

SHADOWLIGHT

The Lost Shrine



OUR TEAM

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01

INTRODUCTION & WORKFLOW

SHADOWLIGHT

THE LOST SHRINE

A **2D co-op puzzle adventure** where **two explorers** must work together to uncover hidden secrets within a forgotten shrine. Use a **magical light** to reveal invisible paths and ancient mechanisms, solve puzzles, and escape the depths through **teamwork and discovery**.

OUR WORKFLOW

Atique Bin Mahmud
Programmer

Ishrak Ahmed
Artist / Designer

SHADOWLIGHT

Ilham Mahfuz Riyadh
UI / Audio

Nafis Nawal
Tester / Support

WORK BY ROLES

■ PROGRAMMER

- ✓ Player movement (2 players)
- ✓ Input setup (Unity Input System)
- ✓ Light orb reveal mechanic
- ✓ Room transitions
- ✓ Game manager (progress/save)

■ UI/AUDIO

- ✓ Main menu + UI design (objective counter, popups)
- ✓ Add sound effects and background music
- ✓ Polish puzzle visuals (light feedback, triggers)
- ✓ Help test puzzles and refine game feel

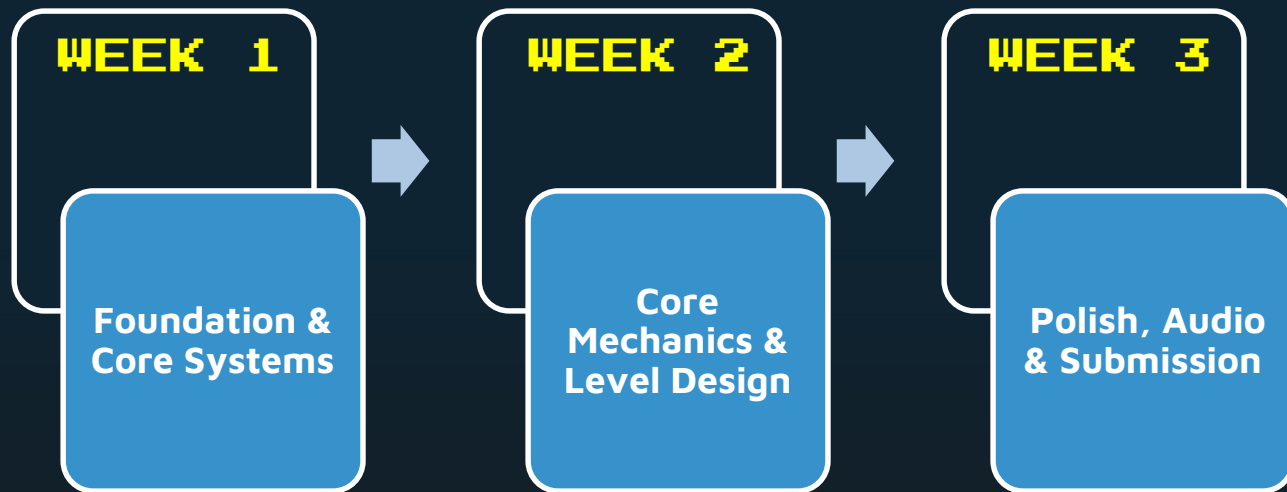
■ ARTIST/DESIGNER

- ✓ Pixel art: tileset, characters, orb, UI icons
- ✓ Level design (tilemaps)
- ✓ Animate player/orb using Animator
- ✓ Design layout for each room (paper or tiled editor)

■ SUPPORT/TESTING

- ✓ Playtest daily builds
- ✓ Give feedback from a fresh player perspective
- ✓ Help with documentation, write README or present demo

PROJECT TIMELINE





02

SWOT Analysis

SWOT ANALYSIS

S TRENGTHS

- Innovative orb-based light mechanic
- Deep lore interwoven with puzzles
- Strong visual identity in pixel-art

W EAKNESSES

- Niche appeal (local co-op only)
- Short base experience without extensions


SWOT ANALYSIS

O PPORTUNITIES

- Port to Switch / Steam Deck
- Expansion through DLCs or “challenge mode” puzzles

T HREATS

- Oversaturated indie market
- Difficulty in gaining visibility without marketing

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03

MARKET & COMPETITION

MARKET SEGMENTS

■ GENRE

2D Top-down Adventure / Puzzle /
Local Co-op Indie Game

■ TARGET PLATFORM

PC (Windows)

■ AUDIENCE

Casual gamers, retro/indie game
fans, students, puzzle lovers and
co-op players

■ VISUAL STYLE

8-bit pixel art (retro aesthetic)

MARKET ANALYSIS

■ TARGET MARKET

- Age 12–35
- Puzzle and retro game enthusiasts
- Indie and co-op game lovers

■ COMPARABLE TITLES

- Lovers in a Dangerous Spacetime
- Tunic
- Celeste

■ TRENDS

- Strong interest in local co-op post-pandemic
- Pixel-art nostalgia in demand
- Stream able puzzle narratives gain traction on YouTube/Twitch

BENCHMARK ANALYSIS

GAME TITLE	KEY SIMILARITIES	UNIQUE DIFFERENCE
Lovers in a Dangerous Spacetime	Local co-op puzzle-action game	More arcade-style and chaotic
Titan Souls	Pixel-art exploration with puzzles	Solo gameplay and more action-focused
Tunche	Pixel-art co-op adventure	Beat'em up mechanics
Super Adventure Hand	Weird indie puzzle platformer	Unique visuals, less traditional co-op

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04

CREATIVITY & INNOVATION



Light Orb
Mechanics

Puzzle
Design

Storytelling

Art &
Audio

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THANK YOU!