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| **Components** | **Description** |
| App Category | Horror Story Game |
| Functions of the Application | A 2D top down horror game that will want the users to keep on playing as they won’t know what’s coming next. Users were interested in the use of light in my game as this will provide a challenge aspect in the game as they will have to focus on where they are going and were they have been in the maze game. |
| Tech Stack(s) | PC Windows Game – Time constraints have made me focus on one platform with the intention of expanding to other platforms in the future. |
| User Demographic | 15+ gamers and any other users below that age with parental guidance. The game will be at an affordable price depending on competitive prices and will have a concise layout and controls to appease to all users. |
| Business Case | Gamers said that they would be interested in playing a game and believe it will achieve all the same scare tactics and tension that a 3D game. They believe that there is room on the gaming market (which is a huge market) for this game. |

**Scope**