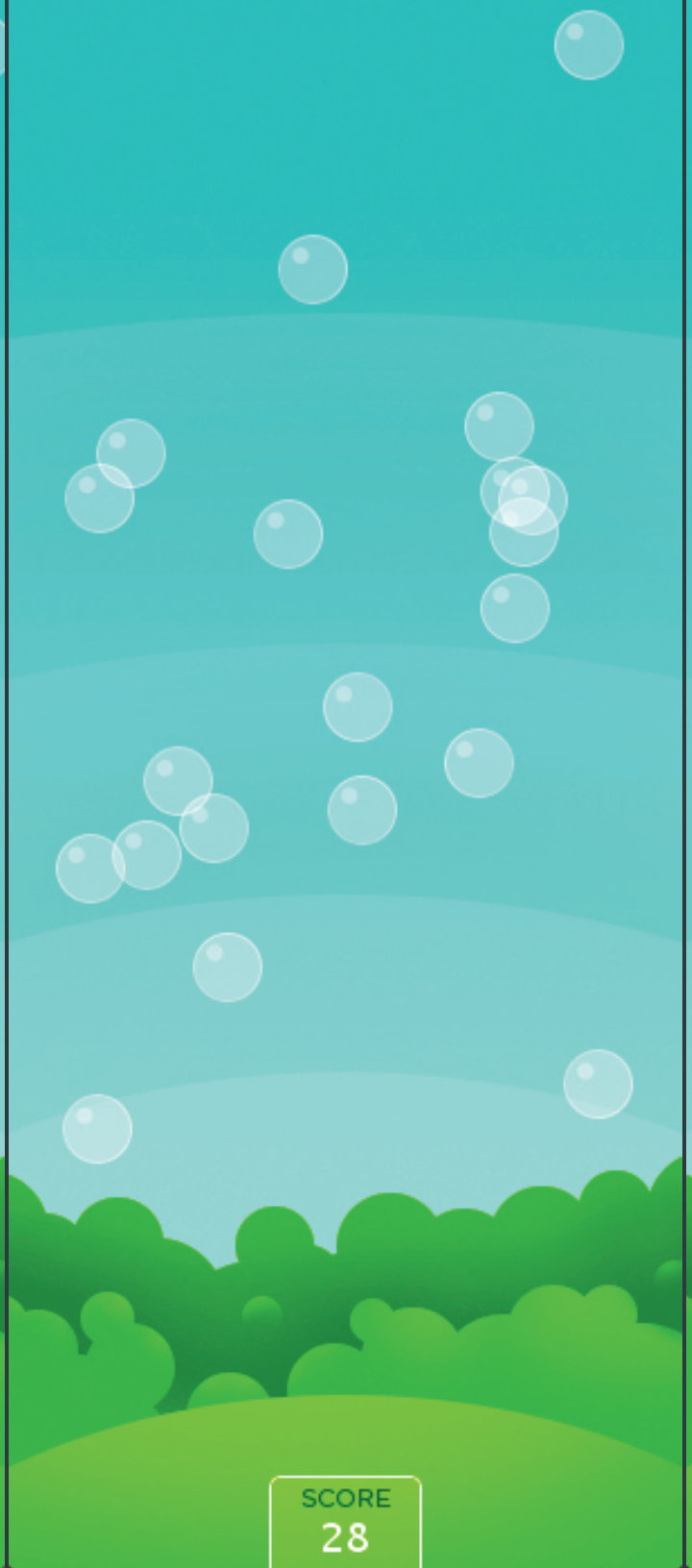
Using Dante's *Inferno* as a framework, I am creating an iPhone game. I hope to reach game players on a personal level. The mechanics of the game will be built around the iPhone's accelerator.

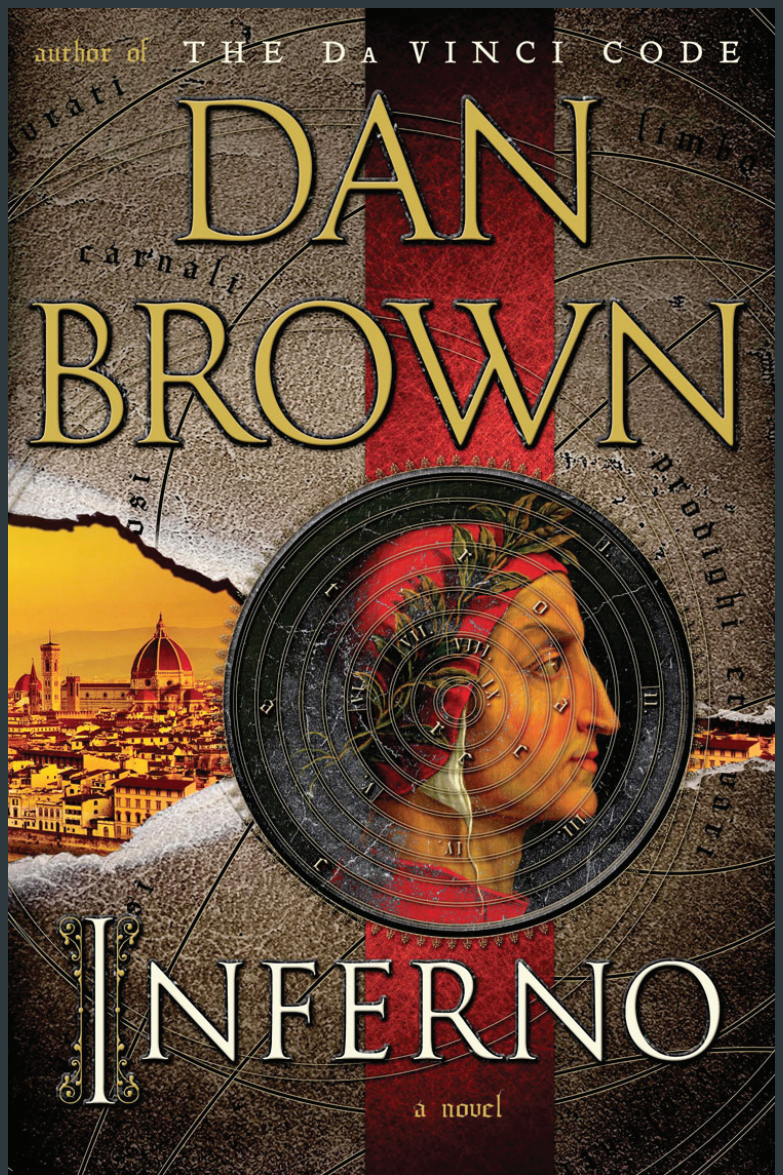
Unlike other games that use the accelerator, this one has a story with a clear beginning and end. The hero, much like Dante, begins in the Dark Wood of Error and is forced by his demons to take a journey through the depths of Hell. If he succeeds, he will reach Paradise.

