



Core Elements

- Map To Explore (revealed on map once explored)
- Backtracking: Dead-Ends that can be unlocked by doing/getting something somewhere else on the map
- Enemies, Creatures, or interactables that are alive and possibly dangerous
- Usually some type of checkpoint system
- Verticality

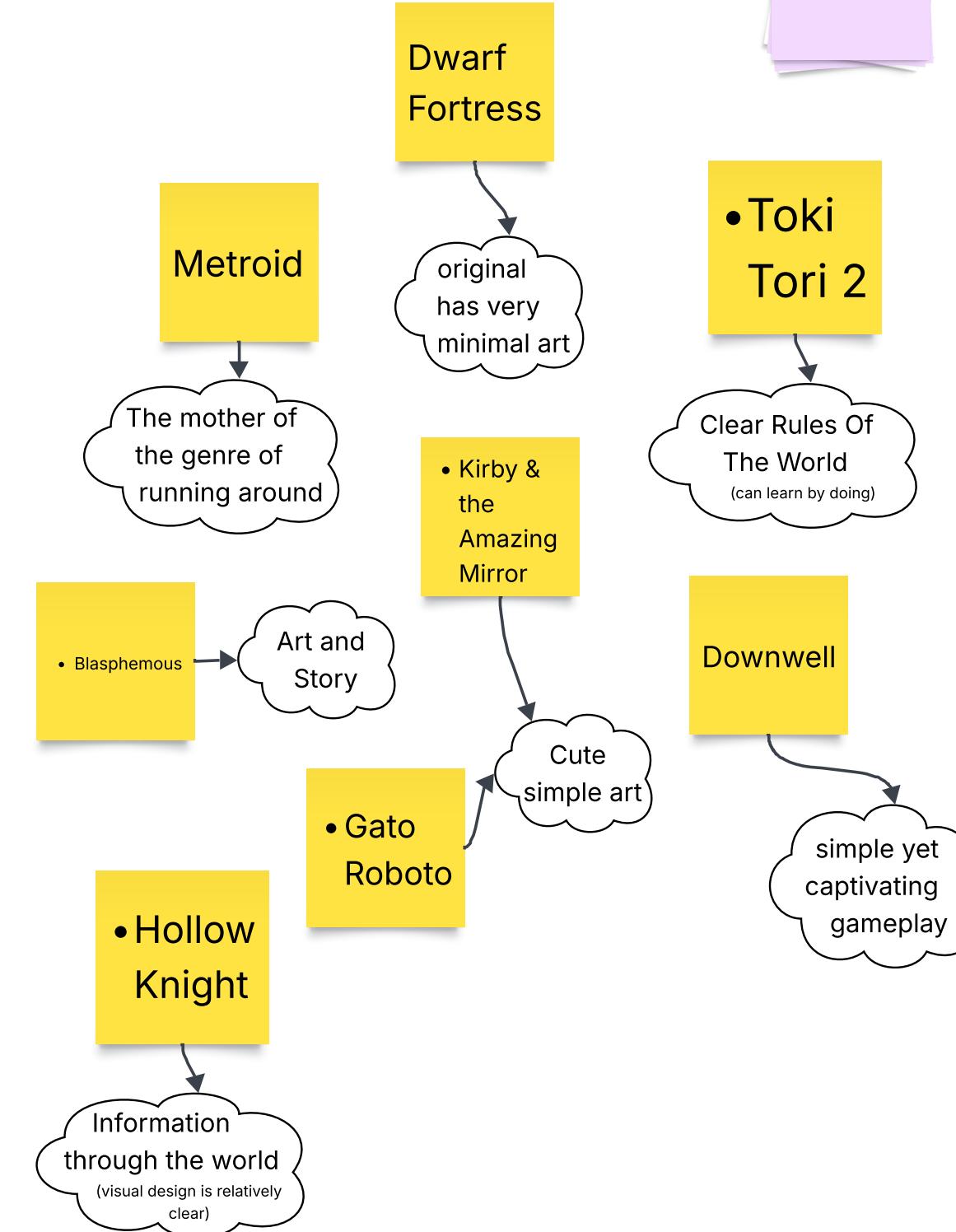


Story Ideas :

- We are a zombie and we need to eat brains to gain intelligence and consciousness, a grim downward path awaits us.
- We play as a necromancer who needs to reclaim souls before a special date (dia de los muertos). The souls we collect become our keys/abilities to solve more challenges
- We are a defected zombie, who has to run away from other zombies
- We play as an engineer elf exploring an old dwarven mining tunnel (they stole something from us) and we need to repair the railways to find it
- We are a kid following the traces of toys and imagination friends to look for mommy
- Trapped on a space ship with hostile aliens (space but dead)

Alice in wonderland

References:



Our Core Values

- Relatively Easy for strangers to play
- Fun To Make
- cute
- small scope