The Climb
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Inspiration

How would you live your life if you knew exactly when it would end?
What’s the game?

- 3d Isometric
- Multiple Zelda-like Dungeons
- Special RPG elements

Elevator pitch:
a mandatory speed-run of Zelda
How will I express the theme?

The theme simply stated is about time.

Timer- Limited time to complete a single dungeon.

Aging- Innovative reverse RPG style- Start as a middle aged character- getting weaker but wiser - eventually die.
Endurance <-> Experience meter  
Strength <-> Auto Counter  
Sight <-> Additional Info on Enemy  
Hearing <-> Spider Sense  
Sanity <-> Full Rage Meter

Time

This graph represents the reduction of youth (represented by attributes and abilities) and the increase of age (represented by attributes and abilities) over time. The main character will experience what it is like to become old incrementally as shown in the graph.