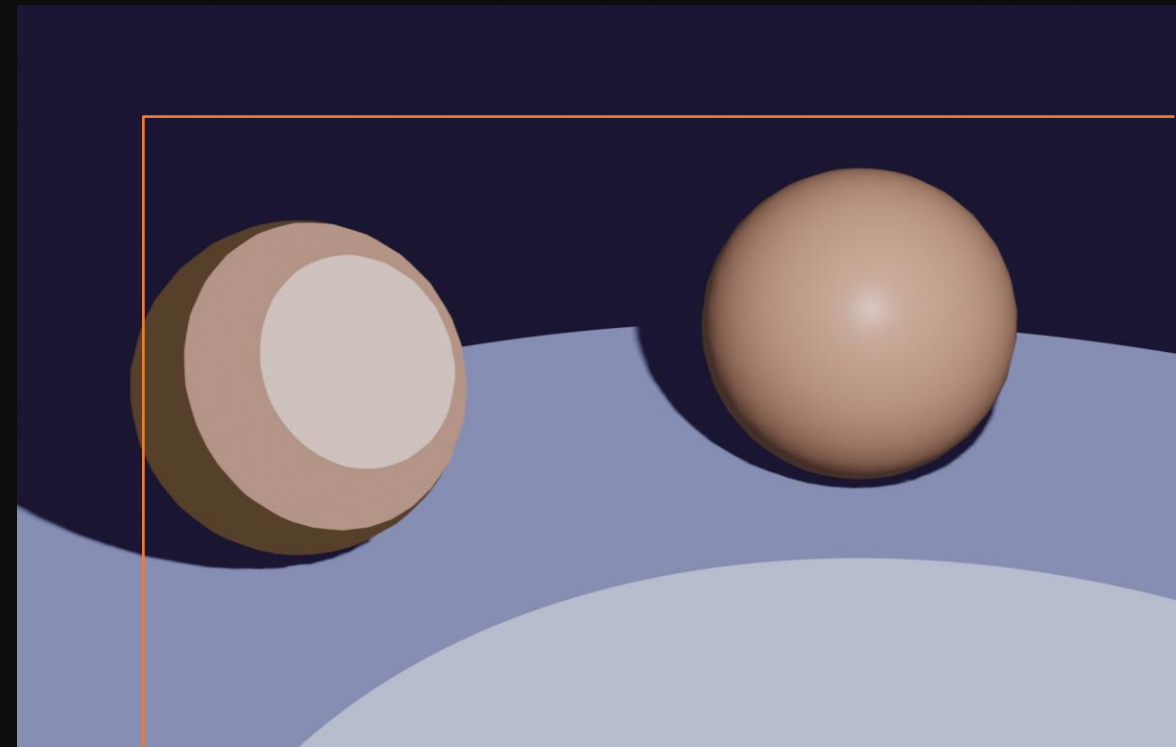


The Savior Of Light

by die schrumpfligen Pilze

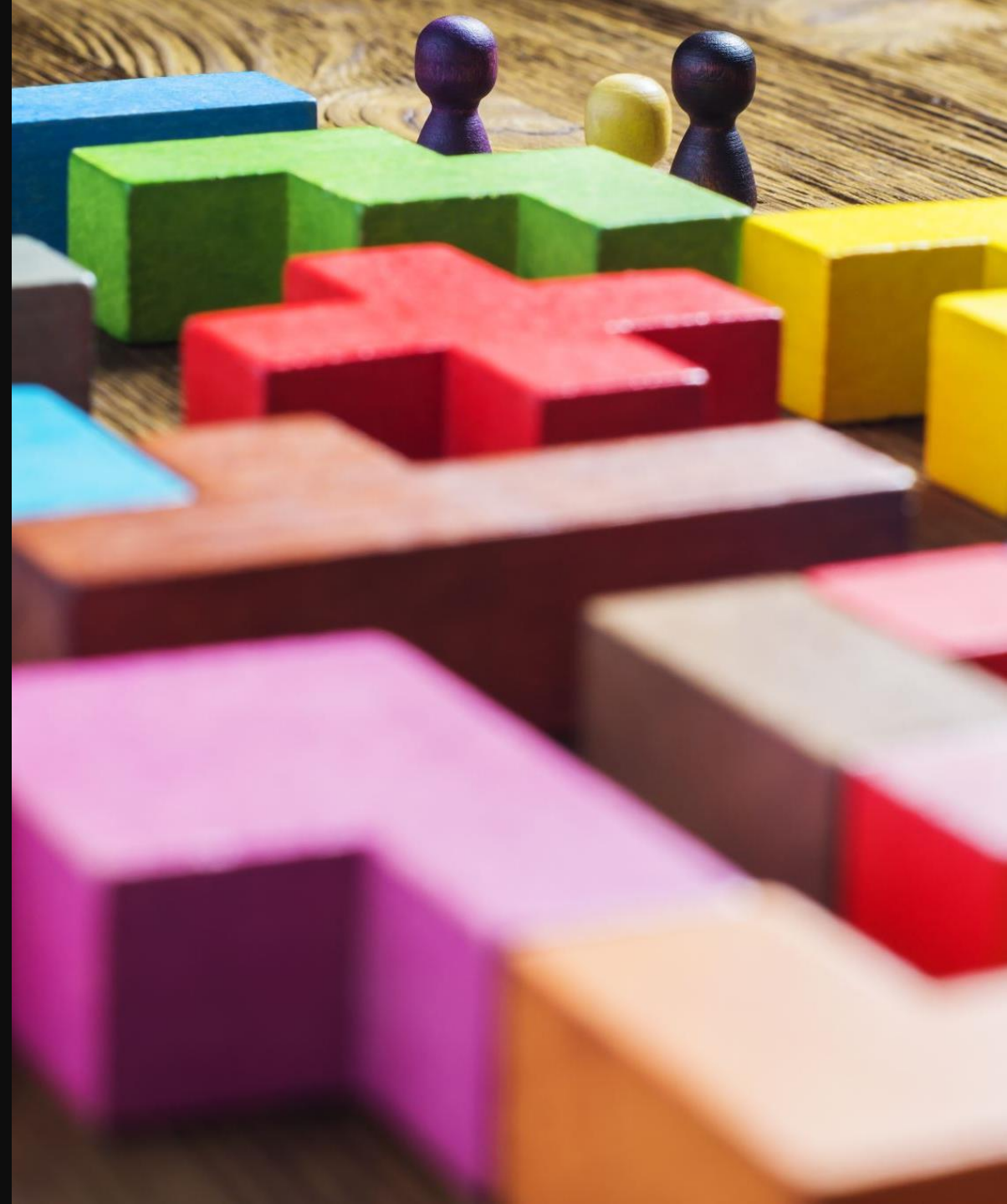
Visual Aspects

- World in Darkness
- Cellshading
- Fog
- No sun
- Mid-poly



Gameplay

- Puzzle (e.g with lights)
- Timed Levels
- Speedrunning
- Jump and run





Story

- Medieval, Fantasy-World
- Guild fights against Darkness
- Masters don't return
- Apprentice goes after them
- Finds one Master wounded
- Gifted with companion "Lux"
- Make his way to fortress to rescue remaining Masters and fight the Darkness

