

Concept: Haunted Museum

One of our final ideas was to create a game based on the concept of a haunted museum during the night. This would be a good way to incorporate features like endless runners with puzzle features that engages the user. The game would be slow-paced in comparison to other endless runners to give the user the opportunity to concentrate on background elements like scenery and environment.

This will be a 2D game that will include a mixture of a number of separate elements from multiple genres and games. We will take inspiration from games like Temple Run to add an element of endless runner into the game. We could use in-app purchases to support the fees from the creation of the app, this would allow the user to be able to upgrade their characters.

Our game could bring in details and information from Liverpool Museums as this is what the game is based on.