**Games Development: Prototype Documentation**

**Game Engine**

Game engine – Unreal Engine 4tghfh

Why?

**Game Genre and Description**

Genre – First-person 3D Platformer

Description – a basic 3D Platform game where the objective is to run to end to activate/retrieve a key which will open the Door to the next level which said Door will be located at the beginning of the level. Between the platforming there will be obstacles that will prevent the player on the way to objectives.

Levels – There will be a minimum of 5 Levels, each with obstacles to avoid with varying difficulties.

**Team Rolls**

Connor Simpson – Level Design, Game Documenter

Louis Graham – Audio, QA Tester

Connor Barr – Game Coder and Technician

**Level Concept Design and Description**

Level Select Hub - Description

First Level – Description

Second Level - Description

Third Level - Description

Fourth Level - Description

Fifth Level – Description

**Error/Problem Log**