Game Concept

The game is about gnomes whose village is threatened by a flood caused by two unknowingly human beings who dropped their water bottle during a pick nick. The gnomes need to escape their village but this won't be an easy task. During their escape they are confronted with various obstacles (like water, leaves, tree sticks etc.) and various enemies (like mice, ants, bugs etc.). The game will consist of several levels and is played by two gnomes. You can either play alone (alongside an intelligent AI gnome) or with two players. The levels will be 'half' procedurally generated and will contain cut-scenes containing a storyline. The playing field has depth so movement in all directions is possible. The camera will only move in two dimensions and makes sure that every player is visible.