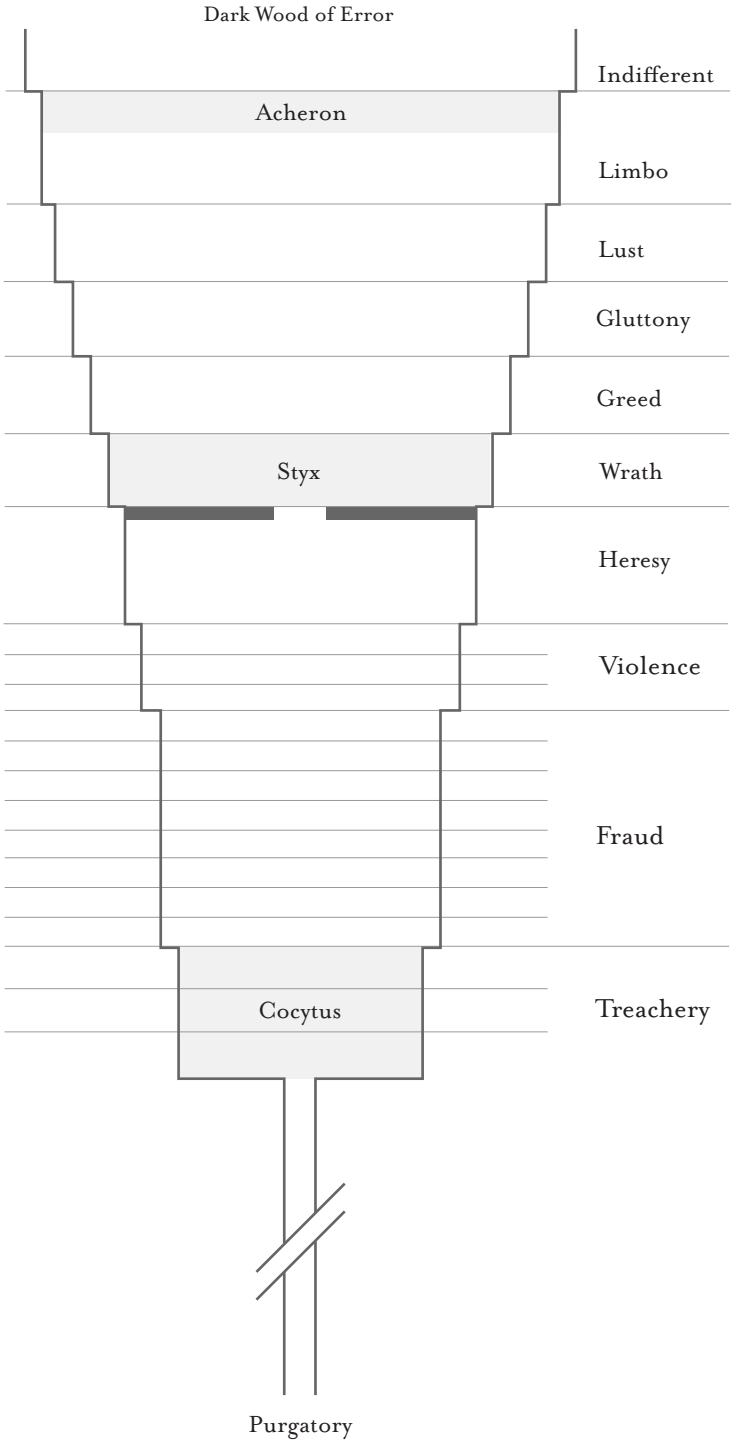
SCORE
0


SCORE
28

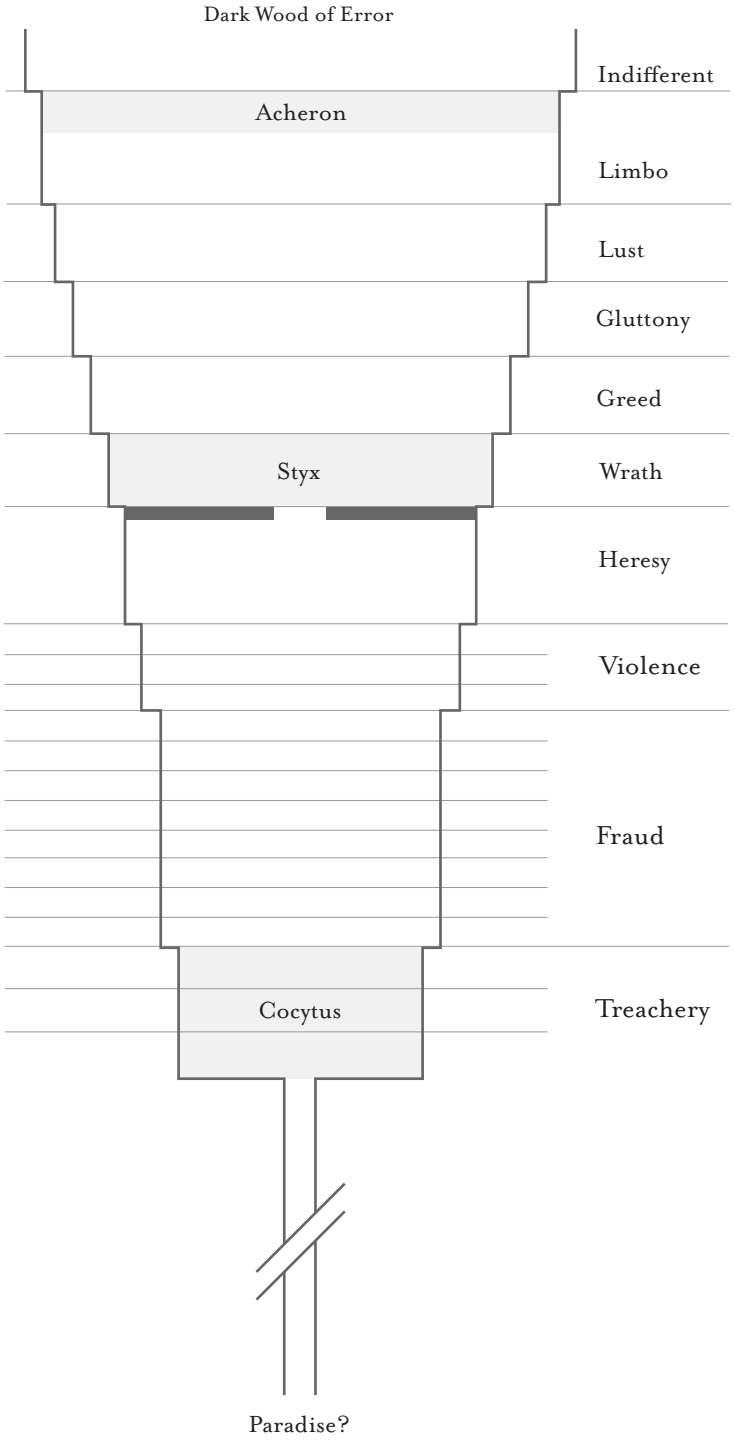
SCORE
9

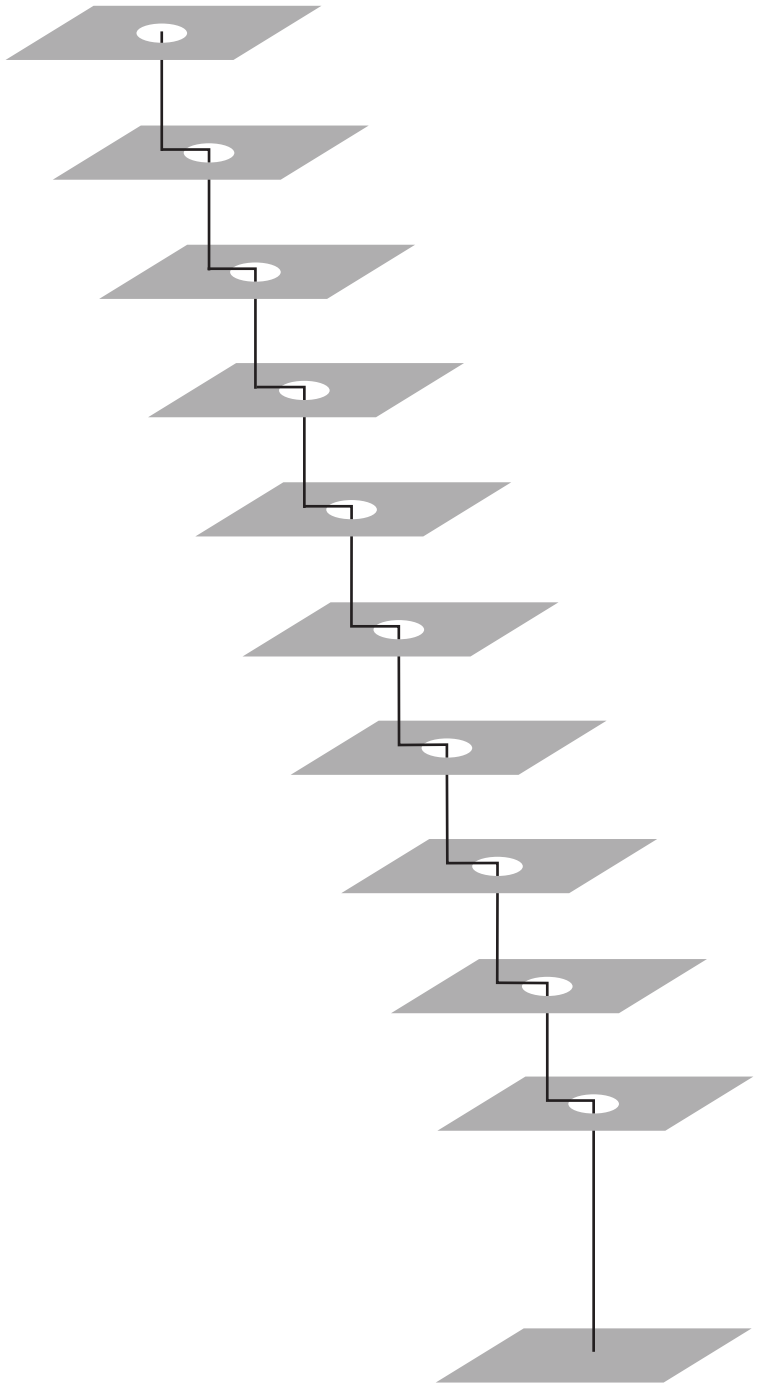
DANTE'S
INFERNO


author of THE DA VINCI CODE
DAN
BROWN
INFERNO
a novel


Dark Wood of Error
Indifferent
Acheron
Limbo
Lust
Gluttony
Greed
Styx
Wrath
Heresy
Violence
Fraud
Cocytus
Treachery
Purgatory

