Top Down 2D horror game

A game where the character uses light to guide their way through a world to escape. The character cannot see anything in the dark and the enemies are attracted to the light so they attack the character when they see it. The light that the character uses pulsates so the character can see around them. The game challenges the player as there are a lot of wrong turns and dead ends the player can take.

The character doesn’t know where they are but they are actually stuck in a coma and are trying to find their way back to the real world. The monsters that they come into contact with represent demons they have faced through their life and the character now has to confront. Although they are very much alone in the labyrinth of the game, they can occasionally hear sounds from the outside world.

The character does have an advantage over the monsters as they have a weapon and can collect ammo and health throughout the game. Taking a wrong turn may be an advantage as there may be collectables hidden.

For horror elements light will be a big factor for jump scares as the player won’t know what is coming next. Sound and music will be used to set a creepy atmosphere.