



Shadows Left Behind

By Kaley, Ethan, & Kate

The Team



Kaley
Artist



Ethan
Developer



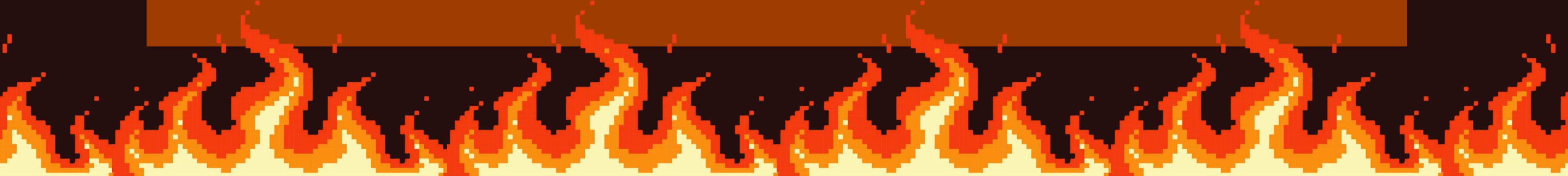
Kate
Designer
& Audio

What is Shadows Left Behind?

A 2.5D story-driven exploration game about a boy trapped inside the memories of his burned-down home.



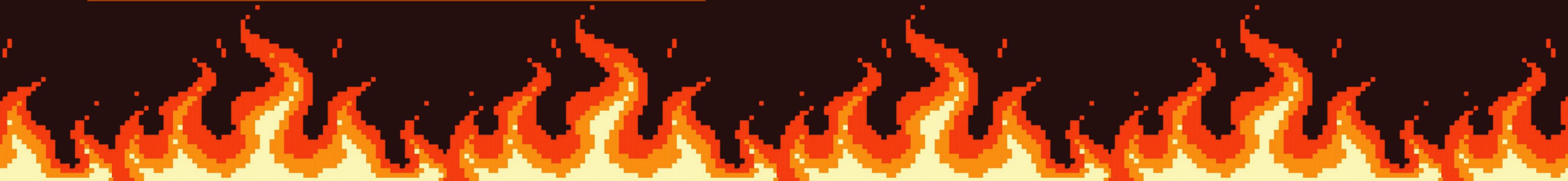
As the player explores each room, they collect clues that reveal what happened on the night of the fire, and uncover the truth about the character's traumatic memory.



Audience

Audience:

- Ages 12+
- Players who enjoy emotional story-driven experiences
- Fans of narrative indie games like Inside, Gris, Sally Face



Game Progression

1. Start in the bedroom knowing minimal information about the story.
2. Complete quests in the bedroom, hallway, kitchen, and attic to learn the characters' backstory.
3. The story's ending reflects your emotional path.



Setting

A memory-filled house
between Past and present

Rooms:

Bedroom · Hallway
Kitchen · Attic

Two Realms:

- ☀ Light Realm: golden glow, soft melodies
- ☽ Darkness Realm: muted tones, quiet emptiness

Both reflect the journey
from grief to acceptance.



Gameplay

1. Explore a room
2. Collecting 3 glowing clues
3. Complete a quest by playing a short minigame
4. Interact with a cutscene
5. The tone of the cutscene and next room changes based on your quest outcome



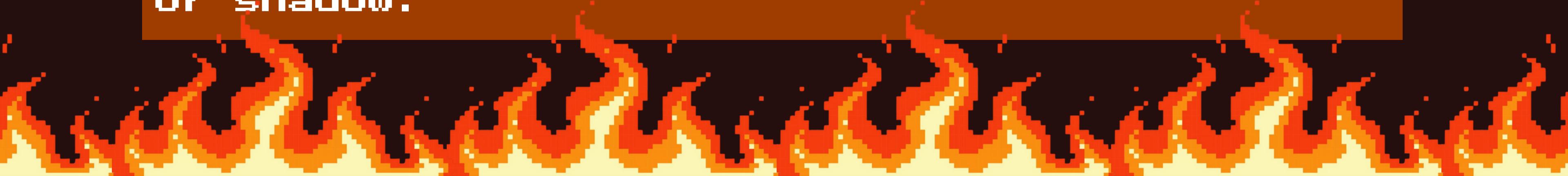
Light and Dark Mechanics

If you choose the side of Light before the minigame and succeed in it, the next scene appears in Light as well, otherwise it appears in Darkness.

If you choose Darkness and succeed, the next scene appears in Darkness too, otherwise it appears in Light.

Difficulty does not change either way.

The final room reflects the path the player has taken, concluding the story through light or shadow.



Controls

Keyboard Controls:

WASD – Move

E – Interact

We chose keyboard-based gameplay for its simplicity and accessibility, allowing users to focus on the storyline.





A pixelated background featuring a dark city skyline silhouette against a blue-grey sky with white clouds. At the bottom, there is a horizontal row of orange and red pixelated flames.

Our Goal

🔥 Thank you! 🔥