

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](http://michaelbiggs.net/foglight)

Release For: PC

Release Date: TBD

Price: U.S.: TBD