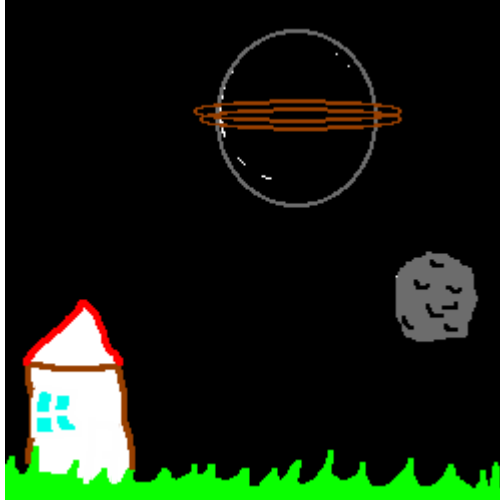


Ok my game proposal will be based off of open world horror where my character wakes up and is in a weird place to get back he has to do puzzles while getting chased by the protector of this place each puzzle the protector losses sight but when the puzzle or finding of the object is completed the chase begins again



Start design:

character model is going to be if findable regular human but it's going to have run and walk animations