Game concept document :

experience and intentions :

the player is embedded in desertic land, where he will fight monster for accessing two buttons, that will open the door for the labyrinth of the temple.

Synopsis :

Enanatuna, is a young women, who want to became an holy warrior of Manat. For this she need to find a way for entering the temple. But lot of people find the end of their destiny.

Will you find you way ? or your destiny ?

Boucle OCR :

Tétrade :

Synthèse Tétrade :

Moodboard :