**Functional Concept**

Controls

In the game you will have to move around quickly while attacking the enemy or exploring the world. When you attack the side you are moving to will define how the attack will look like. So when you walk to the right you will attack from left to right etc.

**Moving:** WSAD

**Running**: Shift

**Looking around:** Mouse

**Attack:** Left click

**Jump:** Spacebar

Enemies

Game progression

Abilities

The player will earn experience and level up throughout the game. When the player levels up he/she can go to their statistics and put a point in one of their statistics such as: strength, stamina, health and defense.

Strength: you will do more damage.

Stamina: you will be able to run longer.

Health: you will have more health.

Defense: You will take less damage from enemies.

Pick ups

UI

The UI consist of a couple of elements. You have an health bar so you can see how much health you have. There will be an experience bar so you can see how much experience you have and how close you are to leveling up. There will be a quest panel where you will be able to see what you need to do next. You will be able to see which abilities you have and what the cooldown is through an ability bar.