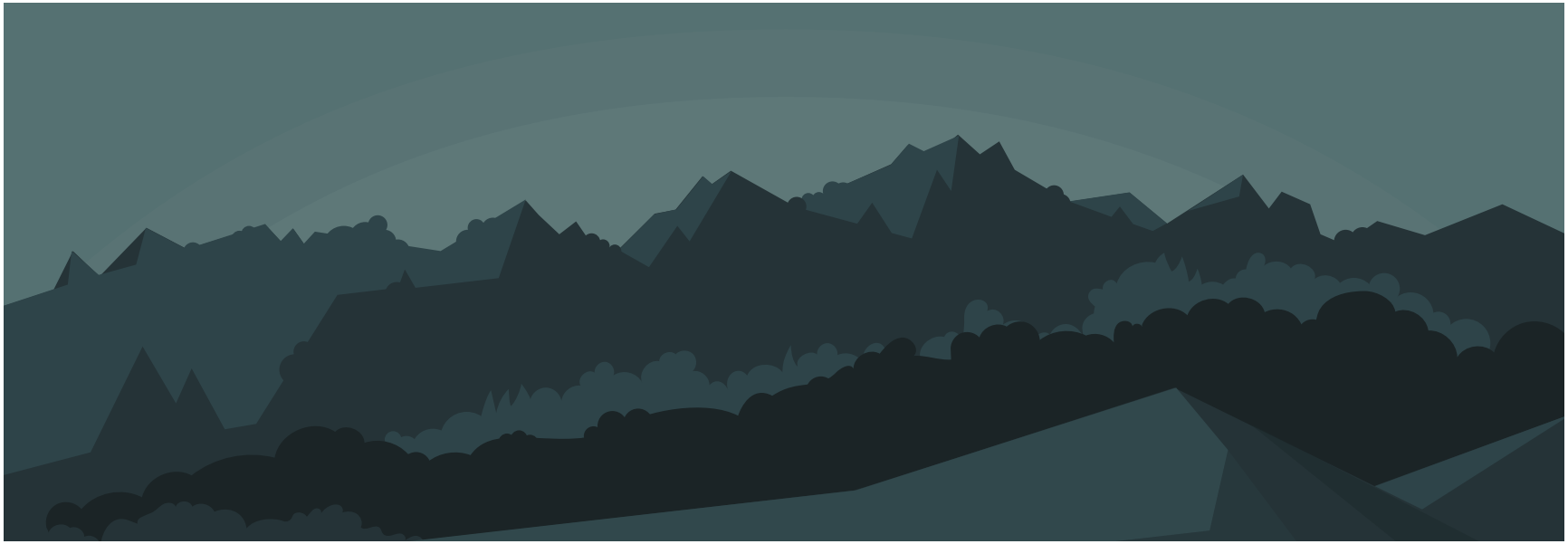
CERCHIO VI. HERESIARCHI
CERCHIO VII. VIOLENTI
CERCHIO VIII MALEBOLGE
FRAVDOLENTI


Dark Wood of Error
Indifferent
Acheron
Limbo
Lust
Gluttony
Greed
Styx
Wrath
Heresy
Violence
Fraud
Cocytus
Treachery
Paradise?

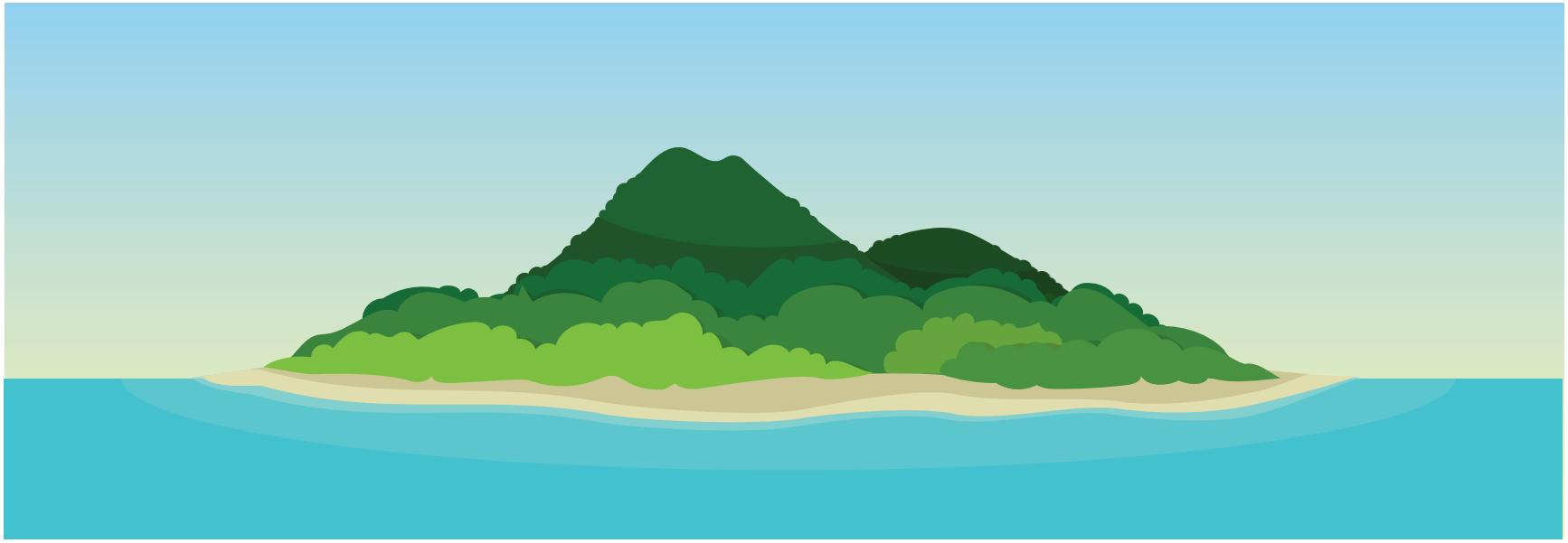


Let me take my deepest flaws and vulnerabilities and put them in a game.

