## High Concept

You wake up inside a dark hedge maze. Lost and with limited vision, you must traverse your way out of the maze, all while avoiding the monsters that roam among the hedges.

## Features

* The point of view is “angled top-down”, similar to that of the game “Stardew Valley”.
* The maze itself will have dead ends but won’t but too confusing to still convey the sense of being lost in a maze without the game being too difficult.
* The game will start off very dark until the player finds a lamp that will be near where they start. This lamp will emit a circle around the player which will light up the area. This lamp has limited fuel; more can be found throughout the maze. Later into the maze, a better lamp can be obtained which has a bigger radius of light emitted.
* A gun will be found a bit of the way into the maze, but ammo will be VERY limited, allowing to kill any monster the player is particularly having trouble with.
* Monsters patrol the tight hallways of the maze with the player having to traverse around them, unable to engage in combat. One way this can be done is by squeezing into a small space in the side of the hedge and wait for the monster to pass by before continuing.
* Notes will be able to be collected which will briefly display text which were written by a previous individual who was lost in the maze. This will add lore to the game.
* If the player is hit by a monster, they’re killed and will restart the game.
* The game ends once the player reaches the exit to the maze.