

The target audience is adults aged 18-30, mature adults, due to the game tackling social issues.

These could be young adults who enjoy games with themes of social issues and coming-of-age stories, or even fans of young adult books who already enjoy reading stories with similar themes.

Players who enjoy games such as Until Dawn, Life is Strange, and The Walking Dead could find the game enjoyable.

The visuals may evoke nostalgia in fans of Undertale and Paper Mario.

The problem is a story-driven game.

Name hasn't been decided.

Game.

Tell a story-Driven game to explore social issues