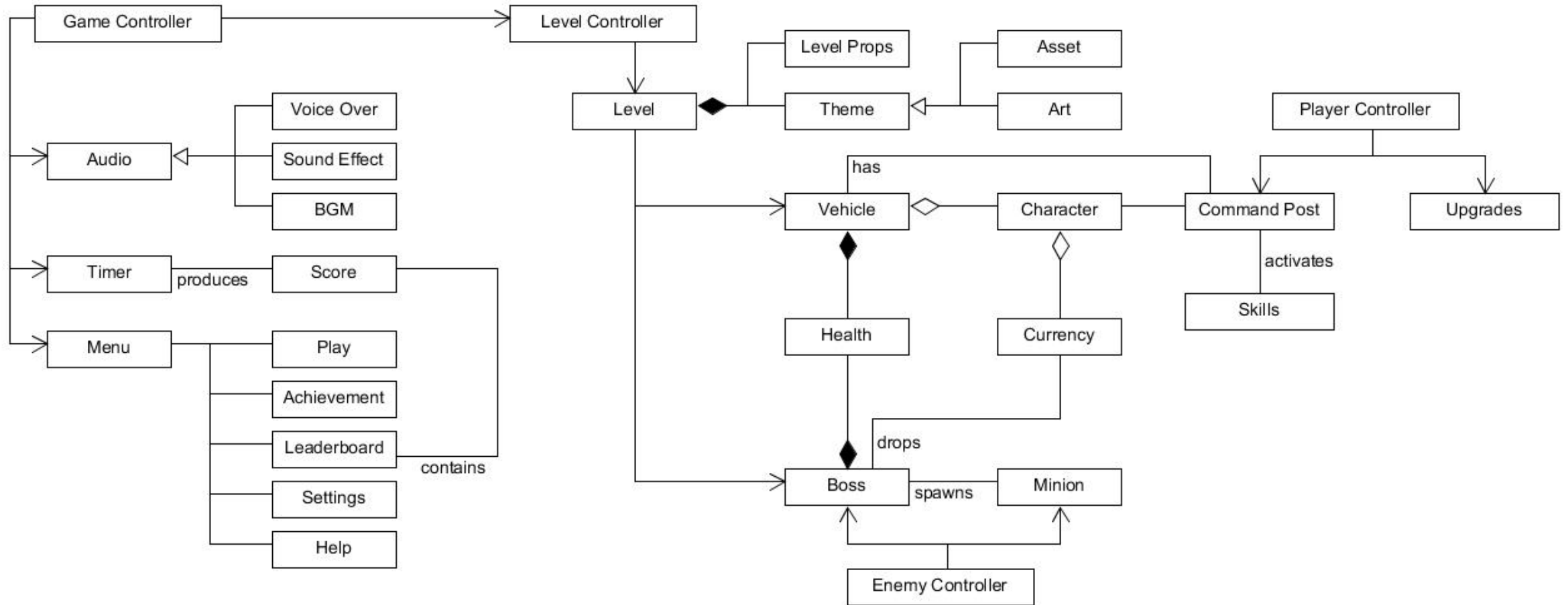




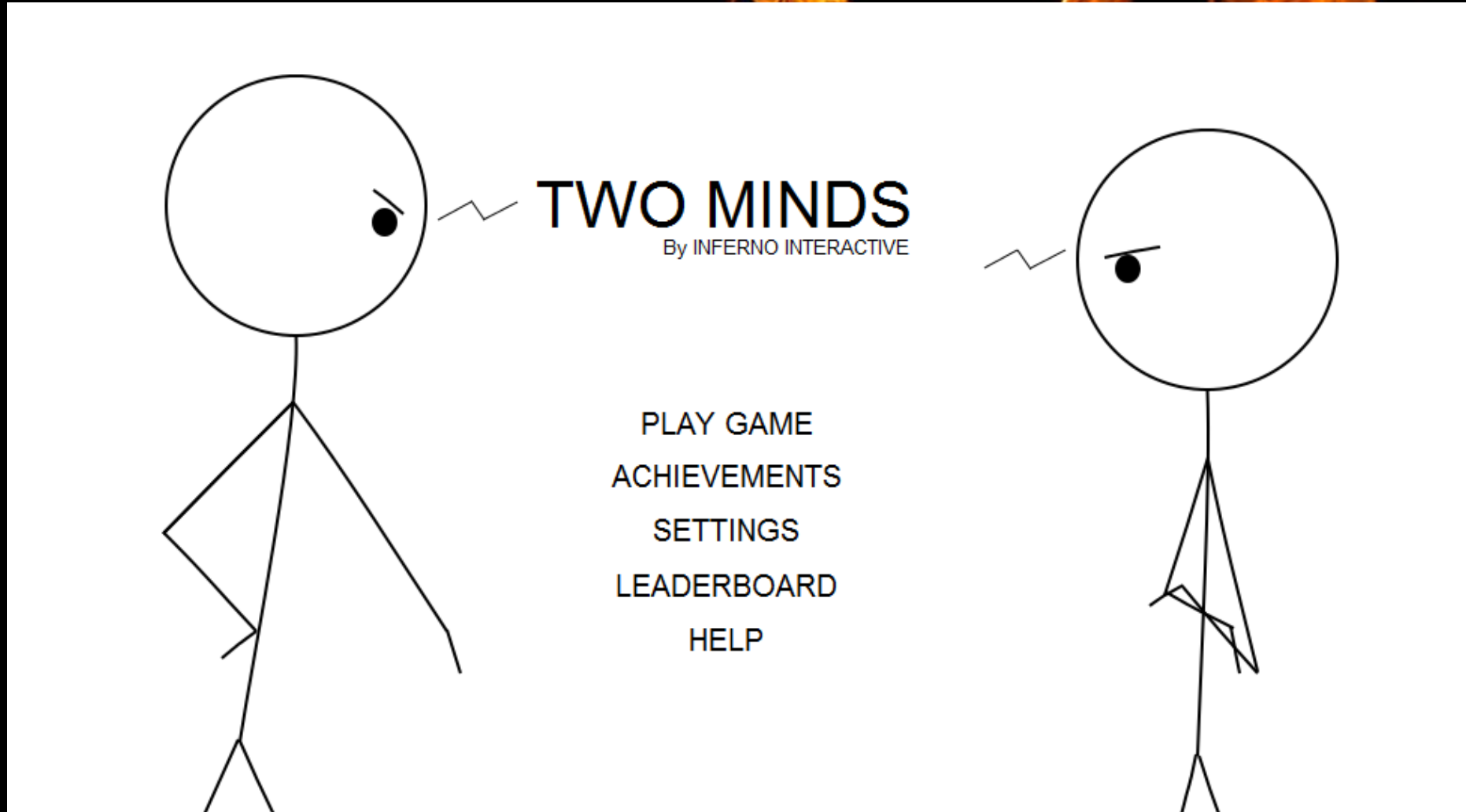