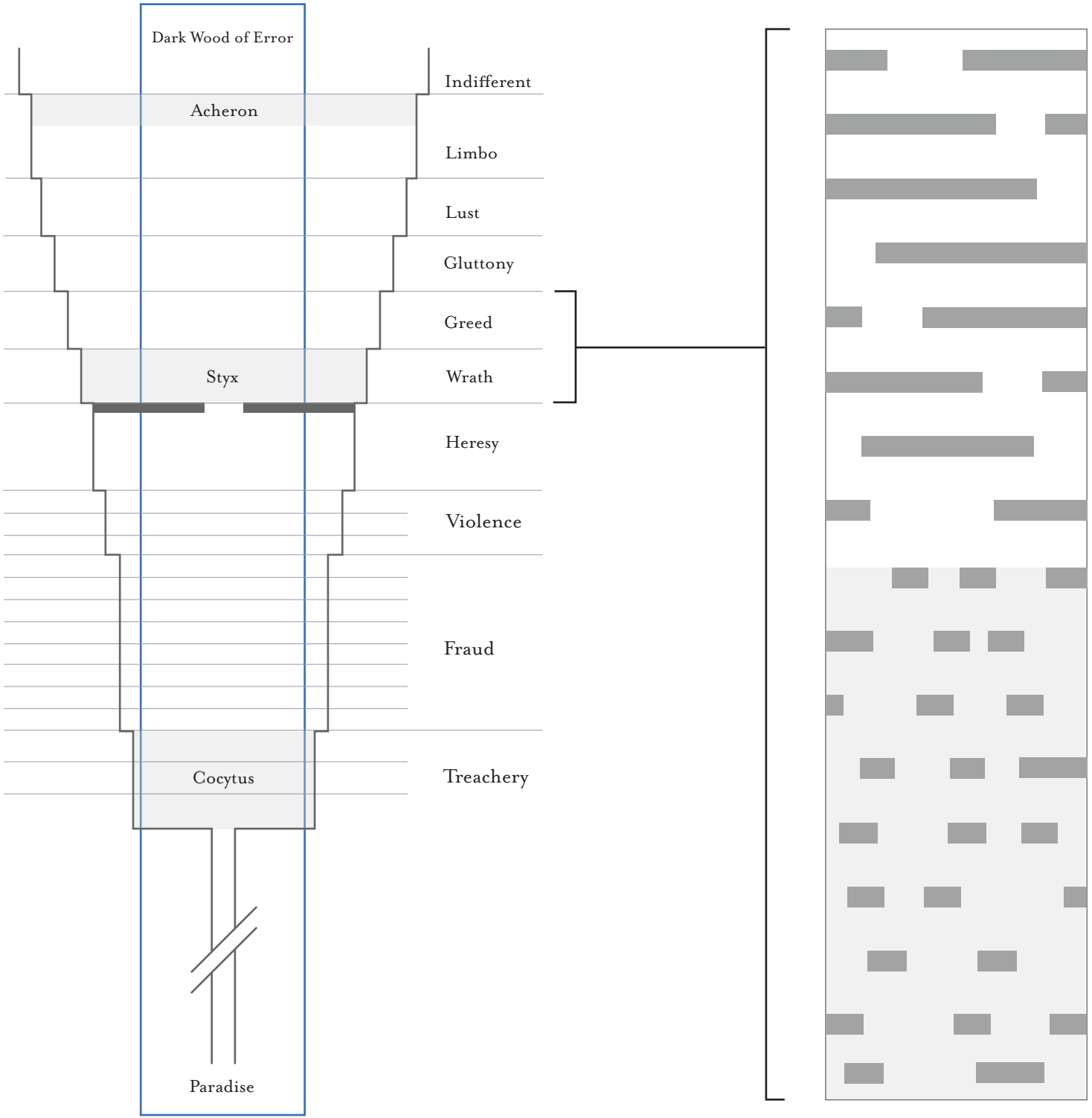
Jonathan Blow, Designer and Developer



Dark Wood of Error



Paradise


Dark Wood of Error
Indifferent
Acheron
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Gluttony
Greed
Styx
Wrath
Heresy
