**Dungeon Puzzle Game**

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Brief

This is a dungeon single player puzzle game, revolving around opening doors and levers to allow the player to escape the level. It plays like a game of patience, as some levers will open doors yet close others.

Traps and enemies must be overcome via use of the environment. For example, enemy NPC’s may become trapped in their cell should you close the door to it, allowing you to pass by unharmed. This means the player is defenseless.

Representation

This is a 3-D slanted birds-eye presentation, the player looking above the level but to the side, allowing for the 3-D effect. Camera is in a fixed position, but may gradually zoom out as levels increase in size.

Core Mechanics

* The player can move around the level using inputs of WASD.
* Interact with the lever with mouse click to open and/or close door.

Secondary Mechanics

* Player can die

Tertiary Mechanics

* Player can die from traps
* Player can die from enemies
* Player can die from taking too long