

# Design Goals

Our goal was to create a tense stealth game, but also have the game be charming and humorous at the same time, with a strong visual style and theme. We wanted to provide players with a light-hearted narrative that complements the game's theme and mechanics. We wanted the game to be learnable, with each enemy type and mechanic being taught well. The game should provide a challenging and rewarding gameplay experience for players, without being frustrating or too difficult.

We wanted the player to experience suspense when playing and a feeling of accomplishment after solving each screen.