<div align="center">

Project : Cyberpunk 2030

</div>

<div align="right">

Author : Damir Denis-Tudor
Group : 1210A

</div>

1. **Game story** :

- **Introduction**

  In a dystopian world ruled by the Illuminati, Blaze takes on the role of a lone fighter with extraordinary abilities. The fighter's mission is to stop the Illuminati from launching a mass destruction rocket that would devastate society.

- **Dangers**

  To achieve this, Blaze must battle through various enemies, including gangsters, cyber gunners, drones, and robots, all while navigating traps and dangerous terrain. The fighter must also save innocent people caught in the crossfire, making tough decisions along the way.

- **Challenges**

  To obtain the key codes needed to stop the rocket launch, the fighter must defeat the Illuminati general, a former American football player, and the boss of the Illuminati, a man with a powerful machine. Each of these battles presents a unique challenge, with the boss battle being particularly difficult.

- **Saving the world**

  Once Blaze has collected all the key codes, he must race to the rocket's launch site, battling soldiers who try to stop him. With his fighting skills and determination, Blaze deactivates the rocket just in time, saving society from certain destruction.

- **Happy end**

  As the fighter rides off into the sunset, he knows that his mission was worth the risks. Blaze have proven that even in a world ruled by the Illuminati, there is still hope for a better future.

2. Gameplay

- **Abilities**

  The game features a main player who can be customized as a cyborg, punk, or biker character, and is equipped with body and fire weapons to fight against various enemies. The main player also possesses incredible parkour abilities to navigate through challenging levels filled with traps, dangerous animals, and six types of enemies, each with their unique behaviors.

- **Difficulties**

  As the game progresses, the player must face two boss fights and race against time, which adds an extra layer of excitement to the gameplay. To enhance the player's experience, there are several interactive elements such as citizens who provide helpful information, chests that contain collectable weapons, ladders to climb, barrels that explode, cards to collect, and control panels to operate.

