Game Title: The Forestaurant

Genre: Business simulation game

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Summary: (1 to 2 paragraphs describing the game and what a player does in it)

Our project is a fast-paced game with a combination of a third-person platformer and a first-person. The game is themed to be horror and puzzle-solving which will push the player to think while acting fast. The player will gain the ability to run, attack, and level up during the exploration in the forest. They will also be able to collect (pick up) things to make further cuisines. The player will lose the game once their character dies.

The player may win by choosing to find the path to leave the forest by pathfinding, or by completing the menu by searching for ingredients in the forest. During the process, the player can gain exp through various measures (e.g. completing dishes) and level up, which will strengthen their character in various ways. There will be multiple challenges throughout, including serving satisfying food to the elite monster leaders or not being caught by the enemies in the forest.