The Revenant

1. Game Overview

- **Genre:** 2D Singleplayer Platformer
- **Platform:** PC
- **Target Audience:** Casual Gamers (Age: 12+)
- **Game Summary:**

  > A challenging 2D platformer where the player must reach the end and defeat the boss in order to win.

2. Gameplay Mechanics

Core Gameplay

- Player controls a character inside the game.
- The player must jump and reach the end of the map.
- The game ends when the player defeats the boss.

Controls

Action	Key Input
Move Left / Right	A / D
Jump	Space
Attack	J
Pause	Esc

3. Combat & Enemy

- **Enemy:** A boss enemy that patrols and attacks the player.
- **Combat:** The player uses a sword to damage the boss.

4. Visual & Art Style

- **Visual Style:** Pixel aesthetic for a retro feel.
- **Theme:** "*Death is not the end*"

5. User Interface (UI/UX)

- **Main Menu**
  - Start Game
  - Exit

- **In-Game UI**
  - *Player HP Bar*: top left corner
  - *Boss HP Bar*: top Right Corner(visible when near to boss)
- **Pause Menu**
  - Accessed by esc
  - Resume
  - Main Menu
  - Quit
- **Death Screen**
  - Respawn
  - Menu
- **Win Screen**
  - Main Menu
  - Quit

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6. Level Design & Progression

- **Level Structure**
  - *Handcrafted Dungeon*: A single, manually designed level divided into distinct zones.
- **Difficulty Progression**
  - *First Phase*: jump to different platforms to progress.
  - *Second Phase*: Fight the Boss to win.

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8. Technical Requirements

Engine: Unity

Programming Language: C#

Physics System: Unity 2D Physics

Target Platform: Windows PC

Data Handling: Session-based state management for Checkpoints.

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9. Additional Features & Unique Additions

- **Particle Systems:**

  - *Visual Feedback*: Custom particle effects play when the player dies, activates a checkpoint, or hits the Boss.

- **Dynamic Animations:**

  - *State Machine*: transitions between Idle, Run, Jump, and Attack animations for the player character.

  - *Enemy Animation:* The Boss has specific animation loops for patrolling and attacking.

- **Checkpoint System:**

- *Persistence*: The game remembers the last activated checkpoint and respawns the player there, reinforcing the "Death is Not the End" theme.

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10. Links & References

- **Repo:** Aryan271007/TheRevenant
- **Itch.io:** aryan27/TheRevenant
- **Drive:** TheRevenant