**Game Overview: <Daybreak>**

<table>
<thead>
<tr>
<th>One-Sentence Description</th>
<th>You're a hungry monster that must eat all the ghosts during the night after breaking tombstones.</th>
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</table>
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| Target Platform and Audience | PC/MAC/LINUX for “Everyone” |
| One-Paragraph Summary of Gameplay and Objectives | Daybreak is a top down single player game where the main character (Gastro the monster) must break tombstones to expose the ghosts and eat them. You eat all the ghosts to win which only appear during the night. You must avoid the humans, touching them results in an instant death. |
| Key Features | -original music and sprites  
-humans have pathfinding  
-night and day element  
-night and day have unique music  
-many levels |

**Thumbnails of Game Art**

![Game Art](image1) ![Game Art](image2) ![Game Art](image3)

**Third-Party Credits**

Uses stick2d

**Faculty Member Name & Contact Information**

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**YouTube Link**

http://youtu.be/ckwWvoWMXyc

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