**Light is Dangerous**

Unreal Engine 5 testing

Player uses light, against the dark forces of the world.

Game environment is based on rocky tunnel system, small map like PE / PT concept game.Game environment in 3D. Graphic style not super realistic, a bit more simplistic and stylized, reference Deep Rock Galactic

Start with 1st person, 3rd person view optionally.

First idea flashlight – Camera flash for example not always available, reload time some specific. If there is time, maybe matches can be added.

Let’s try to add the enemies as shadows on the environment , if not then silhouette type of humanoids.