BWD

# Background.

This game is made for my own liking, that’s it. Next to that, the code could be useful on my resume. We’ll see

# Inspirations.

Petscop and the Submachine games are a big inspiration for this game. This will use techniques game-design and style wise.

# Feeling.

The game should give an uneasy & found in the back of a bookshelf feeling. It is typical for the 1990’s, yet quite thoroughly developed in darker settings then originally intended. The world will be black and white, while the “real game”, played in the game, will be colourful and foreshadowing.

# Level design.

The levels will be designed to my own likings, especially the way it is realised is currently important. The camera could be set in different modes, Real 3d, or angled in such a way it looks 2d. Object will be placed 3d, and due to only a few light sources, everything can create shadows.

# Game world.

The game world contains a few different locations. It contains a big house with a cellar, attic and many back rooms. The most important one being the spawn room of the player, a bedroom 3 high in the building. Here everything can be replayed, and passed. There are also a few locations outside the building on the island, a place no one can leave.

# Game play.

The cycle of gameplay will mainly exploring of the game world, having strange hazards which can spawn randomly, and illogical level design in the buildings, together with a point and click mechanics system, will turn it into a scary 2d-ish adventure.

# Camera.

The camera had only one angle, and can translate with the player on the X and Z axes. Maybe the angle from the X axes can be changes when possible. Changing the way the game is played.

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