FREE BEER
GAMES

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General Game Description and Why It Is Exciting

    - Description : 2D side scrolling where the player must navigate from the start through the level to the final objective.

    - This game will be exciting because we will feature unique gameplay elements such as reflective armor to reflect attacks back at enemies. It will be entertaining in gameplay as well as thought provoking as the player has to approach diffierent situations with different solutions. We will also feature very tight controls inorder to eliminate any player frustration. We will put an emphasis on skill and timing always driving the player to perform slightly better and constantly challenge themself. Also, our game will feature robots and robots are cool.

A. Players - Single player

B. Game Play Objectives - Escape from the robot factory that the player is trapped in (Start to Finish)

C. Procedures or Rules - The player has a certain amount of health and must avoid being hit by enemies in order to sustain positive health and stay alive. The player can eliminate enemies using his weapon, allowing enemies to hit and eliminate each other, or by reflecting enemy attacks using a shield.

D. Resource Conflicts - The player has to pick up health and ammo and faces time constraints.

E. Boundaries or Formal Elements - Platforms which the player must navigate through as well as the factory in which the player is trapped in. The player must overcome the robots and escape the factory.

F. Outcome - The player escapes the robot factory or becomes trapped within and subject to robot experienments

4. Development tools
    - **Platform** : Unity
    - **Audio** : Audacity
    - **Graphics** : 3Ds Max

5. Development Levels
    - **Alpha** : March 20th
    - **Beta** : April 10th
    - **Final** : April 20th