# Death is Useful

Genre:

What type of game is this?

Platformer

## Target Audience:

Who are you trying to sell this game to? What about them should find this game appealing?

Anyone(makinging just for fun and practice), I dont think ive seen a death macanie where you do need to die but only until the time is right (or in this case the objective is met).

## ESRB:

What is the game’s rating?

PG, there is death

Game Summary:

How does this game play?

The player's goal is to get to the end with the shortest amount of time, when a player dies normally they would go back to the last save point (bed) until they light a trough in the room. Once they do that when they die they will move to the next bed in the next section.

## Target Platforms:

What is the target platform? If PC, what specs will the computer need?

Pc

## Required Licenses:

Does this game require any licenses such as a movie it is based on?

Nope

## Competition and Marketing:

How is this game going to be marketed? How does it compare and contrast with the competition? Why do you think this game will sell?

if I the end product enough I might post a link somewhere but its just for fun

Designer and Creation date:  
Who are you? When was this written?

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