Game Concept 2

Game name: Thardomar (temporary name)

Made by: Henk Gevers

**Stats:**

**Target platform:**

PC/ Xbox

**Target audience:**

12 – 25 years

**Ways to control the game:**

Wasd to move(PC), leftjoystick (Xbox)

E to interact with objects(PC), A (Xbox)

**Genre:**

Top down/ RPG

**Comparable games:**

Zombie office 2D

**Overview:**

**Broad description of the game:**

It is a 3D top down RPG where you have to walk around and interact with puzzles to unlock doors and fight against enemies to escape.

**Setting:**

It takes place in an office building in 2019.

**Story:**

You got another assignment from your boss that you don’t like to do so you are done, when you try to walk out of the building you get stopped by security, you have to hack the elevators and escape from the guards to get outside.

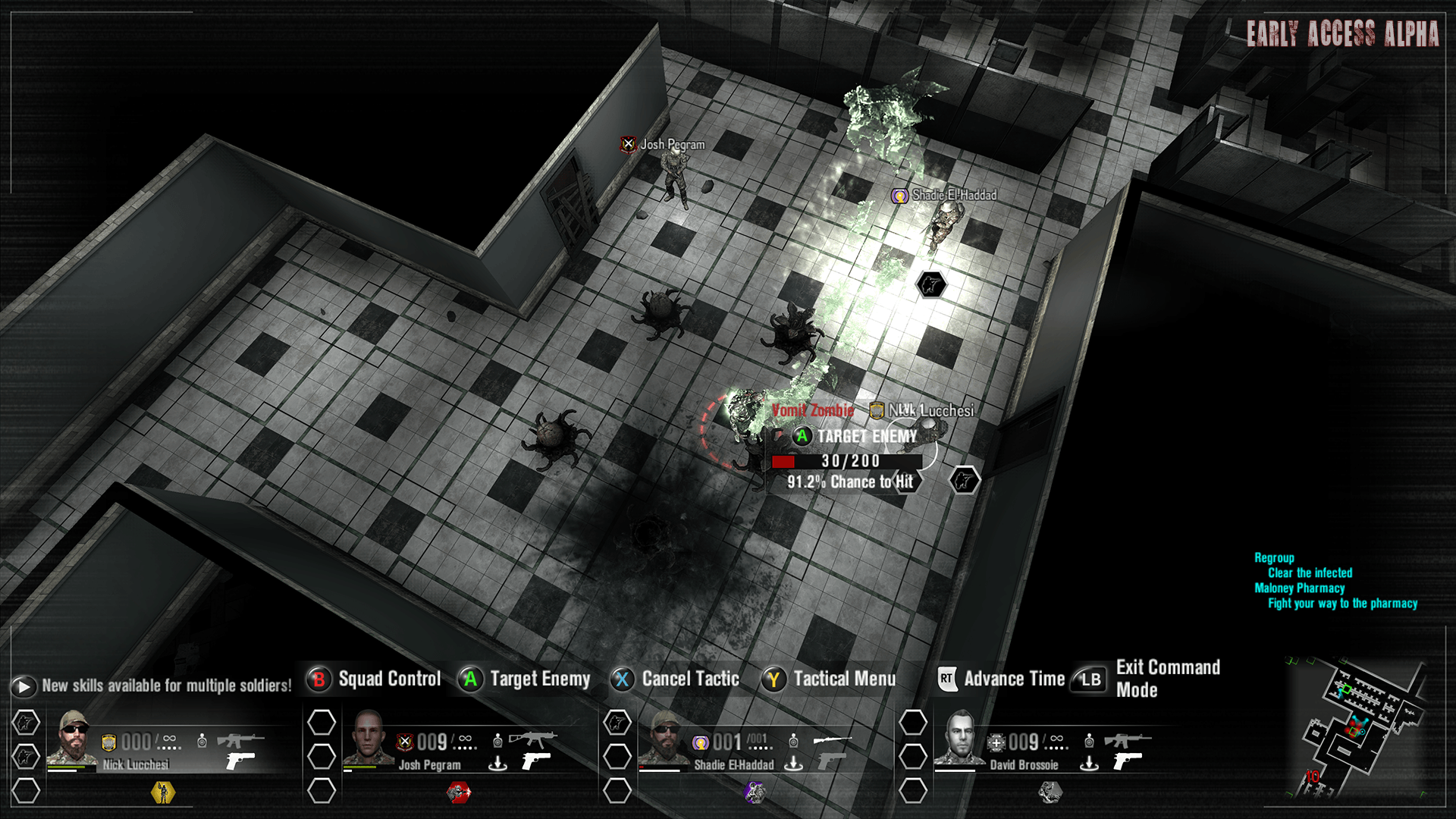
**Features:**

* Top down RPG game
* Items, powerups and coins
* Inventory system

**Gameplay:**

You can walk around in the building and fight against the guards, you can pick up collectibles, look at your inventory and solve puzzles to progress through the game.

**Moodboard:**

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