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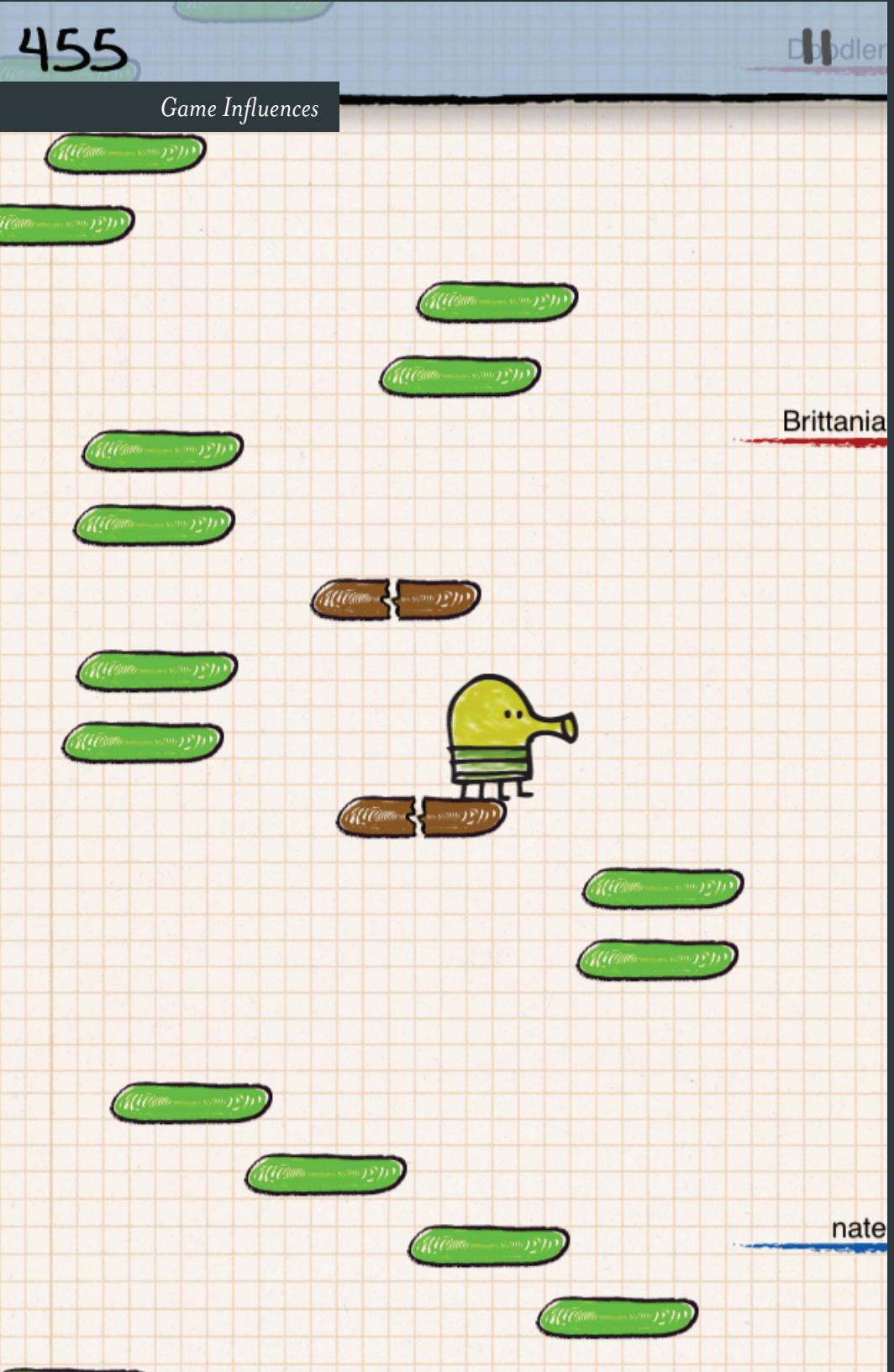
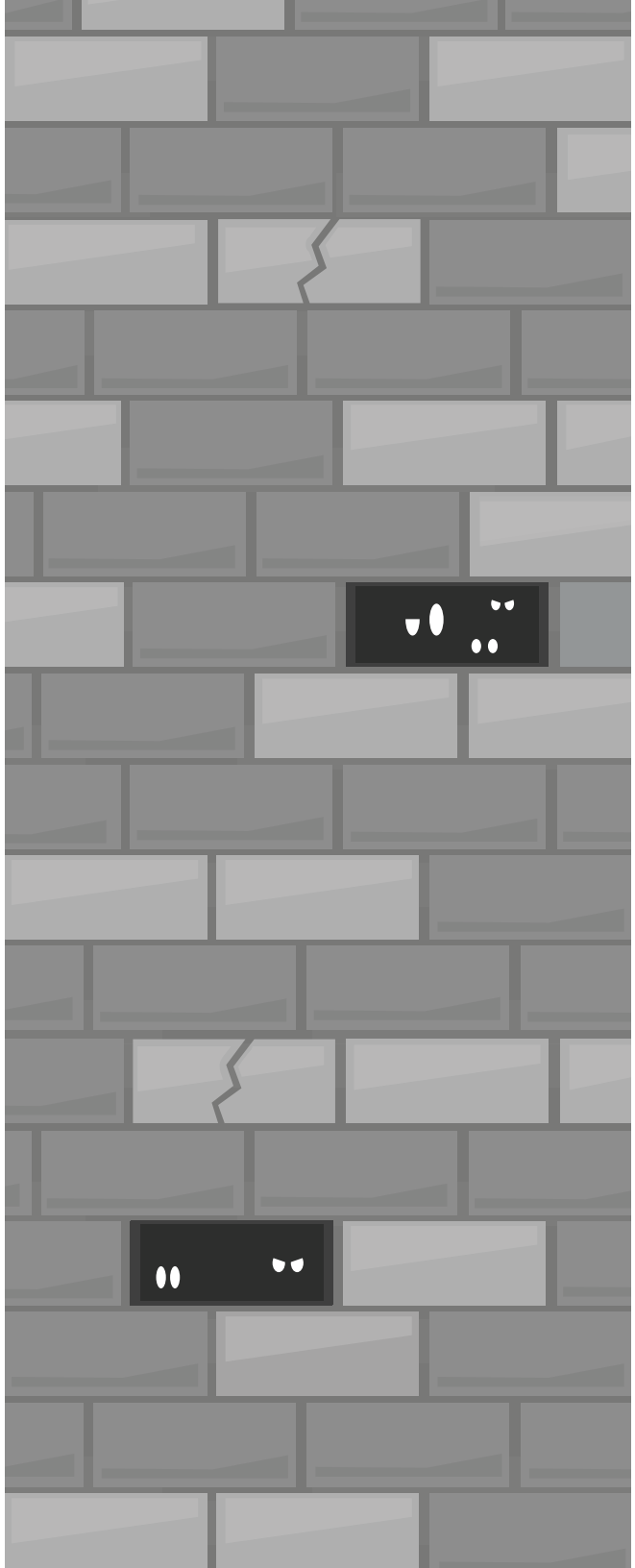
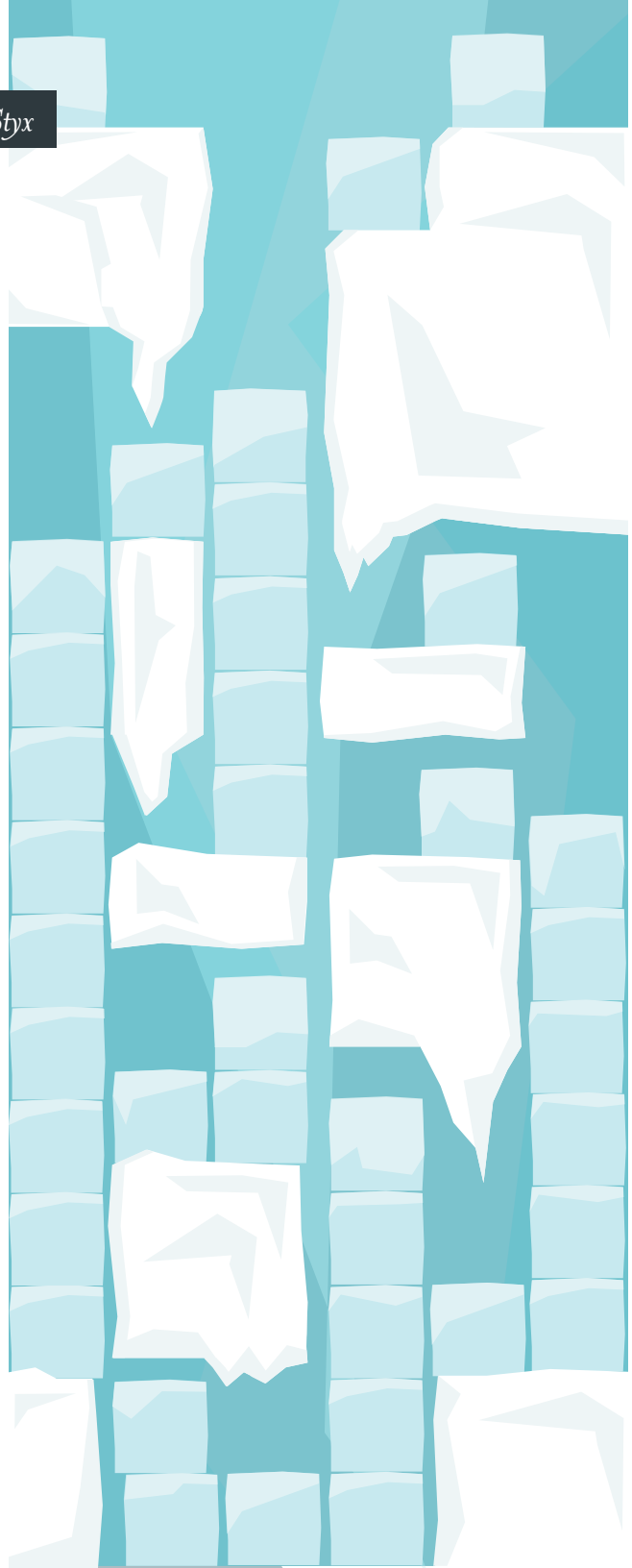
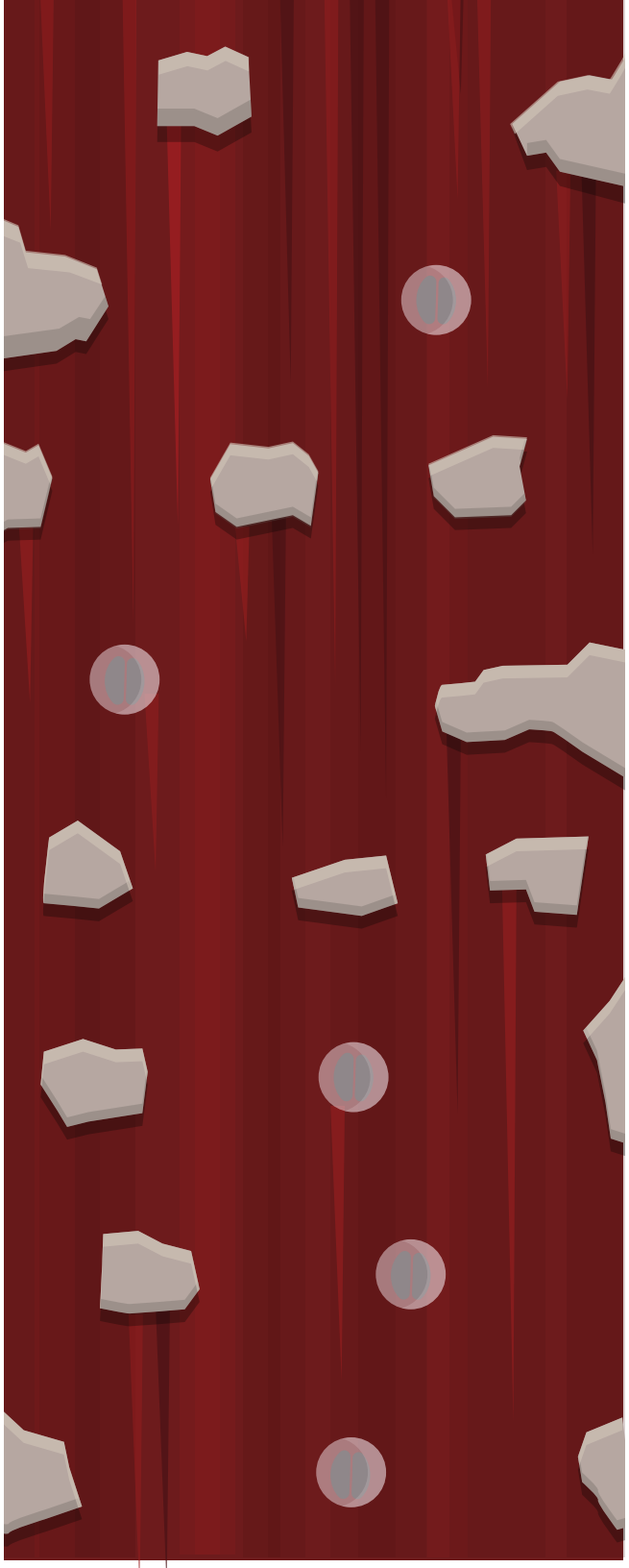
Fraud
Cocytus
Treachery
Paradise

