sJack Gonzales

IGME 230

GAME PROPOSAL MARKUP

You play as a candle ghost and light up dark areas to stun cold dark/water enemies, weakening them and allowing you to navigate to the exit.

GENRE: Adventure or strategy, escape

PLATFORM: Desktop, maybe mobile friendly

STORY: You are a candle ghost living in a mansion with a human, and water enemies are trying to put you out and flood the house.

Mood: thrill, fear

Narrative: the player progresses through each room until they reach the outside, where the enemies dissipate.

Premise: Common enemies can bring people together.

Aesthetics: Cartoonish, maybe

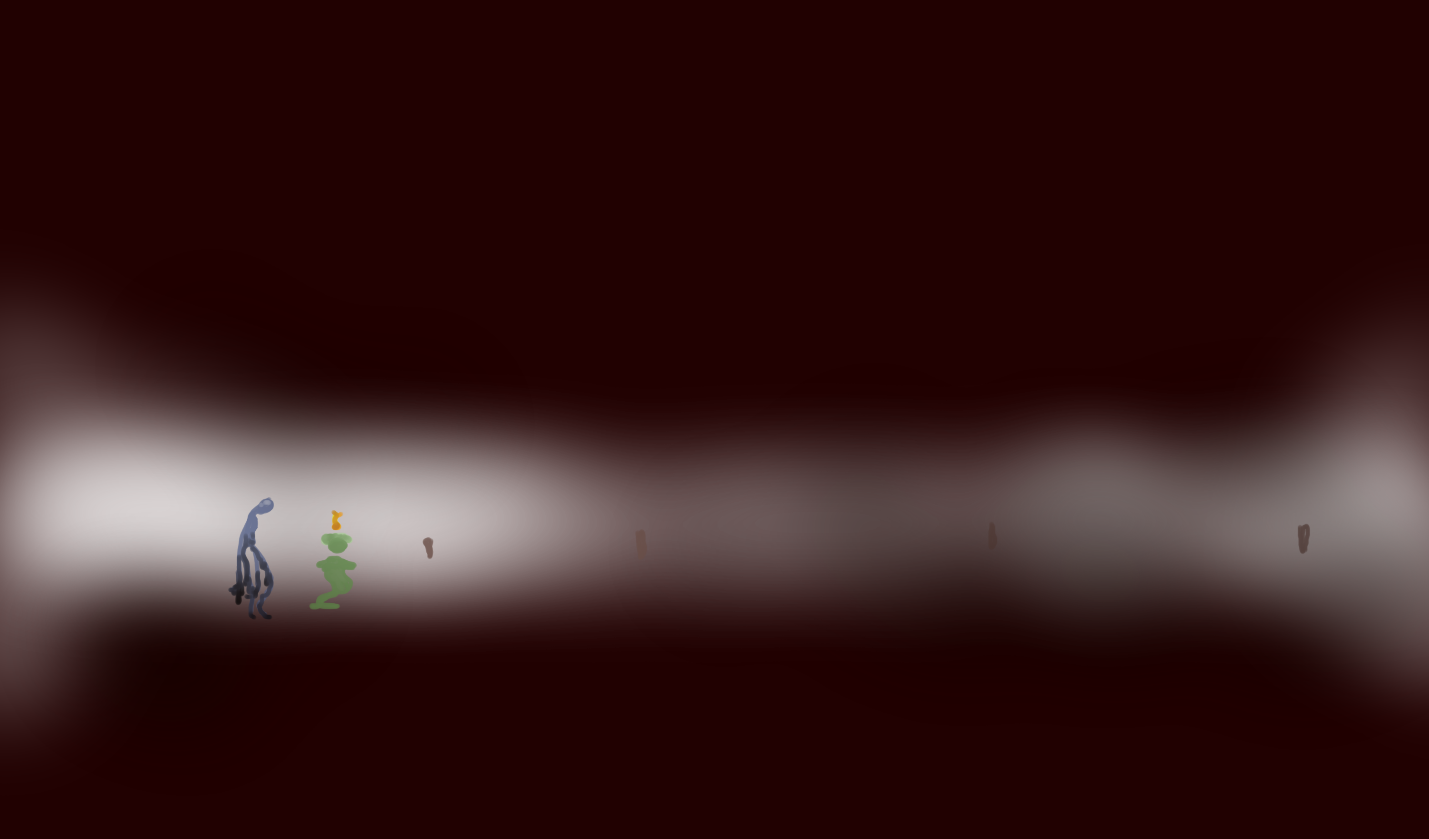
Sound: Ambient, Background. Environmental noise.

GAMEPLAY

Mechanics: Light candle/torch/lantern, move, attack?

Control: Keyboard/mouse

Instructional scenes. (\_\_ to light, \_ to move)



SCREENSHOT OF CHARACTER, ENEMY, AND ENVIRONMENT

About the Developer

Jack Gonzales

Game Design & Development

Second Year

Skills: C#, Javascript, photoshop

Interests: Graphic design/art, illustration, technical art