# PANIC MANOR

## GOLD PRESENTATION




Gold Panic Manor
Créajeux

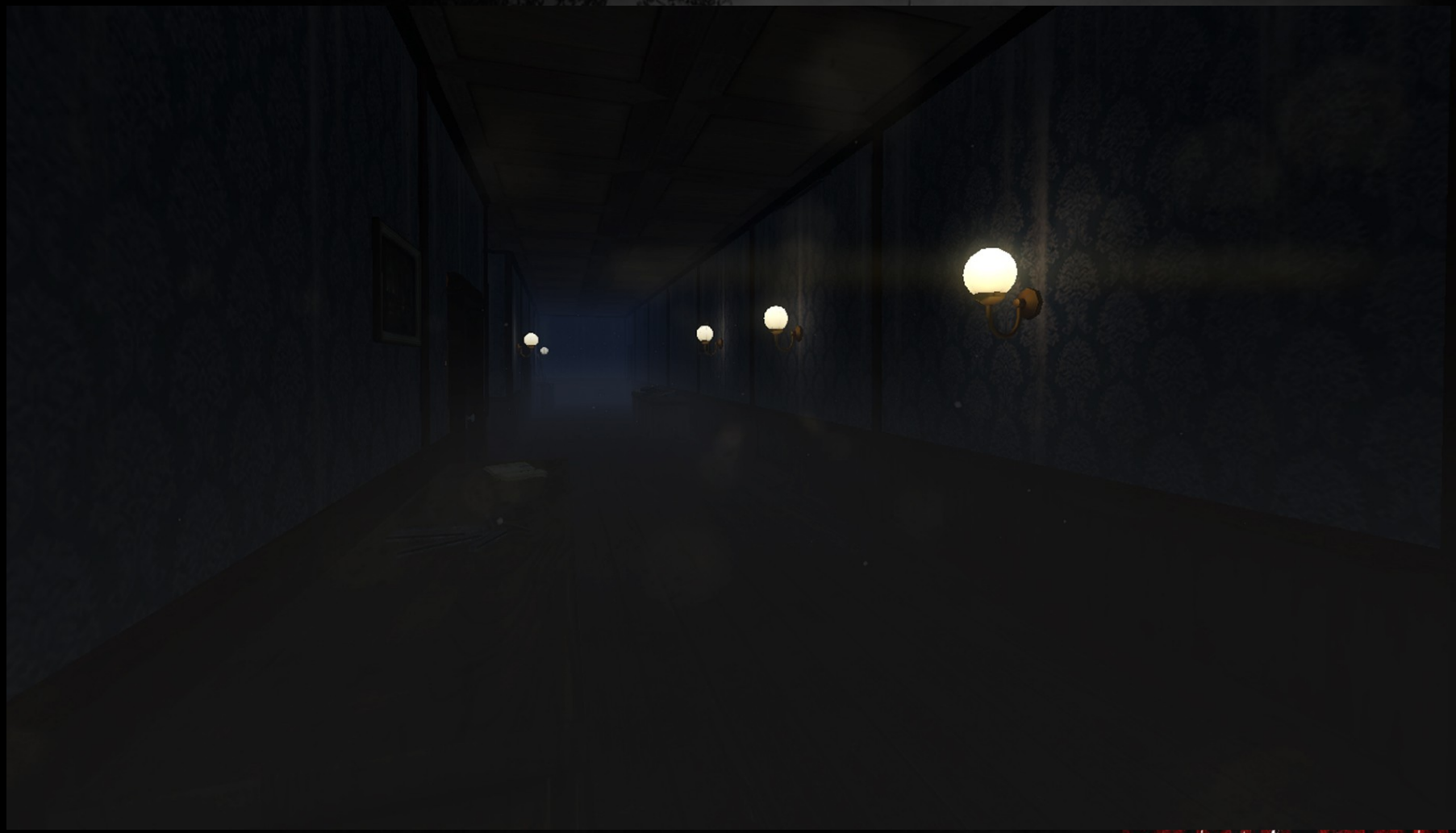
# GENERAL AMBIANCE



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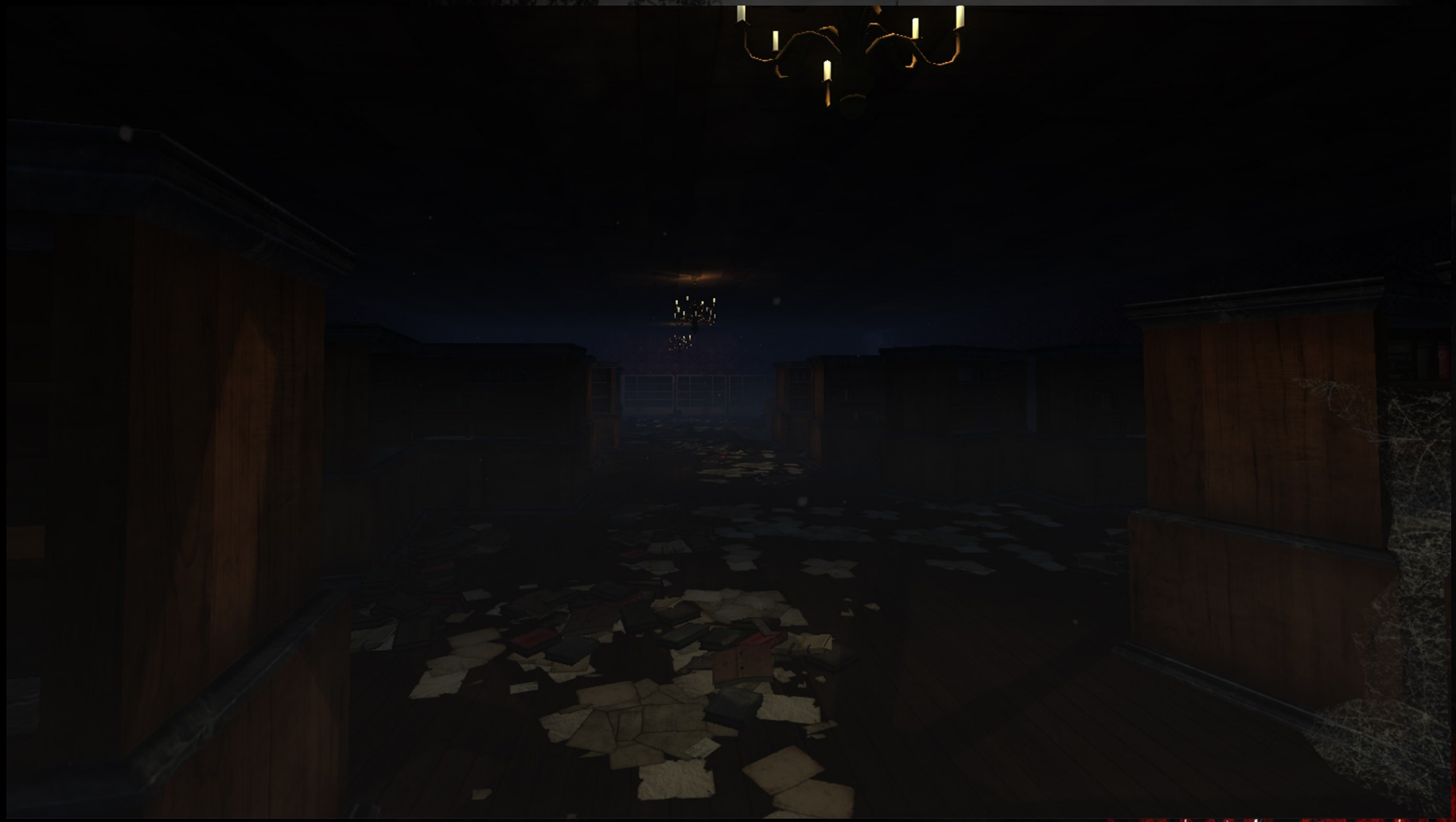
# GENERAL AMBIANCE



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# GENERAL AMBIANCE



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# CHARACTERS




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# CHARACTERS



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# ROOMS



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# ROOMS



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# ROOMS



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# ITEMS



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# ITEMS



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# MENU

- Gameplay / Video / Audio options
- Language switch (English / French)
- Tutorial
- Lobby access



# RANDOM MAP GENERATION

- Size depending on the amount of players
- Seed system

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# NETWORK

- Pre-game lobby
- Up to 10 players per room
- The host plays the Strangler






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# GAME PHASES

First part of the game :

– Ability to shout

– Strangler :
- Drops the key when he dies
- Has a flashlight

– Youngs :
- Can take and throw items

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# GAME PHASES

Second part of the game :

– Key holder :
  - Flashlight on
  - Indicator to the door

– Other youngs :
  - Indicator to the keyholder

– Key drops when hit

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- The more items you get, the slower you are
- Limited amount of items
- Pick-up feedback




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# WHEN YOU DIE...

- Spectator view
- End screen when a player wins
- Return to the lobby

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