

The name of the game is going to be "Wave". The basic premise of the game is going to be a wave survival game. The goal of the game is to try and survive for as long as you can, slowly learning different styles and different approaches to develop skill to make it farther each round. There is going to be the main actor which is the one that the player would control. There will be two different enemy actors, one that follows the player to try and melee attack them and another type that would be ranged which will dash towards the player. Points would be obtained by surviving each second. Every 15 seconds the enemies will get faster. The speed incremental is linear. The main events for the game would be the tutorial and the start game. Clicking the tutorial would pull up a screen that details the controls of the game. Clicking on the start would start the game, spawning the player and starting the first wave. The game would end only once the player dies, otherwise the game would continually get harder until it happens. The final score will be the survival time.

The player would be controlled using WASD and space. The player will move around according to WASD. Space is used to dash forward at high speed. This can be used to dodge enemies.

The melee enemy would rotate towards the player and move towards the player at all times. Every 15 seconds the speed will get faster and faster. Until the player can no longer keep up.

The next enemy would be a ranged enemy, and this one moves around by dashing around the world. This enemy would slowly get bigger dashes, allowing the enemy to catch up to the player.

<https://github.com/Depking508/CSC170>