**Metal Snail**

**Elevator Pitch-**

Metal Snail is a 2D action game that pays homage to Metal Slug but in a new fantasy setting. The game will feature multiple stages that will include enemies to fight and a bit of platforming to get through.

**Game Summary-**

**CORE GAME LOOP:**

Explore levels→ Defeat enemies to raise your score → Get the highest score you can

**FOCUS:**

Combat

Platforming

COMBAT -

Combat will consist of different spells the character is able to learn along the way.

Each spell is cast from the core of the player and will travel forward along that path until it either hits an enemy or passes of the screen.

Enemies will have different amounts of health therefore some will require more hits to kill.

PLATFORMING -

Platforms will be placed into each level/scene in order to give the player obstacles that they must move around while trying to defeat enemies.

They will also play a key part in whether the player is able to unlock more powerful spells or not.

**CONTROLS**

W - Jump

A – move left

D – move right

Space – fire spell

E – change current spell