**Medieval Escape**

Platform and OS

Medieval Escape will run on a PC utilizing a Windows operating system. This choice was made for simplicities sake and time constraints. If there was time to develop a full game, it would likely support mobile and be able to run on Android and IOS. Due to the project being a prototype, it will have a number of versions, most likely far behind what an official game would be.

External Code

Code Objects

Control Loop

Game Object Data

Data Flow

Game Physics and Statistics

Artificial Intelligence

User Interface

Game Shell

Main Play Screen

Art and Video

Graphics Engine

Artist Instructions

Sound and Music

Level Specific Code