The Adventures of Theseus  
Game Design Document

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# Summary

We will be making a game which follows Theseus throughout his live. In our game you will be able to play as Theseus and play through some of his famous stories like defeating the minotaur. We will not strictly follow the story but build upon it. For example: you will still defeat the minotaur but you will do so on the now flying Island of Kreta. We do this to ensure interesting levels and environment at all time. Together with this you mainly need to overcome problems by gathering items and making them into something you need by crafting. Because Theseus is more brains than raw power there will be no focus on melee combat but it will be there.

# Story

Theseus has been assigned a quest to defeat the minotaur but before he will be able to face his enemy he will need to prepare himself. He’ll need information on the minotaur, on how to get to the Flying island of Kreta and get some equipment. After he has completed all these tasks he can finally go to Kreta enter the Minotaur’s lair and finish him off once and for all.