Number Wizard GDD- OO

**Images**- Two yellow eyes emerge from the dark forest as the game starts

**Intro screen**- Shows a path that stops at an ominous dark forest. A pair of yellow eyes open from within the darkness.

**Playing screen**- The bright, yellow eyes stare and blink at the player as the game proceeds.

Background music/sounds - Disturbingly silent with a faint howl of the wind.

            If the player Loses, the sounds of snarling and growling will appear and grow louder, followed by a Wilhelm scream.

            If the player Wins, sounds of rustling of the trees will be heard as the creatures move away. The player once again, sees only a dark forest.

**Theme/Story**- A camper has gotten lost in the woods and is looking at a dark forest before they are greeted by a creature. This creature is hungry and sees the player as a potentially easy picking. However, before doing so, it has a question to ask. How many bones does the player have? The creature begins to guess.

If the number is lower than 206, the creature is silent and responds "...You lie." The creature then proceeds to attack. The Lose screen appears.

If the number is higher than 206, the creature is silent and responds "...That is more than enough." More eyes emerge from the darkness and head towards the player. The Lose screen appears.

If the number is 206, multiple eyes emerge from the darkness. However, the main pair of eyes fades away while saying "Proceed." The others soon follow

**Original question**- Are you lost?

**Originality**- I am trying to push a fear mechanic into the game. Usually the game is paired with fantastical adventure and/or an ordinary world setting with a cute and/or clever story. My goal is to make the game a bit more tense.

They will know/be reminded how many bones there are in the adult human body.

Knowledge can be a lifesaver.