**GAME PROPOSAL (No Title Yet)**

**Pillars**

Game of Memory: The game puts the player in a position where keeping track of where you have gone is essential to the completion of the game.

Puzzles: The game creates various chances to show how skilled a player is at solving certain puzzles in order to further their progression.

Hand-Eye Coordination: Like all FPS games it tests the hand eye coordination of the player by giving them challenges of fighting various enemies that they will need to quickly dispose of.

Mysterious Yet Definitive Progression: The game allows the user to feel as though they are progressing without actually showing how close they are getting to their end goal.

**Demographic**

**Age group**: 18-30

Identifiable User:

**Name**: Bob

**Gender**: M

**Gamer Type**: Puzzle & FPS game enthusiast

**Age**: 23

**﻿Likes**: Puzzles, Mazes, FPS’ games

**Description**: Bob is the type to play games that are single player. He enjoys games that give a feeling of progression as well as having small tests of the mind. Wants a game to have a very clear and definite end game.

**Game Description**

A slower paced 1 player maze solving FPS game that involves both puzzles and enemies to slow the progression of the maze. The game doesn’t give any immediate pressure to complete the maze in the fastest time but does reward them for getting through puzzles and challenges throughout the maze. No reason is given as to why you are trying to complete the maze other than a few vague clues hidden about suggesting that the completion of the maze leads to something wonderful. The game can be compared to a simplified version of Portal where the mind game aspect is slightly less in depth and it has a more distinctive end game per level/maze. Essentially, the player will be in a first person view, trying to make their way through an extensive maze, starting with nothing but a simplistic gun, and facing challenges in both enemies and puzzles along the way. Checkpoints will be given within the maze in the style of walls coming up and sectioning off parts of the maze that have already been completed. With the constant threat of enemies being around every corner, the feeling of despair of hitting a dead end, and the constant encouragement that comes from progressing through the maze and completing puzzles this game will be an emotional rollercoaster that you will not want to put down until completion.