

# Intro

Our Top Down game is a simple game as the players' only inputs would be the movement keys (the arrow keys) and an interact button (z). The character moves through a labyrinth by picking up keys to open doors to reach the end of the level.

# Product Requirements

The game will be playable on PC without the use of a controller, therefore:

- There are no strict requirements but since the game is made

# Technical Requirements

- Movement keys
- Tool (key)
- Pick up system (pick up key)
- 2 interactable for said tool (Door and labyrinth toggle, need the key to interact with them)
- Environment Modifier (Labyrinth toggle)
- UI
- Start Screen
- Game over screen

# Tools Used

- Grid system previously done in Unity
- Unity

# System Design

