# <type\_game\_name\_here>

# Overview

## Theme

The theme is centered around **Halloween**.

The history of Halloween can be traced back to the ancient Celtic festival of Samhain, which was celebrated on November 1st. This festival marked the end of summer and the beginning of winter, and was a time when the boundary between the worlds of the living and the dead was believed to be thin.

## Genre

<type\_genre\_here>

## Core Mechanics

* <type\_mechanic\_1\_here>
* <type\_mechanic\_2\_here>
* <type\_mechanic\_3\_here>
* <type\_mechanic\_4\_here>

## Targeted Platforms

* Linux
* WebGL

## Core Team

* **Nrabarij**: Game Designer
* **Nrabehar**: Programmer
* **Anjrakot**: Level Designer
* **Grasoani**: Graphic Designer

## Elevator Pitch

It's the story of a candy that comes to life, and now tries to save other candies from the hands of pumpkins, by defeating different Hosts to attain its goal.

# Uniqueness

## <type\_mechanic\_1\_here>

## <type\_mechanic\_2\_here>

## <type\_mechanic\_3\_here>

## <type\_mechanic\_4\_here>

# Story

## Story Brief

## Story Details

# Gameplay

## Gameplay Brief

## Gameplay Details

# Assets

## 2D

<type\_2D\_assets\_here>

* Sponsor Logo

## 3D

<type\_3D\_assets\_here>

* Candy
* Pumpkin

## Sound

<type\_sound\_assets\_here>

## Code

<type\_code\_assets\_here>

## Animation

<type\_animation\_assets\_here>

# Conclusion

Loading…