***Rodpbur***

***Game Concept Document***

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# Recent Changes

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| --- | --- | --- |
| **Date** | **Change Made** | **Team Member** |
| 4/15/2015 | * Game Concept added | Bronwyn |
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# Game Analysis

## Game Concept

Endless Runner…

## Key Features

### Player Character has to kill enemies,

### Some enemies are ranged some melee

### 5 Levels with different Environments

### 5 bosses with different abilities

### Collect items for health

## Game Information

## Competitive Analysis

## 

## Story Concept

### The Set Up

### Story Overview

# Game Design Elements

## Gameplay Style

### Run Around killing Enemies

A certain number of enemies will generate and follow the player dealing damage when they come into range

### Collect items for health

There will be several items generated around the scene for the player to collect that will heal or give power ups.

### After Boss is killed find the Exit

The boss will spawn once you reach a certain point and after he is killed the entrance to the next level will be set active

## Camera

### Camera follows player with a top down view

## Gameplay

Game play is mainly top down shooter, may add a short description/ intro to let the player know what is going on. Once the game begins the player will kill enemies and switch levels.

## Core Controls

Mouse0 is both player movement as well as attack.

P will be a pause menu

## Enemies

### Enemy Generators

The minor enemies will spawn randomly on the scene

The Boss enemies will spawn at a certain point

### Enemy Types

#### Melee Minions

The melee minions will be armed with swords and attach the player in close combat

#### Ranged Minions

The Ranged minions will be armed with bows and attack the player with ranged combat…

#### Bosses

The bosses will each have a special form of attack(TBA)

#### Sample Basic enemy

### Boss Enemies

#### Boss Enemy Overview

5 Bosses, each with their own abilities, will elaborate.

# Sound

## Overview

The sound in this game will be from the internet. It will be a surprise.

## Considerations

### Genre – Top down Shooter

I will add different background music for the different levels and the enemies will each get their own sounds as well

# Expanded Gameplay

## Overview

## Sample Game Experience