

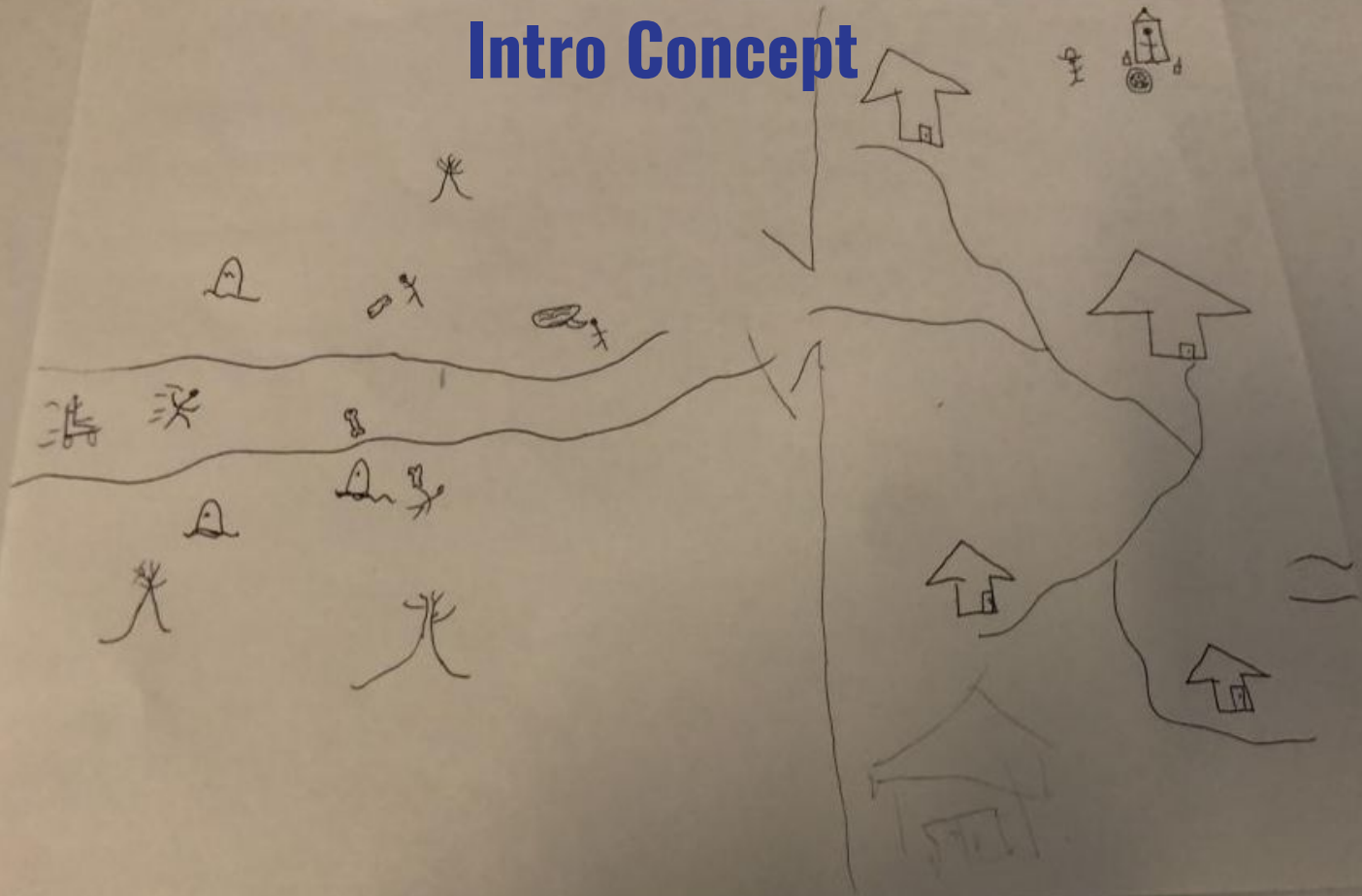
# **Dia De Los Muertos Untitled Game**

Team Members:

