1. A working title and target date

Turtle Mayhem

1. Team members

(Dan Clink, Jordan Cox, Bradly Harper)

1. Genre

Action/Adventure

1. Introduction to the game, if you are enhancing/modifying games, please specify references

Turtle Mayhem is about an average turtle who rides a skateboard from the start of the map to the end of the map. Why does he want to get to end of the map? The evil snapback turtle has kidnapped our hero’s lover and saving her is only up to our hero.

1. Back story if any

The turtle must skate to find his partner because she has gotten lost.

1. Description of interaction (in details in design)

The turtle can slide down hills and knock over enemies. He can jump on the enemies’ heads.

1. Key features

Navigating over obstacles.

1. Platforms

-2D platformer

1. Estimation on time

-Due December 1st

1. At least one image of concept art

A close up of a piece of paper

Description generated with high confidence