What is Death Game
A choice and story heavy 2D game about living as the Grim Reaper on an office job. In the game, the player gets to choose who will live or die. The end product is meant for Steam or other online game markets.

What is needed
A simple PC prototype (or part of it) for testing the game’s design/story/visuals. It can be made with any preferable programming or game-making tools.

The game consists of 3 technical parts:
- An interactive comic, where you can choose between panels and drag them to your story.
- An interactive office desktop where you can interact with different items like books.
- Tying it all together – a story branching system. The choices that the players make will affect the outcome.

Why are we making this
- The idea is to catch public interest with a controversial theme and smart marketing.
- Include people from different fields into game development (comic artists, writers).
- Create a fun game that also makes people think about their personal values.

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