Working Title

still working on this

Elevator Pitch

Something about the game up for debate :
probs gonna be along the lines of a game taking place in resort, where you have to clear 3 rooms each containing a puzzle which gives you a piece of paper to clear the game

Concept

Overview

- **Genre** : first person action type of game
- **Target Audience :**
    - **Age :** young adults (say 16-25)
    - **Gender :** Male/Female
- **Monetization :** at the moment nothing thought of as of yet
- **Platforms :**
    - Pc most likely still up to debate

Theme and setting

The game takes place in resort area where there are guards patrolling which the player has to avoid. Also there are 3 rooms which the player can enter, each room contains a puzzle the player has to clear in order to obtain a piece of paper.

Project scope

Our Team :

- **Devs :** Kevin Assink, Thom Koper
- **Design :** Feline Stemp, Isabel Min, Jill Beers, Joep, Joyce Aker, Kevin Assink, Tes Lopes Cardozo, Tessa Speets, Thom Koper
- **Art :** Feline Stemp, Jill Beers, Joep, Joyce Aker

Budget

Spend type	planned

Time Line

- 9 may 2022 : briefing @ stedelijke museum
- 10 may 2022 : Team meeting + brainstorming game + making planning (Trello + git repo)
- 11 may 2022 : working on some game mechanics (Kevin : Movement Stuff, Thom : Enemy AI)