**Game Design**

**Core Game Play**

The main gameplay mechanic will be platforming. The player will go from side-to-side, up and down while also killing enemies. He will be able to acquire various items that will let him go to different parts of the map/assist him in fighting.

**Game Flow**

The game will be fast-paced and the player will have to think quickly to be able to take down enemies efficiently. Each new level the player reaches the enemies will become harder to kill.

**Characters**

The character, “STEVE”, is trying to fulfill his life by finding a girlfriend, which is his main goal.

**Game Play Elements**