INFERNO INTERACTIVE

Design Documents

Domain model

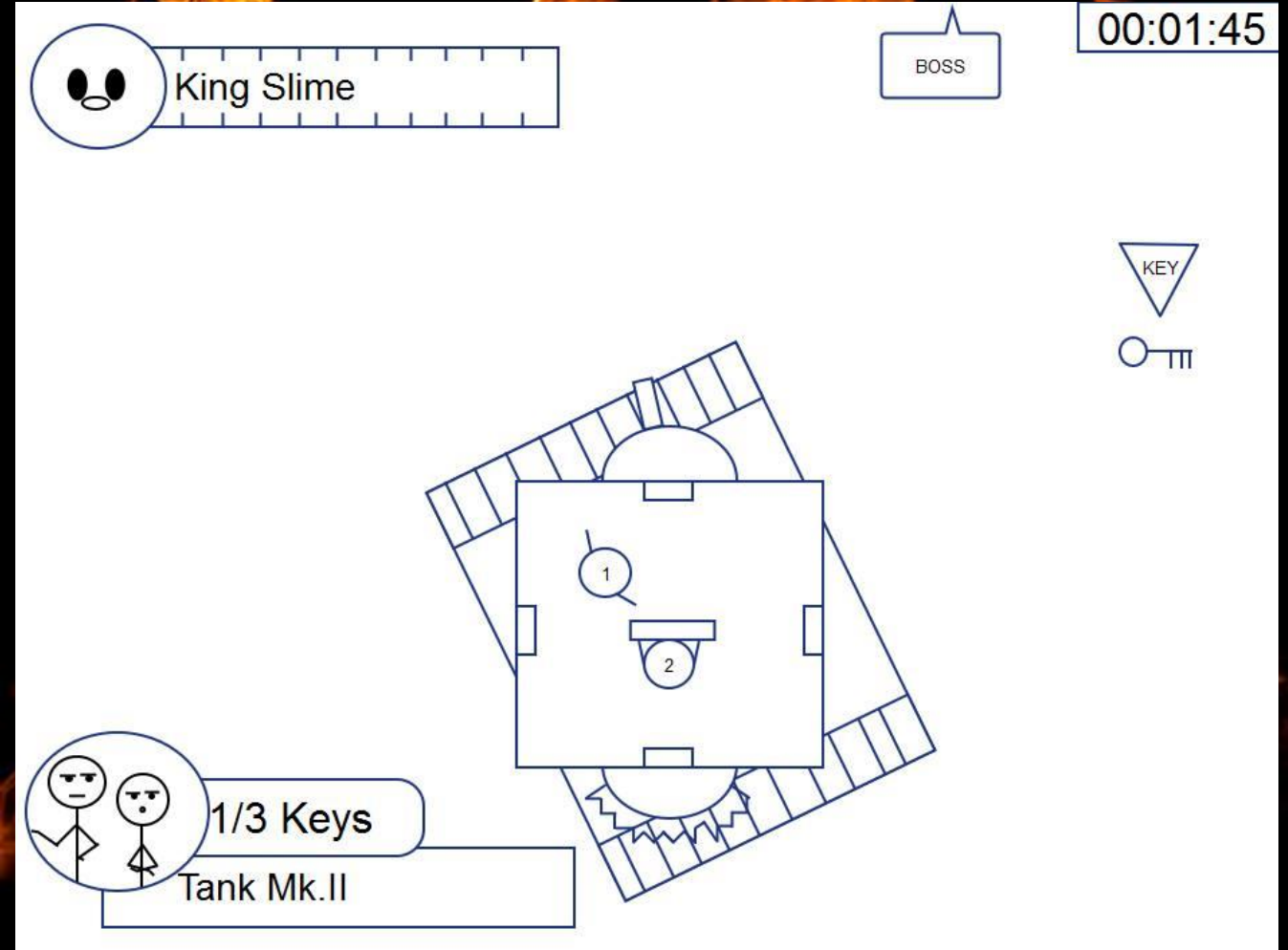


