

# GLOSSARY

## Characters

*The game has two main characters and several other non-player characters.*

**Player Character:** *Greg is a mutated glow squid with no ability of communication besides moving tentacles.*

**Non-player characters:** *Sir Clyde: A blind mutated seahorse & swordfish hybrid, who has weird habits.*

**Enemies:** *less digested fish, mutated fish, swarm of parasites, mutated piranha.*

**Antagonist:** *Greg, Sir Clyde and many other sea creatures have been swallowed by Jermaine the prehistoric whale.*

## Environments

*The game takes place inside of a prehistoric whale. The player is trying to escape the whale and has many different smaller environments to escape from.*

- **The Stomachs:** *They would be the main levels and bigger areas of the game which would include puzzles, enemies, bosses?, etc*
- **Intestinal tract:** *These serve as intermissions between levels, serving as time for story exposition, introducing new character/mechanics [smaller in size].*
- **Mouth:** *Final boss/puzzle and serves as the last thing to overcome before the end of the game*

**The main site:**

**Other levels or rooms (all of them!)**

There is a plan for three stomachs and all three having a different name to them and slightly different color palette.

Intestinal tract is where you start and is where you meet your first companion/game mechanic where puzzles would be centered on and around