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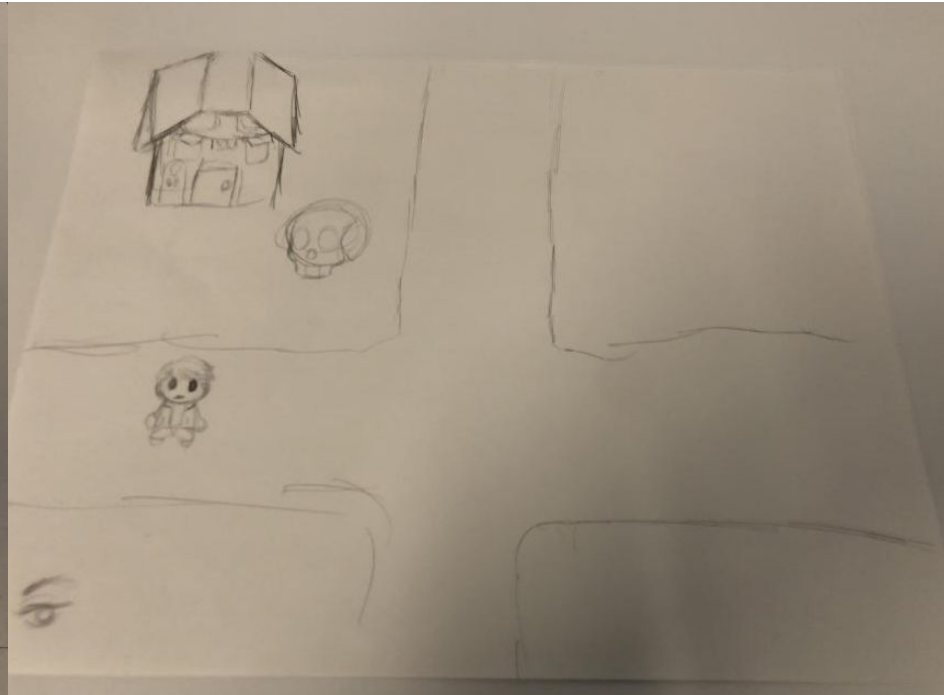
The player follows the character Miguel as he's walking through the woods when he encounters a ghost floating toward him. This transitions into a chase sequence where the the player must, run from the ghost. The player has to avoid obstacles like, fallen logs, gravestones, holes, and other until he arrives in the town.

