

## WALK-THROUGH

1. What is the objective of the game?  
To defeat all of the enemies and overcome the obstacles keeping the player from rescuing Patrick
2. What will the game look like?  
Pixel art style, top-down, office building interiors, bright and colourful, playful aesthetic.
3. What can players do in the game?  
Players can attack with melee and ranged weapons that they pick up on the way.  
The player can interact with world objects e.g. switches on walls.
4. How is the map represented?  
The map is represented as a series of rooms - with the entirety of each room displayed on the screen when the player is inside that room.
5. How is the player represented?  
The player is a pixel sprite on the screen that responds to user input (WASD).  
Floating point positions
6. Interactions with npcs  
There are enemies that the player can attack. There are also MAYBE shopkeepers that the player has choices on how to interact with them.

## RESPONSIBILITIES

- Entities  
Primary Author: Nick  
Code Reviewer: Tim  
External Tester: Ana
- AI  
Primary Author: Ana  
Code Reviewer: Lewis  
External Tester: Patrick
- Controller/Logic  
Primary Author: Lewis  
Code Reviewer: Patrick  
External Tester: Nick
- View/UI  
Primary Author: Patrick  
Code Reviewer: Ana  
External Tester: Tim
- Save/Loading/Info  
Primary Author: Tim  
Code Reviewer: Nick  
External Tester: Lewis