

RELEASE DATE TBD
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Foglight

Created by students and The University of Utah:
Adam Kay, Michael Biggs, Alan Gao, Han Yang,
Elias Robinette, & Keith Sullivan



A chilling, narrative experience

Inspired by the games like *Dragon Warrior: VII* and *Zelda: Majora's Mask*, Adam Kay thought of what would eventually become **Foglight**. Like those games, he wanted to set a hopeful story in a bleak world. The resulting game, **Foglight** is a chilling narrative experience where you control a lonely ball of light looking for hope and trying to rid the world of the fog which has consumed it.

A demo of **Foglight** was released in May of this year.

About The Creators

All were students at the University of Utah during the spring of 2015, when production of Foglight began. Foglight is the first production by this team of people.

Adam Kay: Writer, Designer, Programmer

Michael Biggs: Programmer

Alan Gao: Level Designer

Han Yang: Artist

Elias Robinette: Programmer

Keith Sullivan: Sound Designer

About Foglight

Website: michaelbiggs.net/foglight

Release For: PC

Release Date: TBD

Price: U.S.: TBD