Sea Horse Game.

A natural disaster has caused a disruption within the seahorse family. The seahorse’s family has been washed up onto the land and it is the player’s job to find the family. Before leaving the ocean, the seahorse casts a bubble spell around itself. The job of the player is to guide the seahorse over the land and through the thunder and debris to find its family. This is done by clicking to guide the player character. **Chrysalism** is achieved by the seahorse being in his protective bubble while travelling. The water in the bubble represents the seahorse home where a feeling of relief is constantly following the player around. The lightening is represented by the carnage of the humans trying to get their lives back together following the natural disaster. **Anecdoche** is achieved by passing through all of the carnage and focusing only on finding the seahorse family.

Jasper the Deadly Demon

A ghost caught in purgatory is lonely and vengeful. He wants to kill people in order to get friends to spend eternity with. But he wants some entertainment while killing people. He doesn’t want to be seen, and he wants to do it in style. For every person he kills in a chain reaction, he get an extra Ghost point. These can be used to increase stealth and other upgrades. The game starts in a nursing home, and gradually builds the player up to the big city. **Monachopsis** is achieved by the ghost being in Purgatory, and not being able to find where he belongs. **Anecdoche** is achieved by the ghost being able to manipulate the environment without being noticed by passers by.