

LINA'S ADVENTURES IN THE UNDERWORLD

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Gameplay: Single player game where the player has to navigate a series of labyrinths and collect the keys to the gates in order to win. This involves avoiding and defeating enemies by shooting them. Player can collect power ups scattered along the labyrinth in order to up their stats, such as score, speed, health or the power of the throws.

Plot: Our hero, Lina finds herself in the deepest level of the underworld. She needs to find her way back home, but the path is full of dangerous creatures of the underworld. She needs to fight her way back to the realm of the living. She needs to gather all the strength and relics of the other warriors before her in order to survive. Lina needs to find the keys of all levels of the underworld to open the gates towards her home. Lina will always search for the light from the world above that managed to find it's way there.

Characters:

Lina Inverse: The hero of our story, she is a young witch with immense power and determination. She has the ability to manifest balls of energy at will, which she can use to defeat the creatures that threaten her in the underworld.

Mechanics: Move Lina by using the arrow keys, shoot by pressing space. Object can be collected by pressing C, and other objects such as chests and gates can also be interacted with C if Lina has previously picked up the necessary key. Game state can be saved when Lina interacts with the a spot of light from the above world by pressing S. Passing from level to level happens when Lina unlock the level gate and goes through it.