## Intro Concept



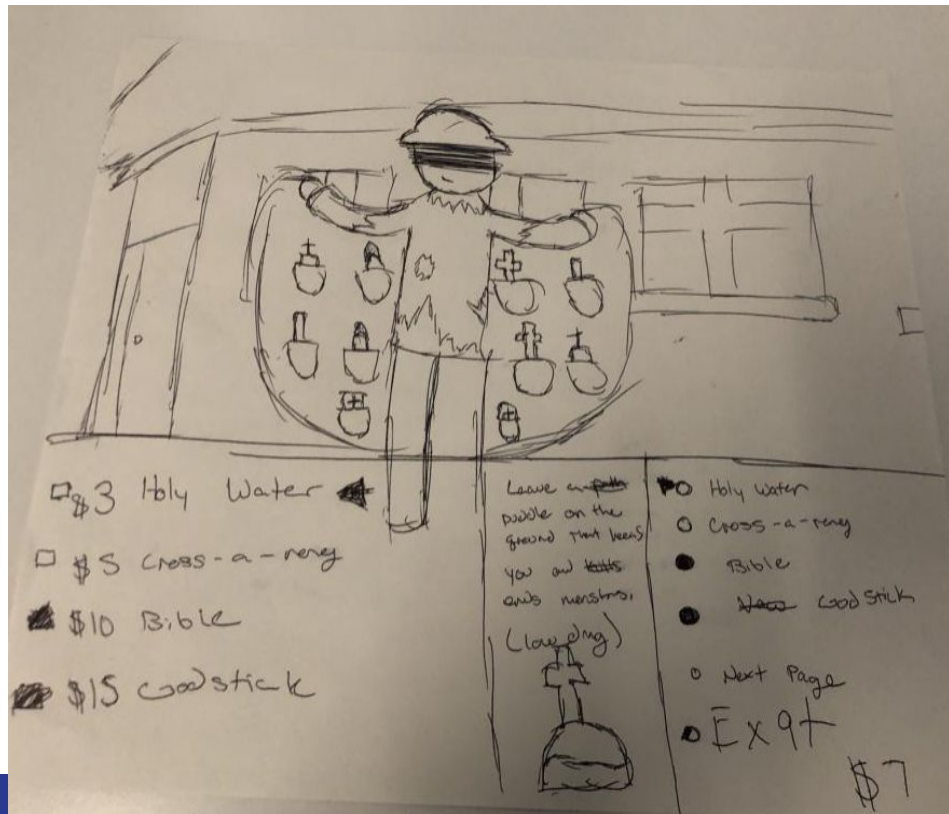
# Town Concept

When the player passes the town gate, the ghost is nowhere in sight. A look around the perimeter shows it is now, somehow, day. The player, with many options to travel, may go as they please. However, Miguel needs something to protect himself before he goes into the forest haphazardly.

