Game Title: Dawn and Dusk: Chronicles of Infinity (Too long, may change later)

Genre: 2D Action (like Hollow Knight

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Summary: (1 to 2 paragraphs describing the game and what a player does in it)

The game is similar to Hollow Knight in that players can explore a semi-open map. Players can improve their abilities by defeating enemies to obtain money or communicating with NPCs to obtain information. After the player's ability reaches a certain level, the Boss hidden in the map is unlocked, and after defeating the Boss, the player obtains the scroll guarded by the Boss.

The pawn player starts at a courier station. As it was late in the day, pawn player decides to take a shortcut through the forest into the city (teaching about how to move starts after entering the forest). Then pawn player encountering bandits in the forest (teaching about how to combo attack begins). Upon entering the city and being recognized by the city's people, pawn character enters the martial arts hall for a bounty ring challenge. After the martial arts museum pawn player can explore freely. After gaining some certain information, the hidden boss in the city is exposed and pawn character has the chance to defeat the final boss. Collecting more money to attach more powerful attributes to the weapon can decrease the difficulty to defeat the final boss.

Pawn has three types of attacking. One is using sword, that can kill other enemy or NPC and can cause more damage. One is fistfight, that can stun NPC or cause more damage to specific enemy type compared to using sword. The last one is using attack skill, which is more flexible but has CD, and need to be learned after exploring some content of level.

There exists four types of common enemy. Two of them has human forms, the other two has monster forms. Each of form consists of one melee offensive enemies and one ranged offensive enemies.

There exists two types of NPC. One of them can be interacted with pawn to buy, sell or talk to gain information. The other just say random sentences when pawn is passing them.