1. Genesis

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3. Due: 9/14/2017

4. Project Scope - I plan on making the game from scratch. It will Implement an RPG type style similar to Legend of Zelda (original). The game will not be a full implementation, but will instead focus on a small portion of the whole game. I plan on starting out by learning how to import pixel art, and from there learn more about pygame, especially the collision detection.

5. What's new - since I'm starting my own game everything will be new. But I will cover the components:

      1) Play rules and mechanics - the player will be able to navigate the world and fight enemies. Enemies and player can harm each other and if their health reaches 0 they perish. NPCs can give a quest or sell items as a merchant. Enemies have a chance of dropping items or money. The player can also find treasure chest filled with items or money.

      2) level design - the game will include at most three areas ; the field, the dungeon, and the Boss Arena. The field will provide as a sort of Proving Ground where the player can get accustomed to controls. This will serve as a tutorial. The dungeon will introduce the player to combat and allow the player to explore for treasures. The Boss Arena will be the final area the player must pass to complete the game.

      3) Interaction design - player will use keyboard Keys W, A, S, and D as movement controls. Or use arrow keys as an alternative. Spacebar or Enter key will be used to interact and the shift keys will be used to attack. The heads-up display will show Health, lives, score, and the map if the player has found one.

      4) Background music will be dependent on the area the player is in. The attack sound effect will play when the player attacks. The damage sound effect will play when the players hit. The boss will have its own sound effects when hit. When treasure open a sound will play. The art style will be done by me in a free open-source pixel art application.

      5) As of right now no story has been made, but there may be one made in the future.