**Game Overview:** **Project UNMEI**

**One Sentence Description**
Opacity based side scrolling platformer.

**List of Team Members and Their Schools**
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**Target Platform and Audience**
Target Platform: Windows
Wide scope for audience with a 15 - 45 age span. Emphasis on RPG, Platformer, and Indie game community.

**One Paragraph Summary of Gameplay and Objectives**
The gameplay includes three distinct elements. The first and most obvious is that the level fades into the background while the player explores the level. The second and key to survival is to obtain power-ups and collecting ink bottles which allow you to catch a glimpse of the world. The player is also equipped with a small sonar system which allows him to view a selection of the world temporarily. The sonar also acts as a shield to protect you from falling objects and environmental hazards. The third are the environmental hazards themselves, this includes falling rocks, pitfalls and in the corner a clock which is linked to the time the character has left before hypothermia sets in. The objective at the moment is to get to shelter which exists when the character finishes all three levels.

**Key Features:**
- Opacity Puzzle System
- Multi-Use Sonar
- Environmental Hazards

**Third-Party Credits**
Audio Jungle for Paid Licensed Music

**Faculty Member Name & Contact Information**
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**YouTube Link**
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