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| ­ | **Pop’a wheelie** |
| **November 21th,**  **2018** | **Game Design Document** *v0.01* |
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# Executive Summary

## Description

You’re a wheel and you fight other wheels to try to pop them.

## Features

* Spears
* Swords
* Tires

## Project Goals

To pass the Unity class.

### Visual Treatment

3D

## Gameplay Overview

You are a wheel and you drive around fighting other wheels in mostly melee combat by trying to hit their wheel with your weapon.

## First 5 Minutes

You drive around and fight some enemies.

## Story

You hate all other wheels? Doesn’t really matter.

# Gameplay

You are a wheel and you drive around fighting other wheels in mostly melee combat by trying to hit their wheel with your weapon. There will be oil cans that will heal you if you pick them up but will also heal the enemies if they pick them up.

Most things are still TBD so this will be expanded upon later.