Crypt

One Page Pitch:

Roles:

Cole: Art

Garret: Programming

Soniya: Project Manager

Liam: Level Design

Platform: PC

Target Age: Teenager+

Our game is a first-person horror style maze game with the goal of obtaining 3 keys to escape. A ghost style voice will be talking to the player (based on trigger) attempting to lead them to escape. The voice will lead them successfully, but the player will learn that the ghost forgot the keys and lead them to their death. Throughout the game faint moody/demonic music will play in the background.

Core Requirements:

- Maze, ghost to lead (7/30 – End) ✅

- 3 keys and an escape (7/30 - End) ✅

- Textured walls (7/31 – End) ✅

- Start and end screen (7/29 – End) ✅

- Guard at end that blocks the exit (7/31 – End) ✅

- Playtesting (8/1) ✅

- Final Outcome (8/1 – 8/2) ✅

USP:

-Companion with a character that would seem as your "enemy" (the ghost leader)

-Creepy and uneasy feeling audio and scenery

Similar Competitive Products: Suffer (indie game)