

Devil and Demons

Hide & Seek

Logline

Hide from the Demons in the darkness, or be a Demon who seeks evil spirits.

Essence Statement

Enter a world of darkness, for *Devil and Demons* takes place in perpetual shadow. Some evil spirits run away with treasures in the castle. The “Demon”, guard of the dark forest, must find all the missing items and catch the evil spirits. Meanwhile, the evil spirits who steal from the castle, so-called the “Runaways”, have dark magic that can transform themselves into objects and hide from the search of the Demons. With the evil in human nature, will the Runaways get away with their sins or will they be caught by the “righteous” Demons?

Game Overview

Devil and Demons is a 2D multiplayer online hide-and-seek battle game with a horror atmosphere but a cute art style. The “Demons”, which are the seekers, can only see whatever is illuminated by their flashlight in the otherwise total darkness. They wander the map in search of hidens as well as missing items. The “Runaways”, which are the hidens, can transform into objects and find safe places to hide. They will be randomly given a number of objects that they can transform into, or they can choose from their own collection they’ve accumulated from past games. At least one object that they can transform into is on the Demons’ searching list, so there is a possibility to be recognized by the Demons immediately. The map is dimly lit for Runaways. Signals as well as footstep sound effects will be played when a Demon comes nearby.

There can be up to 6 players in the game, with a minimum number of 2. Players’ identities are randomly generated, so there can be any number of hidens and seekers beyond the two required initially. The Demons win the game by finding all the missing items on their list, or catching all the Runaways. The Runaways win by successfully hiding from the Demons and not being caught in the gameplay time.

Game props are also displayed randomly on the map, both the hidens and seekers can collect them and store them in their bag. However, only the ones that win the game can get the props. These props can be used as transforming objects or new lightning tools for the Demons in the next game.

Core Pillars

For Demons(the seekers):

- Flashlights in the darkness
 - Figure out your way by using flashlights/candles to see in the darkness.
- Follow the list
 - Find all the missing items on the given list or catch all the runaways to win the game.

For Runaways(the hidens):

- Hide inside objects
 - Transform into objects such as furniture, food, plants, etc., and find a place to hide. There are limited objects that you can transform into, but at least one of them will be on the Demons’ missing list.
- Transform and Run
 - What if the Demons see you? Don’t worry, at worst you can still run! Transform into other objects and find a new place to hide as long as the Demons did not catch you.