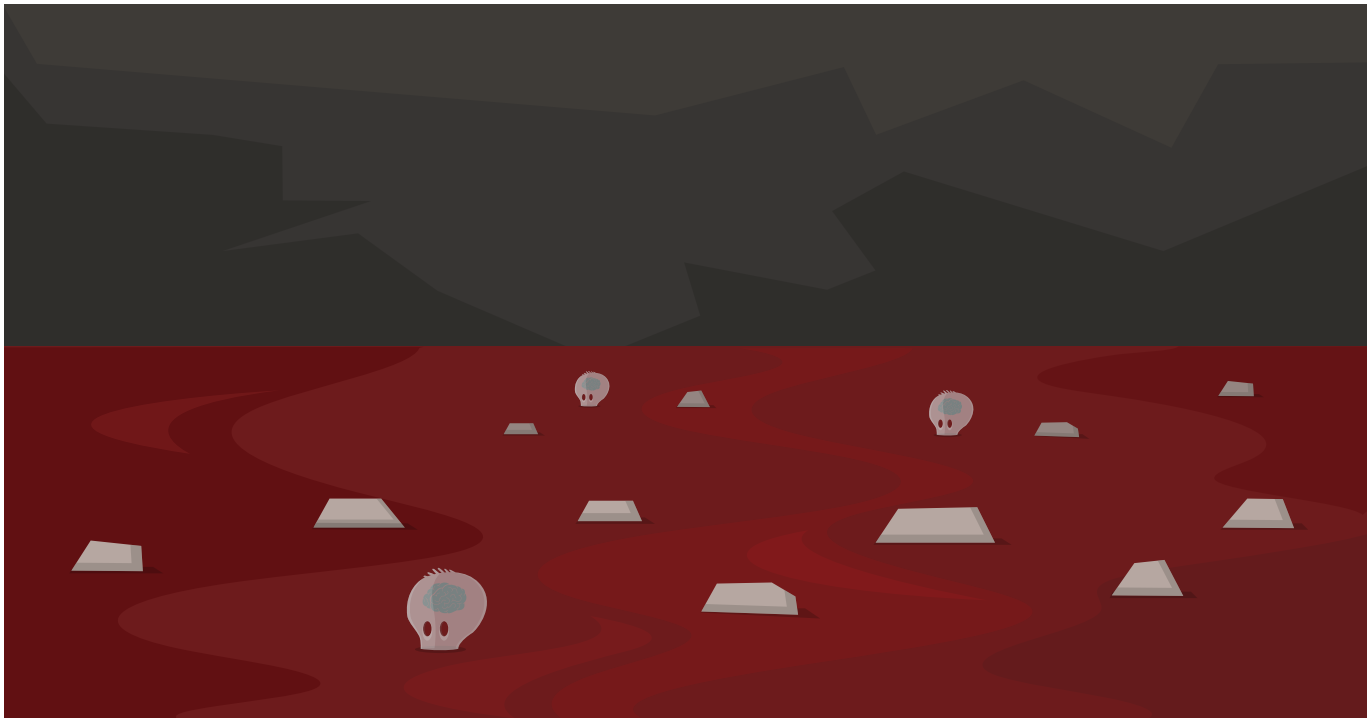

455
Brittania
nate

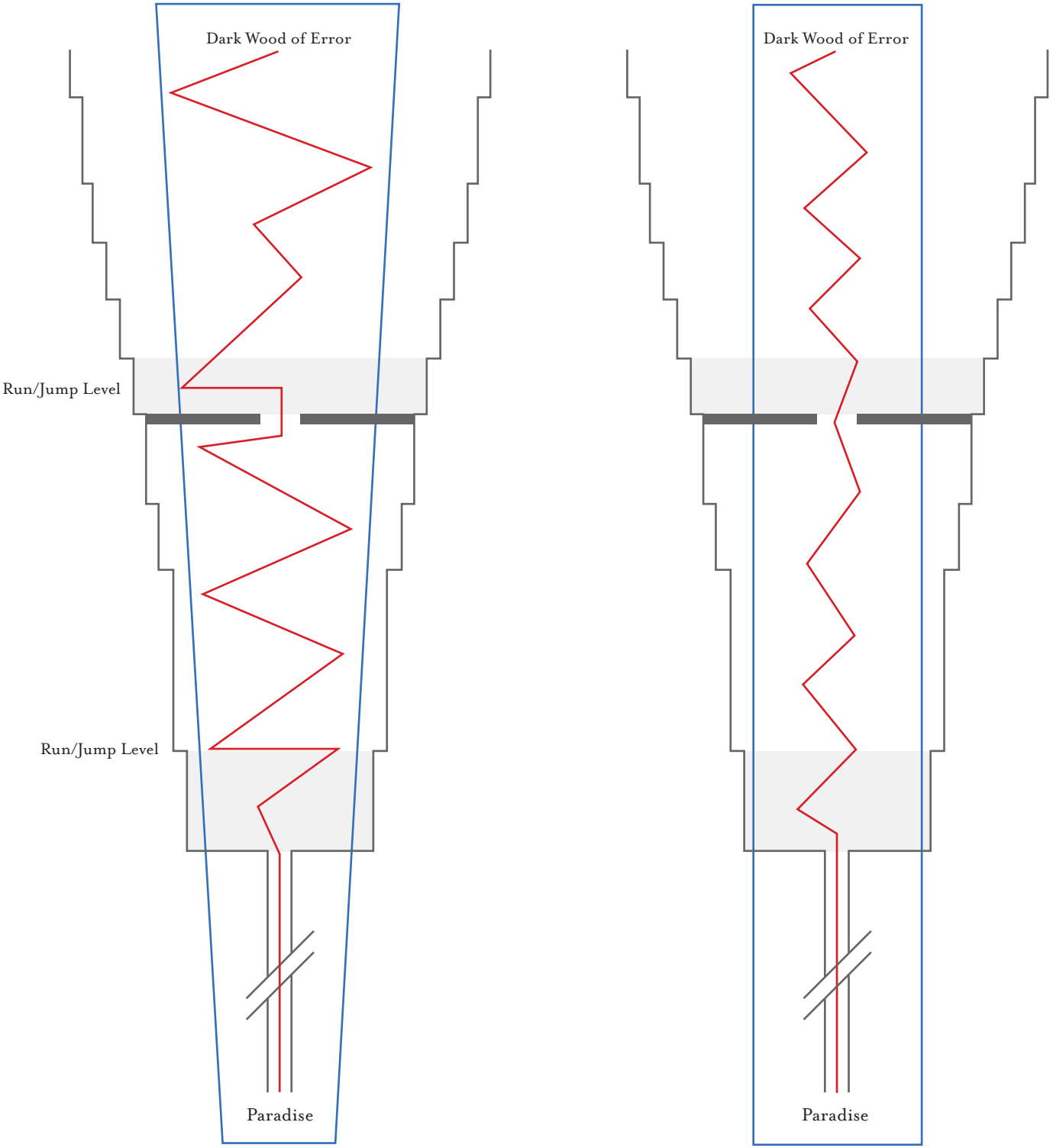
118
1X
0
Diamond Digger Saga
PLAY NOW

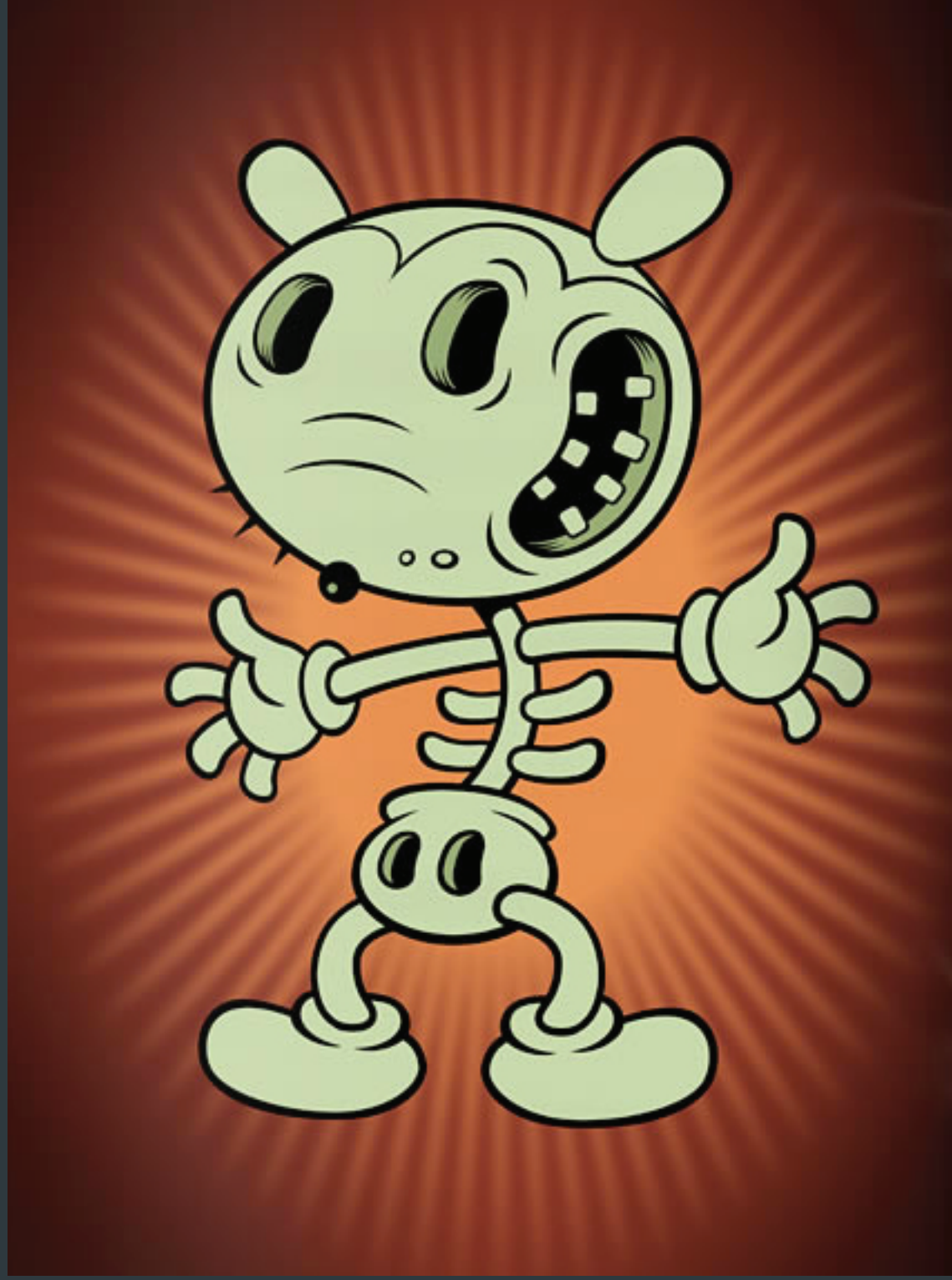




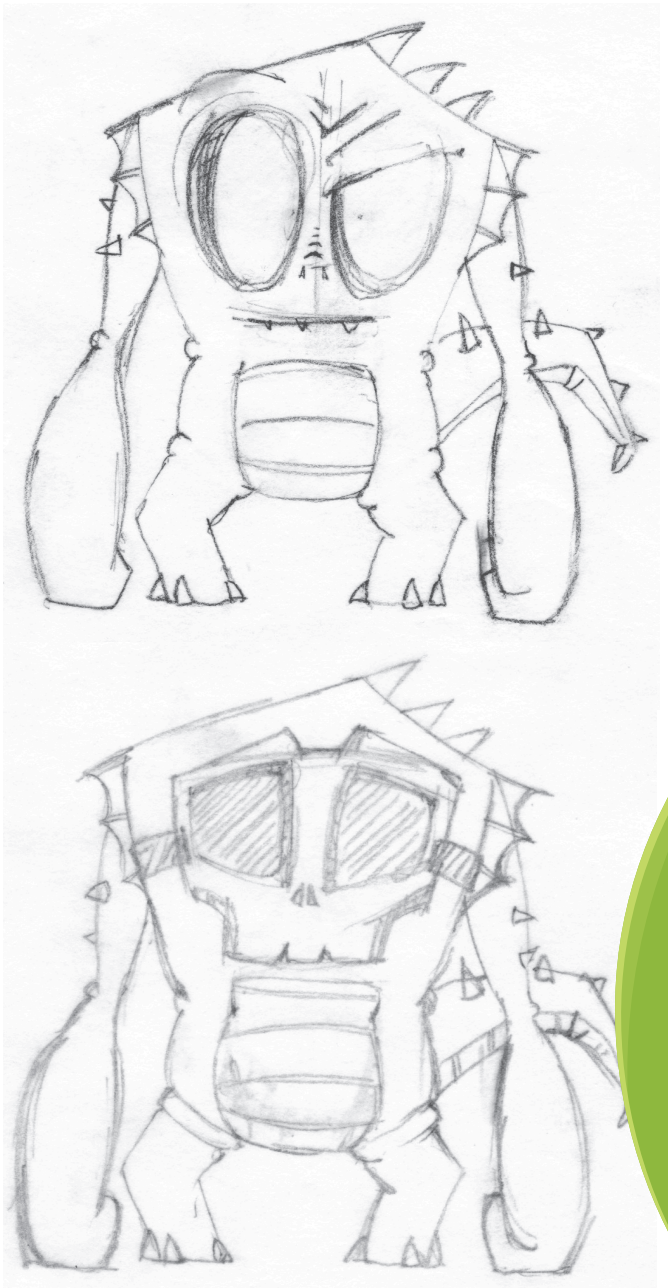


