**Rogue-ish**

**Game Design Document**

**Player  
Goal  
Procedures  
Rules  
Resources  
Conflict  
Boundaries  
Result**

**Player**

One player will be able to walk on the 2d game terrain using WASD or the left thumb stick

The player can also use a weapon with mouse or

**Goal**

**Procedures**

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**Rules**

**Resources**

**Conflict**

**Boundaries**

**Result**