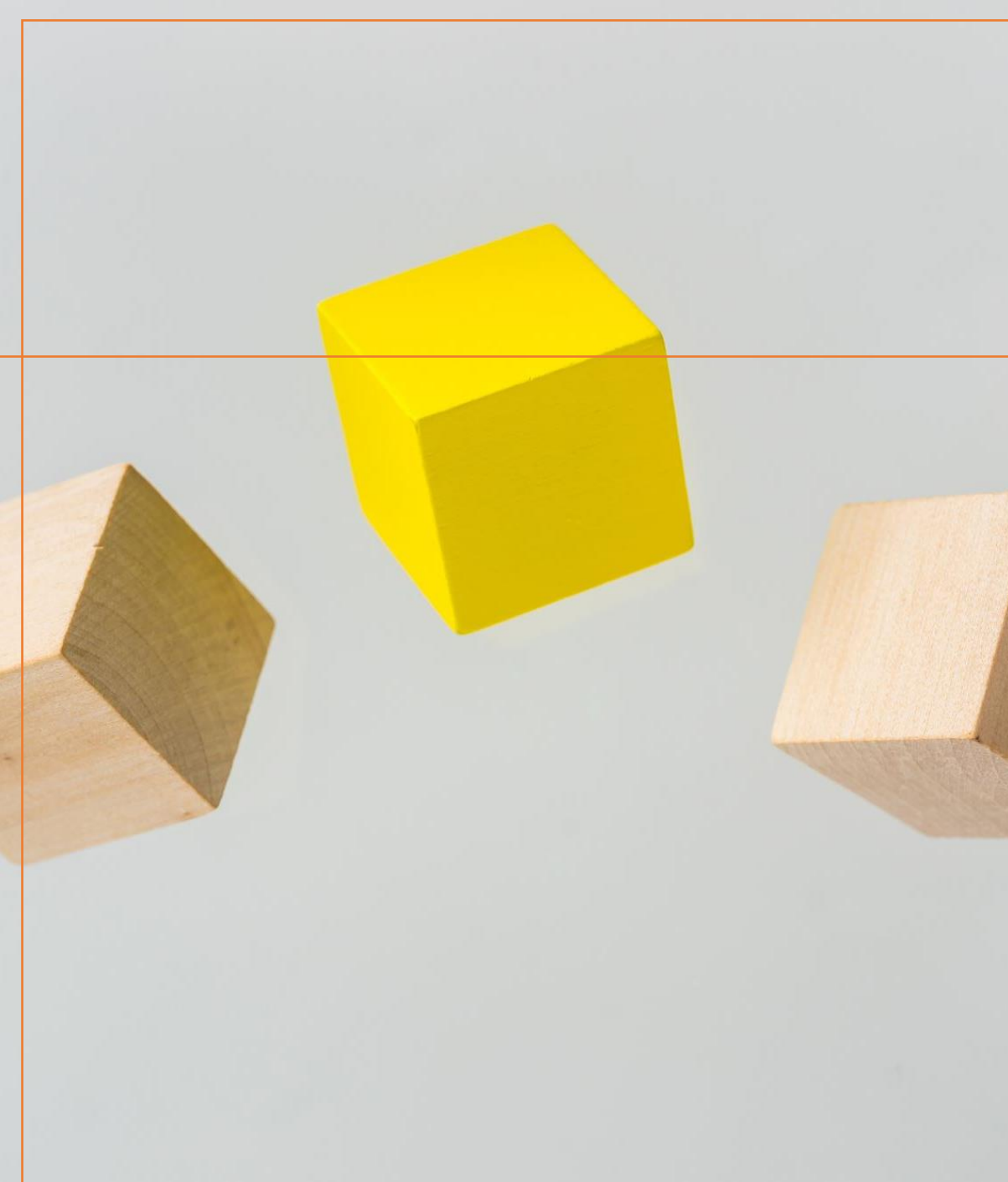




Puzzles

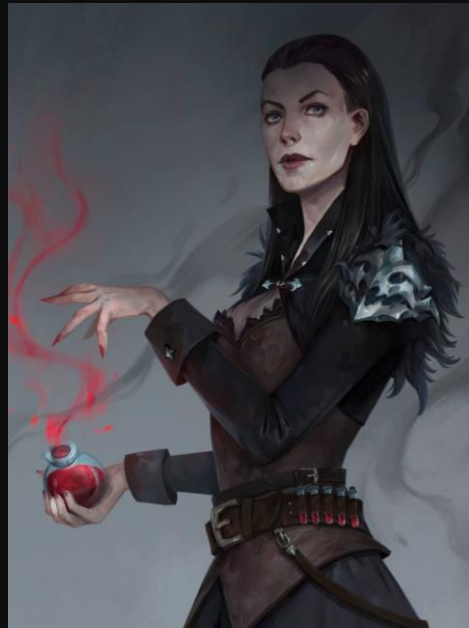
- Turn on all the lights
- Turning on a light opens/closes new paths





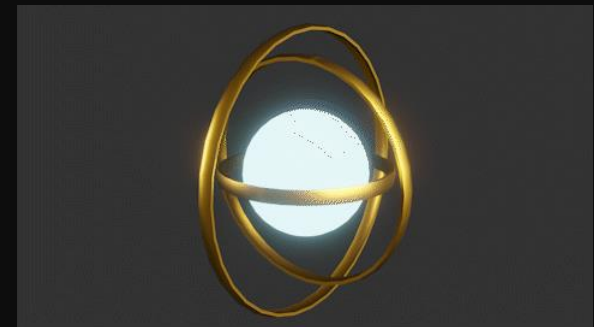
Progression

- Forgiving learning curve
- Hidden exits require out of the box thinking
- No tips but invisible tutorial



Character

- human-like appearance
- Interesting features
 - horns
 - elf ears
 - Tattoos
- Magic apprentice
- Robes
- Potions / Flasks



Resources

- Light
- not many inventory slots
- special items that buff you, consumable



Similar games

- Arise: A Simple Story
 - https://store.steampowered.com/app/866140/Arise_A_Simple_Story/
- INSIDE
 - <https://store.steampowered.com/app/304430/INSIDE/>
- LIMBO
 - <https://store.steampowered.com/app/48000/LIMBO/>
- Contrast
 - <https://store.steampowered.com/app/224460/Contrast/>

