**Vielen Drache**

by Small-Scale Development

*“The Idol of the Everyman, Saviors of the Kingdom,*

*We call them Marauders in this Land.*

*What is a King without his Kingpins?” - Unknown*

We plan on creating a humorous subversion of medieval fantasy by making a 2D platformer where you play as the princess who saves dragons from noble knights and their liege lords. The game will be constructed in the Unity game engine. We will use Discord for long distance Team Communication and GitHub as our code and documentation repository software. We expect to encounter some of the following challenges when developing this game:

* Engine ‘Weirdisms’ that might impact desired design choices and projected timeline
* Team scheduling and meeting frequency
* Version Control pitfalls (code trampling, excess in branches, etc.)
* Nathan’s Internet bad

We will develop the bare minimum features to establish the core gameplay in our first week. We will then proceed to add Additional content after the first set of levels is established. If multiple kingdoms get added to the game, each kingdom will be accessible from a World Map. Each Kingdom would have it’s own unique theme based around the alchemical elements of old. 1 Kingdom consists of 3 levels with the following basic framework:

1. Basic Platformer Experience
2. Platformer with Mini boss at the end
3. Kingdom’s castle with Monarch Boss

*Harbingers of Doom, Devils unbounded by the Sky,*

*We call them Marauders in this Land.*

*What are They, when Their wings are bound to Stone? - Unknown*