<Cave Trap>

<FedGik Studio>

Marketing:

The game is made for people from every age. But still be very easy in this first version so young oriented. A future improvement can make it more difficult and more attractive to older player.

Concept:

You start the game in the middle of a strange room and you do not know what you are doing here.

You gonna solve enigma we made for you in order to reach the final door which lead you to the outside of the building.

You lead a guy which can walk and perform actions on different types of objects. You walk through several rooms in order to exit the building.

Gameplay:

You control a little guy which can walk around rooms. You right-click to change the perform action (walk, look, interact, …) and left-click to perform the action selected.

To win the game, you need to reach the final door which lead you to the exit.

You gonna play alone and interact with objects (rope, keys, …) you find. When you find an object, it appears in your inventory and then you might perform an action with it on other objects (ex: open a room with the key).

If you do not arrive to change the room your are in, it means that you need to solve an enigma in order to find the key you need. Try to use the "look" action to find clues.

Technical Aspects:

We developed our game with Adventure Game Studio 3.4.1.

The game is pretty lightweight so you do not need a powerful computer. Any computer after 2010 should made it worked.