**Design Doc For:**

**Bi-Polar / Fire & Ice**

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**Design History**

This is the design history of our game.

**Version 1.0**

Version 1.0 we started to design the game.

**Game Overview**

**Philosophy**

**Philosophical point #1**

**Philosophical point #2**

**Philosophical point #3**

**Story**

**Common Questions**

**What is the game?**

**Where does the game take place?**

**What do I control?**

**How many characters do I control?**

One.

**What is the main focus?**

**What's different?**

**Feature Set**

**General Features**

2D Graphics

**Gameplay**

**The Game World**

**Overview**

2D

**World Feature**

**Key Locations**

**Travel**

**Objects**

**Rendering System**

**2D Rendering**

SFML -2.4.2

**Camera**

**Overview**

Side scroller style so camera will be beside the character all the times.

**Game Engine**

**Overview**

Visual studios, using SFML -2.5.2

**Collision Detection**

**Game Characters**

**Overview**

**Enemies and Monsters**

**User Interface**

**Overview**

**Weapons**

**Overview**

**Musical Scores and Sound Effects**

**Overview**