**Game Name:** Kamihime

**Synopsis**
Kami just woke up and all her hair is gone. Travel through the world and help Kami find her lost hair.

**Features**
- simple, aesthetically pleasing art and play
- flowing fields of hair as hills in backdrop
- multiple enemies to create a challenge for the player to keep hair supply score
- hair weapons, such as hair whip

**Theme**
Meaningful, thought provoking, fun, simple monochrome game

**Rules/Mechanics**
Hair is flowing in the wind past Kami as she goes through the landscape made of hair. Lengths of hair flowing about varies and makes it challenging to create a complete strand. Players must control, utilizing the arrow keys or touchscreen, the Kamihime character to catch the hairs and defend their hair score. As the game progresses, the capturing of the hair gets harder as crows snatch pieces of hair and enemies cut hair that has been collected.

**Goals**
Collect as many hair strands as possible to restore Kami’s hair and battle scissors, razors, birds, and toxic chemical enemies that would steal away her hair. Depending on how well the player does, Kami will get a hairstyle reflecting that at the end of each level, such as buzz cuts or half chop of hair looks

**Pace**
Pace gradually increases as hair becomes harder to catch and enemies multiply.

**Target**
- Fans of Simple, but interesting 2D Platformers
- Fans of games, such as Badland, Monuments Valley, and Journey

**Interface**
- Simple hud design and interface
- Mobile and Web compatible
- 2D side scroller platform game with a detailed parallaxing backdrop