

TITLE Darkness Profound			MAIN AIM Finding and retrieving the relic and making for the exit.		
ID Search The Relic throughout this encompassing darkness, survive the zombie menace and escape			MAIN MECH TO ACHIEVE AIM Searching the map for the relics, retrieving ammo and health along the way. Player moves with WASD, aims and shoots with mouse		
THEME Relic hunt in ruins filled with zombies		GENRE Top-down Survival Horror	ENABLERS ACTIVE Health Packs Ammo Packs Torchlight Lesser artifact (collecting increases retries) Map (accessible by M key)		BLOCKERS ACTIVE Zombies PASSIVE Limited health Limited ammo Darkness
Darkness	KEY PILLARS Top-Down Camera		Limited Ammo and Health		
VISUAL STYLE Top-Down 2D Graphics			FEATURES Level design shaped around bullets bouncing mechanic Interactable obstacles to create increased interactivity Easy to learn, hard to master Score and stopwatch functions game offers speedrun mentality		WIN CONDITION(S) Reaching the finish—With the relic
MUSIC & SOUND STYLE Tense music Realistic sounds					LOSE CONDITION(S) Dying Reaching the finish—Without the relic (Rank C—Chicken Reward)
STORY You are a relic runner. Your job is always simple, search this and that ruins, find relics and return home in one piece. But there is something odd about this one. As you approach the ruins an unnatural darkness starts to surround you. Even the nearest objects are lost until your torchlight pierces this obscurity. What lies beneath, hidden within this profound darkness?			CORE LOOP <pre>graph TD; Start([Game Start]) --> Search[Player searches the game map for The Relic]; Search --> Alive{Is player alive?}; Alive -- Yes --> Exit[Player reaches the exit]; Alive -- No --> Retries{Do player has enough retries?}; Retries -- Yes --> Search; Retries -- No -->GameOver([Game Over]); Exit --> Artifacts{Do player have the all lesser artifacts?}; Artifacts -- Yes --> RankA([Rank A - Best Ending]); Artifacts -- No --> RankB([Rank B - Good Ending]); Artifacts -- No --> RankC([Rank C - Bad Ending]);</pre>		
AUDIENCE +7		PLATFORM Desktop - Web Based	TEAM Solo Effort		PERSONAL DEV GOAL My goal is enter a jam alone and create a game