

## Elevator Pitch

Play as Harper Chase stuck in a mysterious maze with deadly enemies. Harness mysterious runes to augment your abilities. Discover secrets, and unravel the mysteries of the maze. Can you escape? Or will you be forgotten amongst the vines?

## Synopsis

Harper Chase wakes up in a forested maze with a sword and no memories of how they arrived there. With nothing else to go on, they progress into the maze, filled with increasingly deadly enemies, and strange runes, desperate to find a way out. As you play as Harper, you will discover runes that change the way you can move through the levels, allowing you to climb walls and dash over large gaps. These new abilities allow you to access places that you couldn't, when you first passed them by. Secret areas hide consumables, new runes, and lore of the maze. Can you find the exit? Be wary of who might wait for you there.

## Conceptual mock-up

