

# Get out

Game art and design  
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Mardis

## Game Demographics

The genre of the game is horror and the audience is people who like to play maze-like horror games where you have to get out of a place where you can barely see and being chased by something.

## Game Concept

A man goes to a house to check up on a family cause their family died so when he gets there the place looks run down. He opens the door and the door is not locked so he goes in and looks around. To see if there are some people around when he goes to look he sees skeletons. Then he hears running coming from upstairs and looks up and goes to leave but the door is locked. The running sound from upstairs is getting louder and has turned into a loud thumping and he looks for a way out but can't find one so he tries to break a window but that does not work cause the windows are not real. But he feels something watching him making him want to leave any more. So he now has to look for a way out while not being caught by what the loud noise is up stairs.





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**User Interface-**

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## Game Mechanics

- Space- in a house you can not leave the house unless you take the correct path,can move anywhere
- Time- The games goes by as faster or slow by how the player can find the correct path to get out the game does contine you after you get outside
- Rules- you can not try to burn down the house with the lighter,the enemies can't go far out if where there domain is,the light can go out,some walls are fake but some are real
- Procedure- the play has to avoid the enemy,if the enemy sees the play the game end, if the play wants to go in a room where the noise is coming from he must be quick
- It will utilize keyboard and mouse
- There is no combat cause if you get caught the game dies
- A mechanic that makes the player want to avoid certain situations because they may make things more difficult



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## Unique Selling Points

One of the many games out there that would compare to my game is resident evil village. Cause in resident evil village the main character is there to find his daughter and leave the village he is in. My game is like that because the priest is there to check on the family but when he gets there things don't go right and he has to survive and find a way out before anything bad happens. One thing that makes my game new is that you don't know anything that's going on and your character does not want to find out what is going on.

