**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

Camera

The camera perspective will be first person.

Enemies

* Satyr

The Satyr will consist of 2 types of Satyr. Long ranged and short ranged.   
The long ranged Satyr will attack you with their bow from a proper distance.  
Short ranged Satyr will attack you from up close with their little daggers. They will attack the player when the player is in range.

* Minotaur

The Minotaur will be the last Boss of the game. He is a slow attacking monster with a big long axe. He has a stun ability that you will have to try and dodge. This ability is very slow so you can see it coming. He will start attacking the player when the player arrives in the boss room.

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

You will have to find artifacts to be able to open the door to the labyrinth.

UI

The UI consist of a couple of elements. You have a 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.