




THE END



Scope: More than one hour of play
Platform: PC game
Controls: Keyboard and mouse or game pad
Target: Mainstream audience
Language: English
Genre: 3D puzzle and exploration game
Selling price: Between 5 and 7 euros

Game concept:

- The main idea is to use the player's **empathy**. The player plays the role of a **fox** who tries to escape from a **cyberpunk** city with his cub. The fox will have to solve puzzles while protecting his cub from the city's deadly threats.

Challenge:

The player can regain life whenever he wants, but he needs to get to a particular place for this. It's up to him to decide if he can overcome an obstacle with just one life or if it's better to go get more lives before he moves on (the player has 3 lives in total).

Puzzles:

Solving the game **puzzles only requires observation** and understanding of the game play. None of the puzzles requires logic or mathematical skills and there are no written riddles.

Game play:

The game play is fun. For example, the player can **play dead** in front of some enemies to avoid attacks, or knock them down by running fast behind them.

Game universe:

The game contains all the environments a cyberpunk enthusiast might expect (**streets, subway stations, apartments, and inhabited tunnels**), but also a very colorful **forest** where the player can run free.

Losing conditions:

The player fails the game if he runs out of lives or if the fox cub dies from wounds inflicted by rats.

Victory conditions:

The player escapes from the city.

Minimum setup

8go Ram -I5 - GTX 1060



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