

Title: the gallery

Story: you have been trapped into this art gallery of an artist. The more you go through the gallery trying to find an exit you find more and more old and forgotten characters and art.

Enemies: characters the artist had created years ago. Some of them are based off of old artwork some of them are newer. They are relentless

Main character: ghost trapped in the gallery not knowing where to go or how to escape

Type: Platformer/ walking simulator

Ideas:

The enemies can shoot fireballs or whatever at you

The further you go you get more and more different

One drawing in the gallery keeps appearing changing slightly more and more

There is a hidden exit behind one of the paintings

Sketch of main character