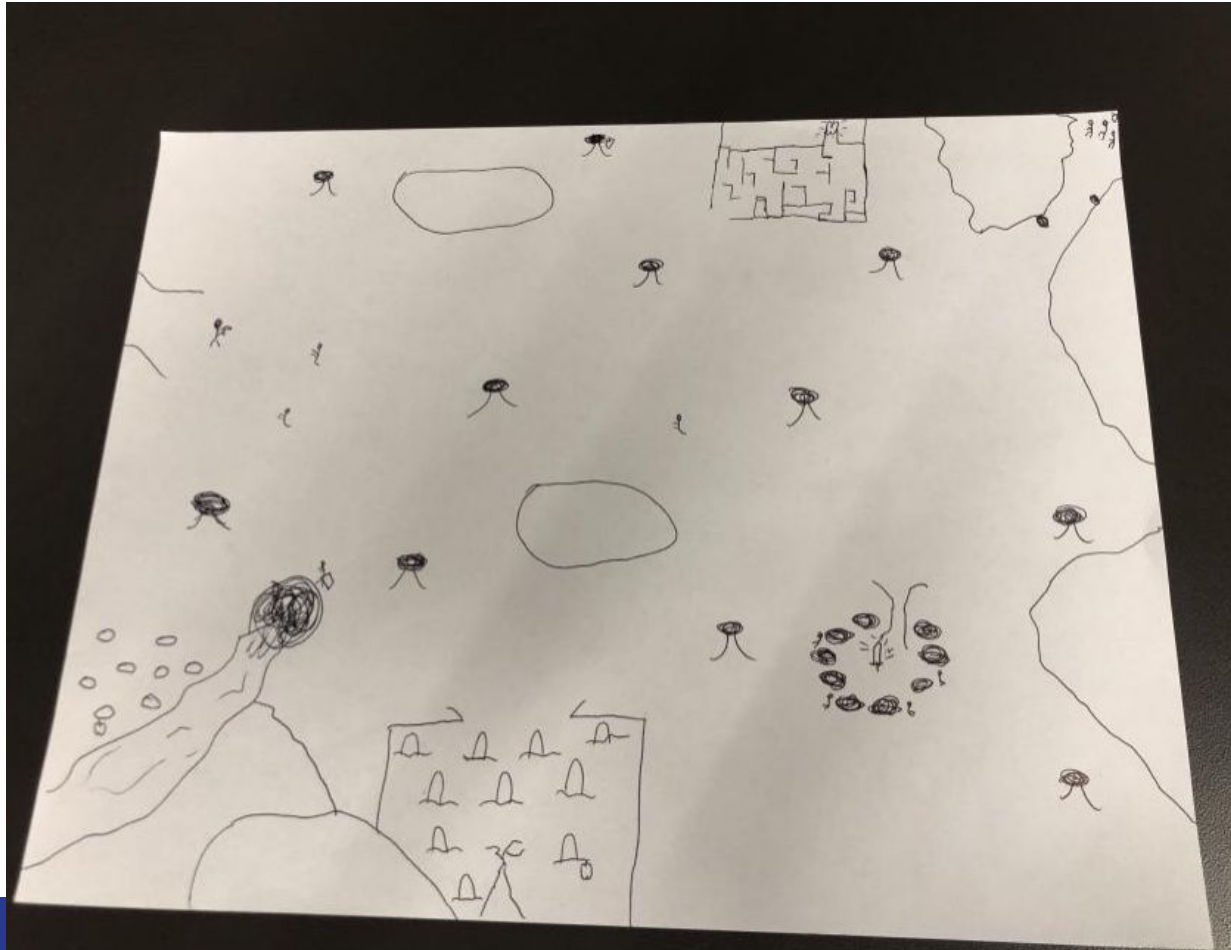


# Shop Concepts

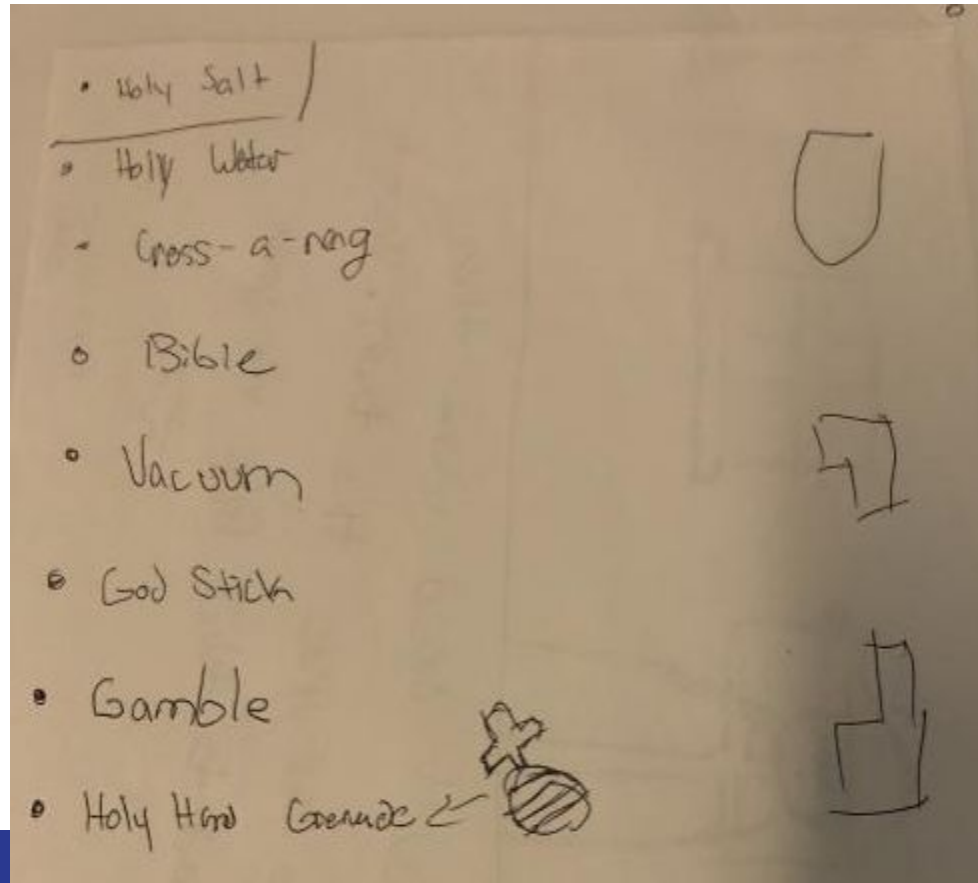
In the church you can buy health, damage, and speed upgrades from the priest while, outside the church you can talk to the “shady” priest and buy items to combat the evils of the night



