
Working Title

Resort : Malpomania

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 (the BlockHeads):

- **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)