

Eternal Flame *(Shooter, Survival)*

Score:
23

Aim:

Fuel the depleting flame.
Win: Flame's light fills entire screen.
Lose: Player death | Flame death.

- Fuel is dropped in the dark by enemies upon death.
- The dark consumes the player's light energy.
- The player consumes light to dash, heal and shoot.
- The dark spawns enemies which roam about until the player is spotted within it. In which case, enemies target and attack the player.

Controls:

W : Forward
A : Left
S : Backward
D : Right

LMB : Fire
RMB : Dash

TAB : Swap view

Not in final game



85%



95%



3

Switch View

