

Genre

Puzzle Platformer/Stealth

Target Audience

Marketed to gamers who enjoy puzzle platforming games such as portal. Primary age range from 15-30. The game will increase in complexity as it progresses so some skills will be required.

Concept

Gameplay overview

The Player controls a living shadow which has the ability to split itself into smaller shadows as well as possess objects in the environment in order to solve all manner of puzzles. As they grow in size from various means they will be able to synthesize new skills at the cost of their mass.

Theme Interpretation (**Sacrifice Is Strength**)

'Shadows and Alchemy' interpretation - The player is a large mass of shadows that must avoid the light, and attempt to solve puzzles in order to grow and synthesize new abilities from their own mass.

The Player will encounter items that will increase their life total which will also increase their mass and ability to split themselves into an increasing number of sentient shadow monsters. They can also recombine into a single mass and synthesize new abilities at the cost of their hp.

