Project Fiter

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Lore and Game Design

The king had been slain in battle, and his succeeder was nowhere to be found. The evil wizard stepped in, and is about to be crowned. A few days before his crowning, Senfer wakes from within the evil wizard’s dungeon, and plots his escape.

Senfer awakes, in a dark room, however there is some light. He turns on the light switch, then: The player plays the wake animation, no player input. Some frightening dialogue and music builds, as the player walks towards the centre of the room, trying for a light switch. Blueish lights flicker on to reveal blood art on the walls, purple in the light.