The Ballad of greg -GDD

Videogames Final Proyect

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**GAME DESCRIPTION**

The Ballad of Greg is a simple 2D game where the player has to break blocks, collect health potions, beat monsters and answer Math questions in order to escape from labyrinth.

**GAME MECHANICS**

Like an old arcade game in a 32 x 32 resolution screen.

**CORE GAME MECHANICS**

• Walking boy using a sword, which can break some of the labyrinth blocks.

• Blocks are destroyed can be after one (1) or more hits, depending on the block.

• Some blocks are not meant to be destroyed.

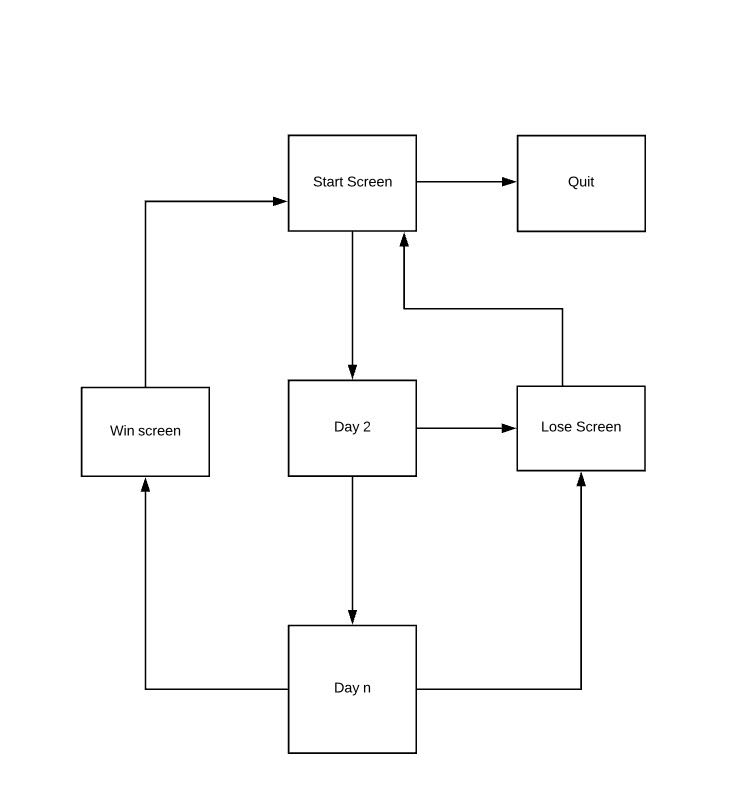
• There will randomly appear health potions that will increase your health level

• Health Level will appear at the bottom of the screen

• There will randomly appear books with questions about Math, which will allow you to move along to the next level.

**GAME FLOW AND SCREENS**

**Game Flow**

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