

High-Concept Document (required)

Before you develop your game, take some time to conceptualize your vision for the game by answering the following questions. You can copy and paste from MCA3, if nothing has changed.

1. Concept

What is the core concept of your game? What is the theme?

1 man army killing demons

2. Goal and Description

What is the goal of the player? What is the game challenge (i.e., collect all gems before the time is up?)

Kill all the enemies in the level

3. Core Mechanics

What are the core game mechanics implemented in your game?

Sprint/Stamina System

4. Controls and UI

How do we control the player? Are there other actions other than moving the player around the world?

What are the UI elements implemented in your game? What do they do/mean (e.g., the centered textbox keeps track of time)?

WASD

Shift to sprint

Space to jump

5. Levels

Provide a description of what is different in each level of your game here.

1st level 1 enemy with moving platforms

2nd level introduce a different enemy and different level layout

3rd level Has you fight both enemies.

6. Link to your Game

Provide the link to your playable game here (in case GradeScope doesn't show the comments field).

[MCA4 - Unity Play](#)

Google Drive Link

<https://drive.google.com/file/d/1y43plcDDQHbgN2iWN76w-F5HK84E687s/view?usp=sharing>