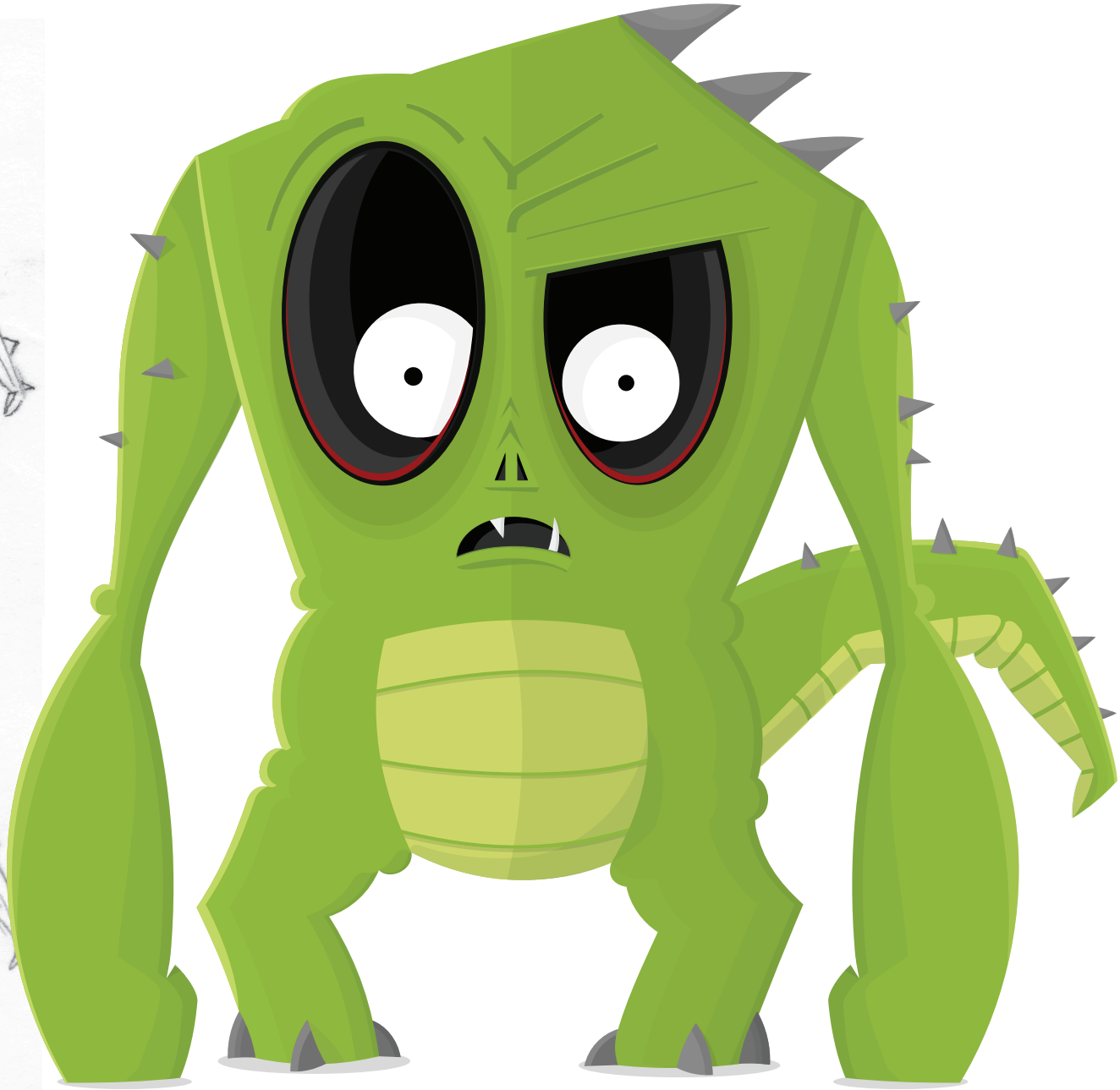


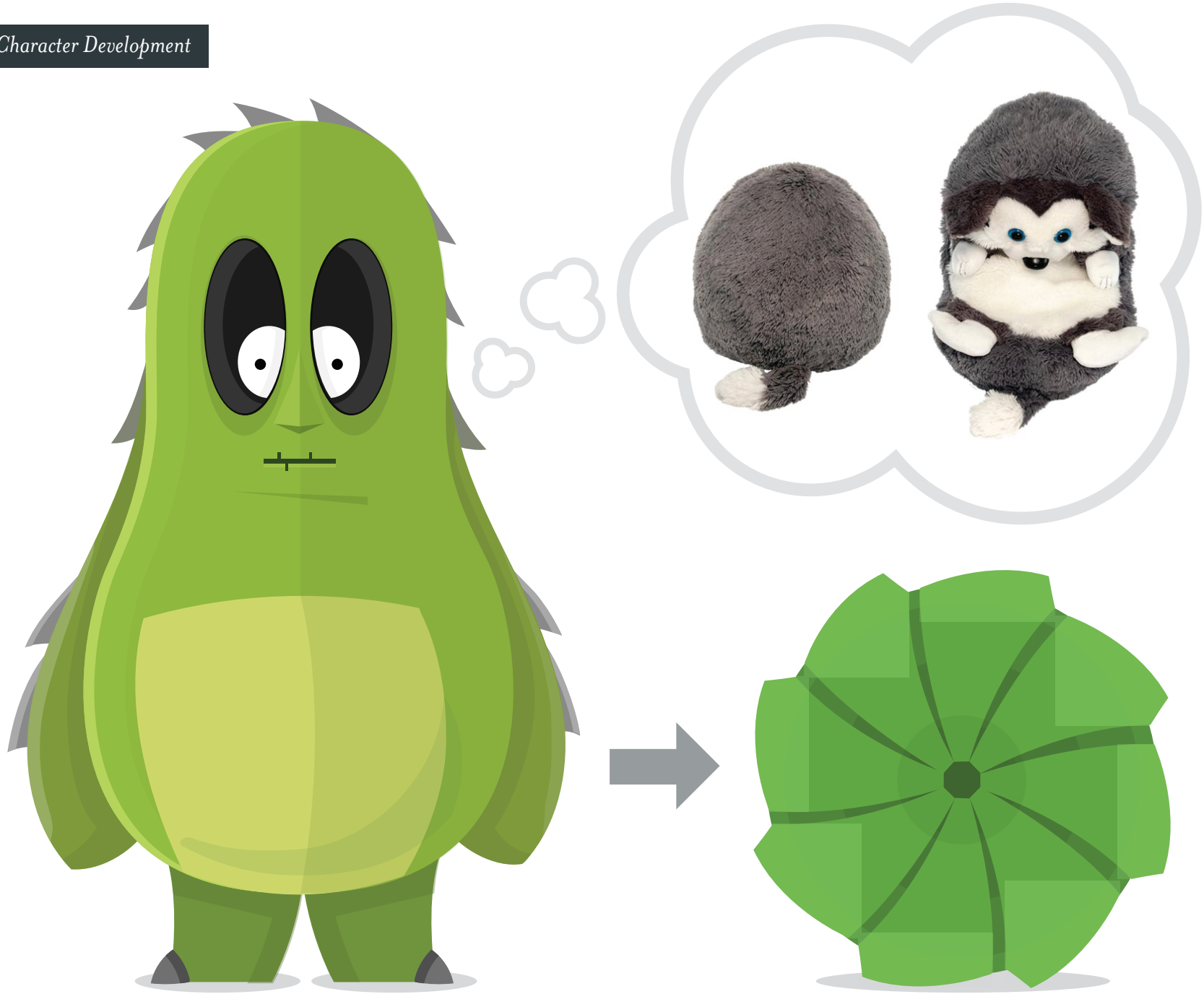

Dark Wood of Error
Run/Jump Level
Run/Jump Level
Paradise
Dark Wood of Error
Paradise

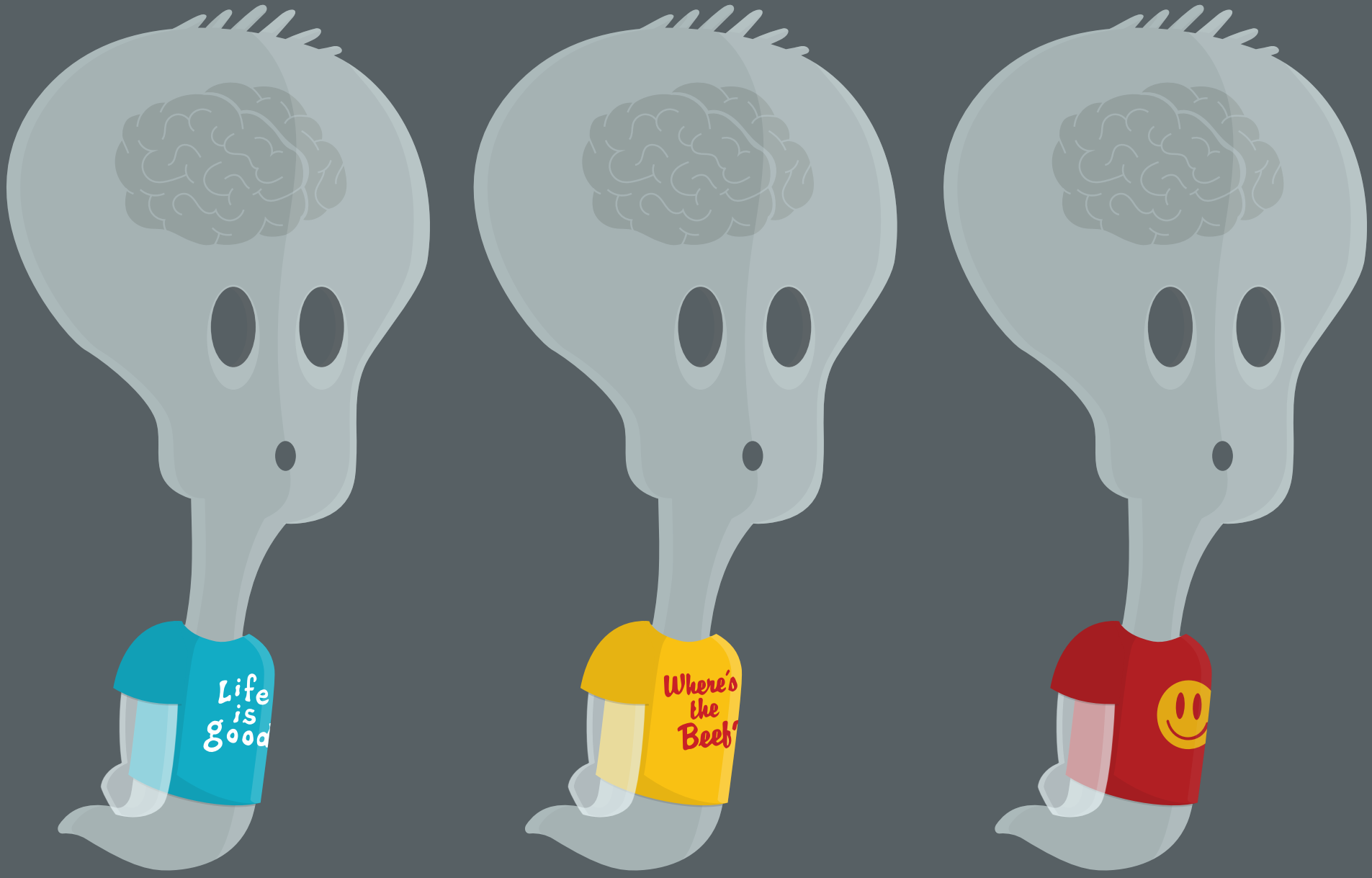


Brian Taylor (Candy Killer)








Life
is
good
Where's
the
Beef?

Build a functional prototype with a pre-made framework.
Continue developing characters based on Dante's beasts.
Refine the visual language of the game levels.
Consider ways to engage users with the story.
Work on the brand.