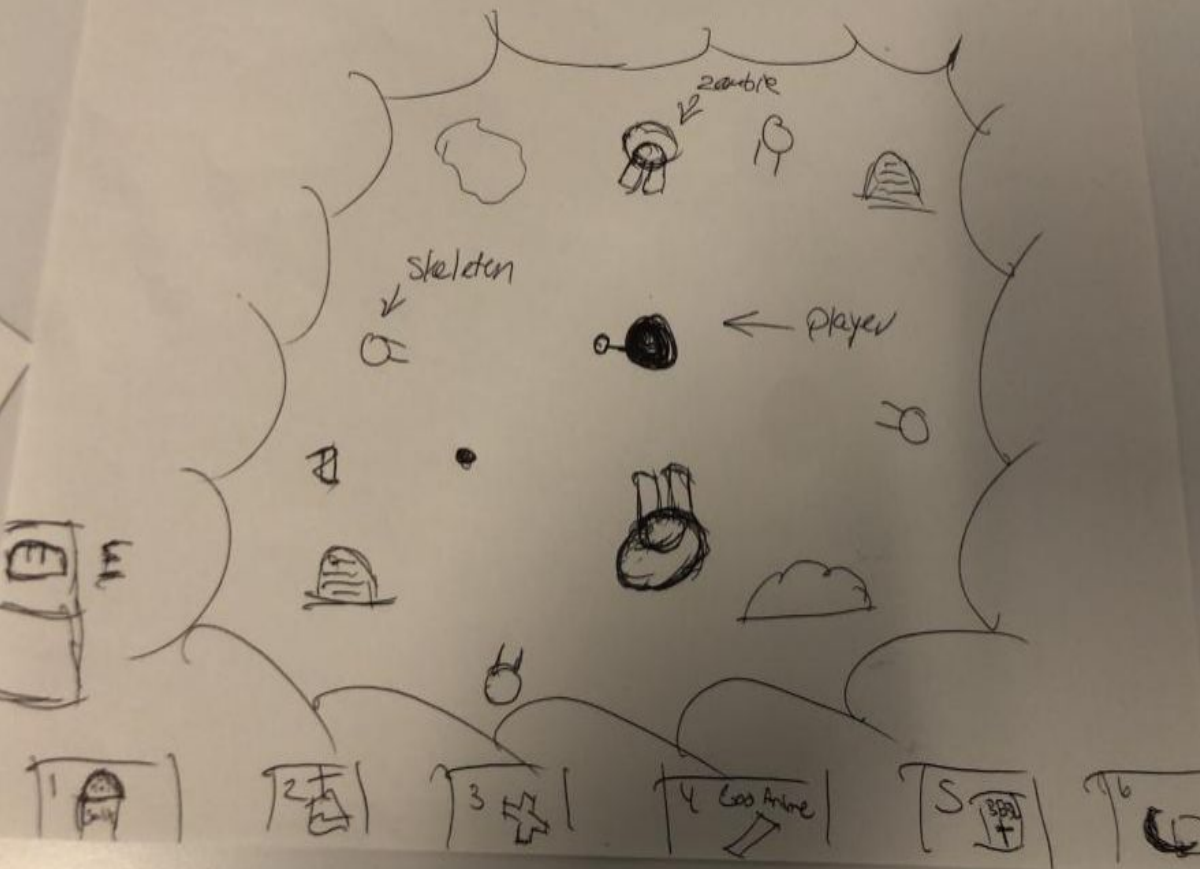
# Alt path to navigate



# Weapon Concepts



# Survive The Night



After you confirm at the town gate that you're ready, you can exit the game and survive the onslaught of mobs until it is daytime. Right now, the drafted enemy concepts; are the zombie and skeleton.

You your various items/weapons to defend against the undead.

# Art Concepts Part 1:





## Art Concept Part 2:

