

# SHADOW SHOPPE

## GAMEPLAY FEATURES

- **Assigning traits**
  - Presented with six words, the player has to pick the word that best fits the projected shadow.
  - There is a limited amount of time to assign traits to each shadow before it fades away.
  - Shadows that have traits assigned to them successfully are stored in the inventory.
  - In the upper levels of the game, the player has to assign more than one type of trait to each shadow.
  - The player may choose to pass on shadows, but is penalized through the shortening of the time limit.
- **Wide variety of words**
  - 124 different words, separated into 3 different categories: physical, role and psychological.
- **Fulfilling requests**
  - Customer requests take the shape of walking, talking boxes.
  - A random selection of six shadows from the player's inventory are shown onscreen, inclusive of the correct answer.

- Based on how close the player is to their initial judgments when assigning traits, score is given or deducted.
- Up to three requests will occur in game at the same time.
  
- **Seven stages of increasing difficulty**
  - Stages 1 – 3 : 1 trait.
  - Stages 4 – 6 : 2 traits.
  - Final Stage 7 : 3 traits.