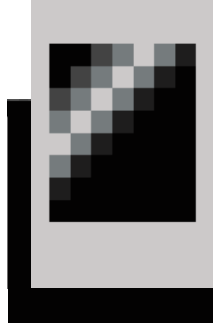


# MELATON



***'Don't get lost in the shadows'*** – Samara Brown

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## Game Development Team Members

PRODUCER

You

PRODUCTION MANAGER

You

PRODUCTION COORDINATOR

You

GAME DESIGNERS

You

SYSTEMS/IT COORDINATOR

You

PROGRAMMERS

You

TECHNICAL ARTISTS

You

AUDIO ENGINEERS

You

UX TESTERS

You

# 1 GAME OVERVIEW

Title: *Melaton*

Platform: PC Standalone

Genre: Action Adventure

Rating: (10+) ESRB

Target: Casual and serious gamers (aging from 13 - 30)

Release date: December 6, 2021

Publisher: SSS Games

## Description:

You wake up in a world shrouded in black and white. You don't remember your name or who you are. You look in the mirror, but there is nothing there. You are faceless. You walk outside the blank canvas which seems to be your home and into a world that is unrecognizable, yet so familiar.

Your goal is to collect polaroid's that are scattered across the map in order to regain the missing pieces of your memory. There are three levels to the game, each one harder than the last. Every time you complete a level, you will unlock a portion of your lost memories.

There are creatures that are part of a dark, unknown entity called The Shadow who have taken over this world and they want to stop you from getting your memory back. You are not a fighter. You must avoid the Shadow and their attacks strategically in order to collect all of the polaroid's and regain your memory.

## 2 GENRE

Melaton is a 2D action-adventure platformer with elements of fantasy and psychological horror. While you traverse this dream-like world avoiding The Shadow monsters in search of your stolen memories, you face the question of who you truly are and if you can trust your own mind.

# 3 GAMEPLAY

**Choose your character**

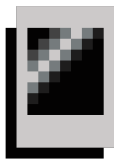


**BOY**



**GIRL**

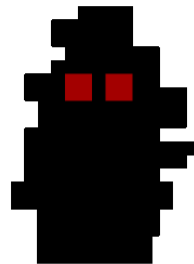
**Collect Polaroids**



**Jump on platforms**



**Avoid Enemies**

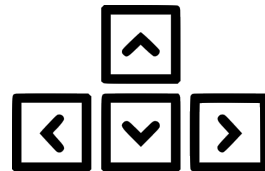


# 4 GAME CONTROLS

MOVEMENT

**WASD**

**Arrow Keys**



JUMP

**Spacebar**

**Up Arrow Key**

# 5 BIBLIOGRAPHY

## ANIMATION

polaroid\_float.anim Samara Brown

## AUDIO

PickupSound [freesound.org/people/yewbic/sounds/33796/](https://freesound.org/people/yewbic/sounds/33796/)

## SCENE

BoyDifficultyScene.unity	Samara Brown
BoyGameSceneEasy.unity	Samara Brown
BoyGameSceneMed.unity	Samara Brown
BoyGameSceneHard.unity	Samara Brown
ChooseCharacter.unity	Samara Brown
CreditScene.unity	Samara Brown
GirlDifficultyScene.unity	Samara Brown
GirlGameSceneEasy.unity	Samara Brown
GirlGameSceneHard.unity	Samara Brown
GirlGameSceneMed.unity	Samara Brown

## SCRIPT

AiPatrol.cs	Blackthornprod and Samara Brown	
EasyCollection.cs	BeepBoopIndie and Samara Brown	
HardCollection.cs		
BeepBoopIndie and Brown	<a href="https://GitHub.com/Brackeys/2D-Character-Controller/blob/master/characterController2D.cs">https://GitHub.com/Brackeys/2D-Character-Controller/blob/master/characterController2D.cs</a>	Samara
KillPlayer.cs		
Samara Brown		
LevelManager.cs	Samara Brown	
MedCollection.cs	BeepBoopIndie and Samara Brown	
PlayerController.cs		

## PRITE

background.jpg Samara Brown

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Samara Brown  
Samara Brown  
Samara Brown

**Samara Brown**