screenshot / Drawings / Collage for Worlds / Levels / Characters / Game Items*

A lost little soul got pushed out of their body by a demon! To get it back, the lost soul adventures in their house which was cursed by the demon to find their body and defeat it. They move room to room, slay lesser demons to get stronger and with skill (and a bit of luck), they’ll reclaim their home and their body.

*Supporting Screenshot / Drawings / Collage for Worlds / Levels / Characters / Game Items*