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The game itself takes place in an abandoned mine shaft. Simply put, escape the mine. In the shadow lurks a monster, which avoids light. Without the light, you can’t see making you an easy target.

***Objectives:***

1. Find an oil lamp to light up the dark areas
2. Find a key to open the door (Lamp is required)
3. Find the exit and avoid the creature

***Monster Concept:***

* When monster is too close it can snuff out the lantern.
* Avoids light (lantern has a limited distance of light)

The mine itself is designed like a spider web, very narrow and large.

***Game Mechanics:***

First person

Light Mechanic

Stealth Mechanic

Inventory system