GAME NAME

Team Epsilon

January 26, 2017

Colorado School of Mines

TEAM
EPSILON Ɛ

Gameplay

- Top-down overworld, much like original *Final Fantasy* or *Pokémon* games
- Combat system will be turn-based, but will use a deck of in-game cards to create attack and defense combos
- Cards will also be used for items such as healing potions, power-ups, et al.

Gameplay Concept

Overworld   Combat

TODO add concept art of overworld and in combat

Team Responsibilities

- **Caleb:** Recorder and scheduler, help with artwork, programming
- **David:** Programming, story creation
- **Jacob:** Programming, sound & music
- **Robbie:** Team lead, concept art, programming
- **Sumner:** Programming, document maintenance