



Forget Me Not: Concept Overview

A Puzzle-Platformer for PC

Target Group: Casual Gamers between 15-25 years old

Game Summary

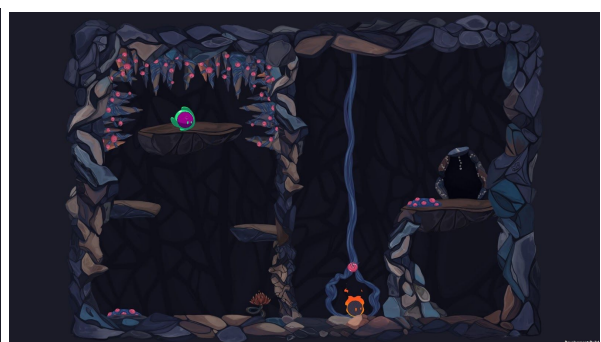
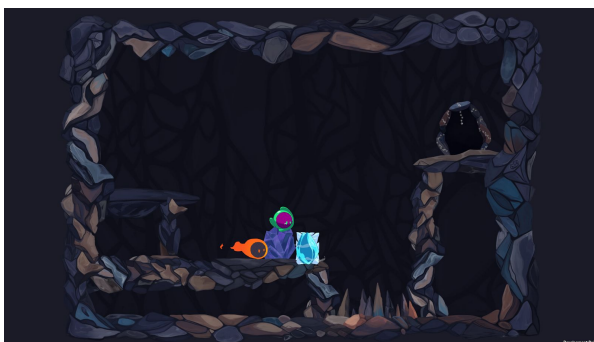
Negative emotions only hold us back...that's what most people think. But that changes once they combine! In this game, the 3 major negative emotions Rage, Depression and Anxiety are on a journey through a fierce and unforgiving labyrinth of puzzles. While they would be hopelessly lost alone as they would run wild, together, they can strengthen each other and find a way to the end. So, please, forget me not...

Game Outline

The player navigates the 3 characters through increasingly difficult and complex levels and has to get all of them to the exit. To do this, he can use basic movement abilities (walking and jumping) and character-specific abilities. Furthermore, these abilities can be combined if two characters stand close enough together, allowing for a lot of creative thinking.

Unique Selling Points

- Characters can use both individual and combined abilities!
- Creative and unconventional solutions are encouraged!
- Broad abilities allow for lots of experimentation!



Team info and contact

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