



Devwahrphobia

# Members and Roles

- Celen, Aleck Miguel
  - Concept Sketches
- Hermoza, Harold Matthew
  - Concept Sketches
- Huet, Nicolas Eduardo
  - Lead Programmer and Game Designer

# Plot

Educational subjects have manifested into ferocious monsters in the form of examinations, quizzes, exercises and seat works. They have locked up the students using their sheer intellect and it is up to the Player to free his fellow school mates by solving puzzles and using school supplies to fend them off.

Genre: Puzzle, RPG, Casual

# Art Style

## Top-down 2.5D game

- Mother/Earthbound
- Binding of Isaac

## Pixel Art Visuals

- To the Moon
- Mad Father

## Theme

- School Setting
  - Classrooms, Gymnasium, Library, Computer Lab
  - People wearing school uniform
- Enemies inspired by School Subjects
  - Science – uses potions against the player
  - Math – calculation related puzzles

## Unique Selling point

- Relatable concepts to what a student enrolled to school feels
- Different way of showing fun in a school setting
- Cater to a niche market

# MOOD BOARD

- Gameplay style and Art style





# MOOD BOARD

- Environment and Characters