- **Places**

  The game takes place in two cities: Green City and Industrial City. Each city has its own set of tiles and objects, some of which may be shared between them. In Green City, players will face two intense boss battles to obtain the code keys necessary to launch a mass destruction rocket. Meanwhile, in Industrial City, player must race against the clock to save the world.
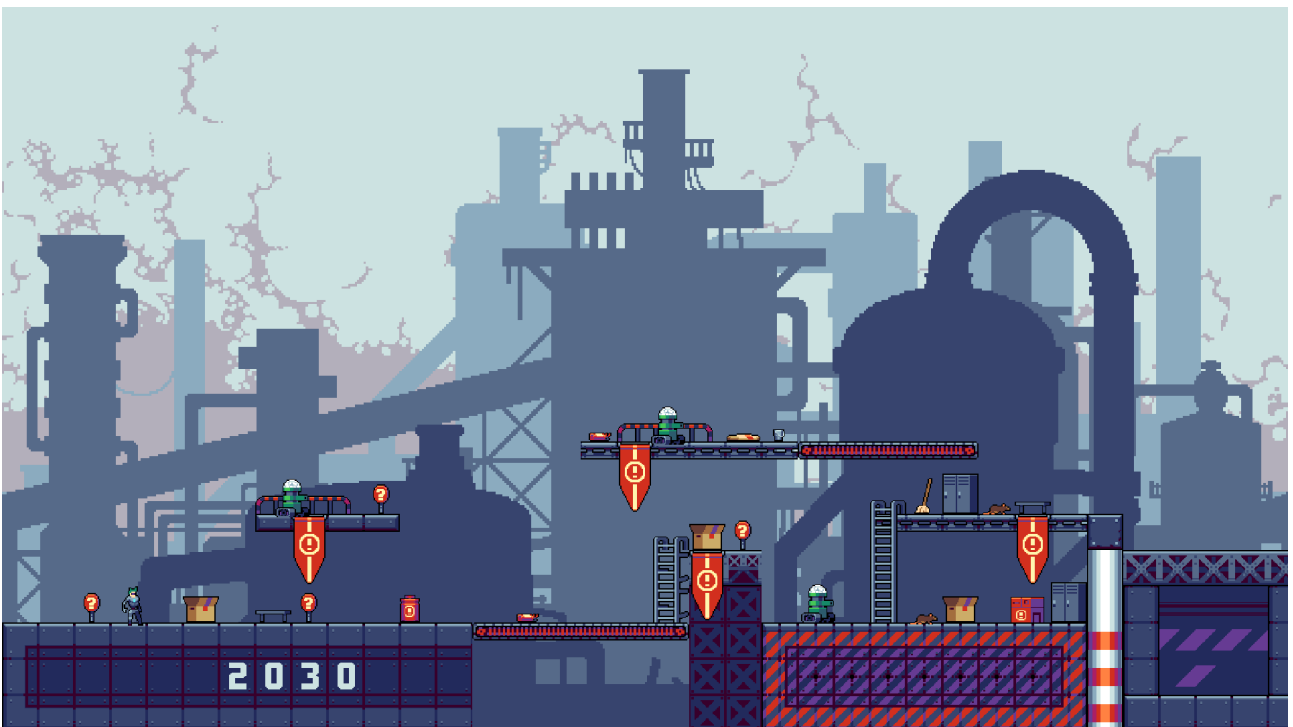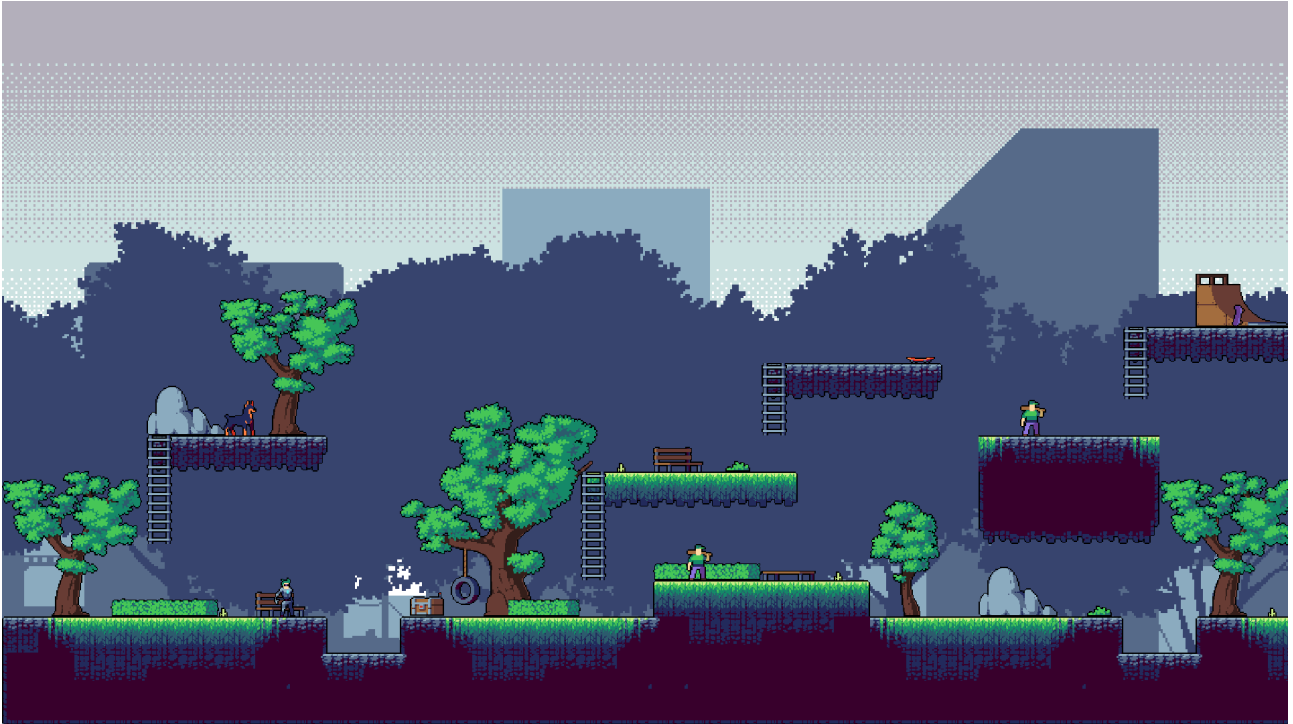
3. Game assets

- **Player skins**

Biker	Cyborg	Punk

- **Enemies**

Basketball Player	Death Eye	Skater Boy	Ground Helicopter	Glue Drone	Mini Tank

- **Animals**

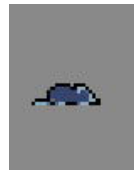|							
Rottweiler	Shiba-inu	Persian cat	British Shorthair	Canal mouse	Street mouse	Crow	Dove

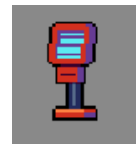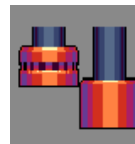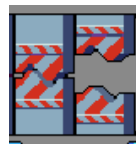- **Bosses**

Machine Boss	Football Player Boss

- **Other things**

4. User interface

- **This will be a simple menu provided with all necessary functions.**