**GDD**

**Story**

Setting: The game will take place underground with each level being further down than the previous one.

**Gameplay**

Player: The player will control a character on screen that they will use to fight enemies and go through the individual levels until they win by defeating the boss at the end or lose by running out of hp.

Objective: The objective of the game will be to clear both of the stages and defeat the boss at the end without your HP reaching zero.

**Assets**Music: The music will have a retro style and theme to it.