**Brainstorm**

Psychological Horror themed game

Escaping from “……”.

Simplistic design. Set in a medieval setting

Environmental design: Chains, closing doors, sound design

**Must have:**

Character model

Animation

Movement script

Environment

**Should have:**

Extended environment

Health

Sound design

Flashlight

**Could have:**

Death (animation and screen)

Enemy (model)

Interactive environment (Closing doors)

**Would have:**

Story

Voice Acting