# Piñata Pursuit:

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# Overview

## Background Story

# Core Statement

# Game Mechanics

## 1. The Player

## 2. Types of Spells

## 3. Controls

### Movements

### Camera Controls

## 4. Enemies:

## 5. Friendlies:

1. **Dangers**

# Gameplay

## UI Design

## 2. Fights

1. **Safe Zones**

# Game Feel and Added Background Story

## Visual Art

* Various textures
* Spells
* Trees

## Sounds