Low-Fi Prototype

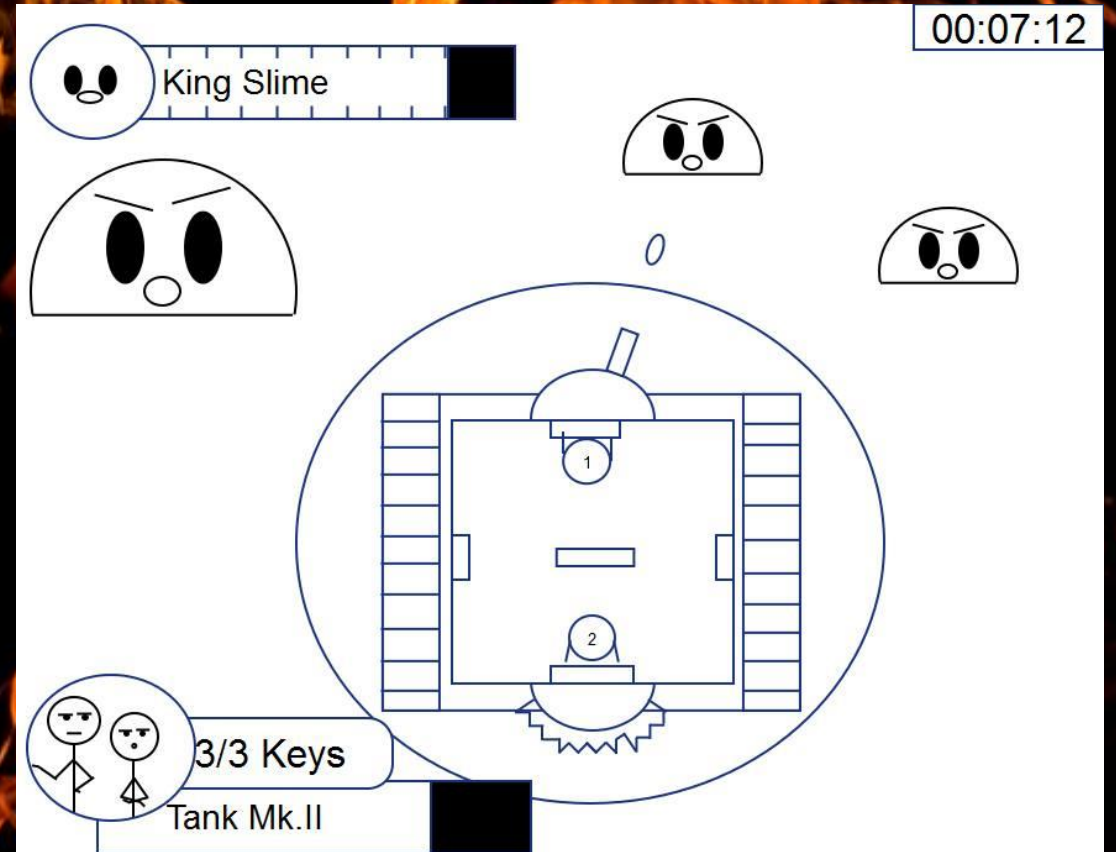
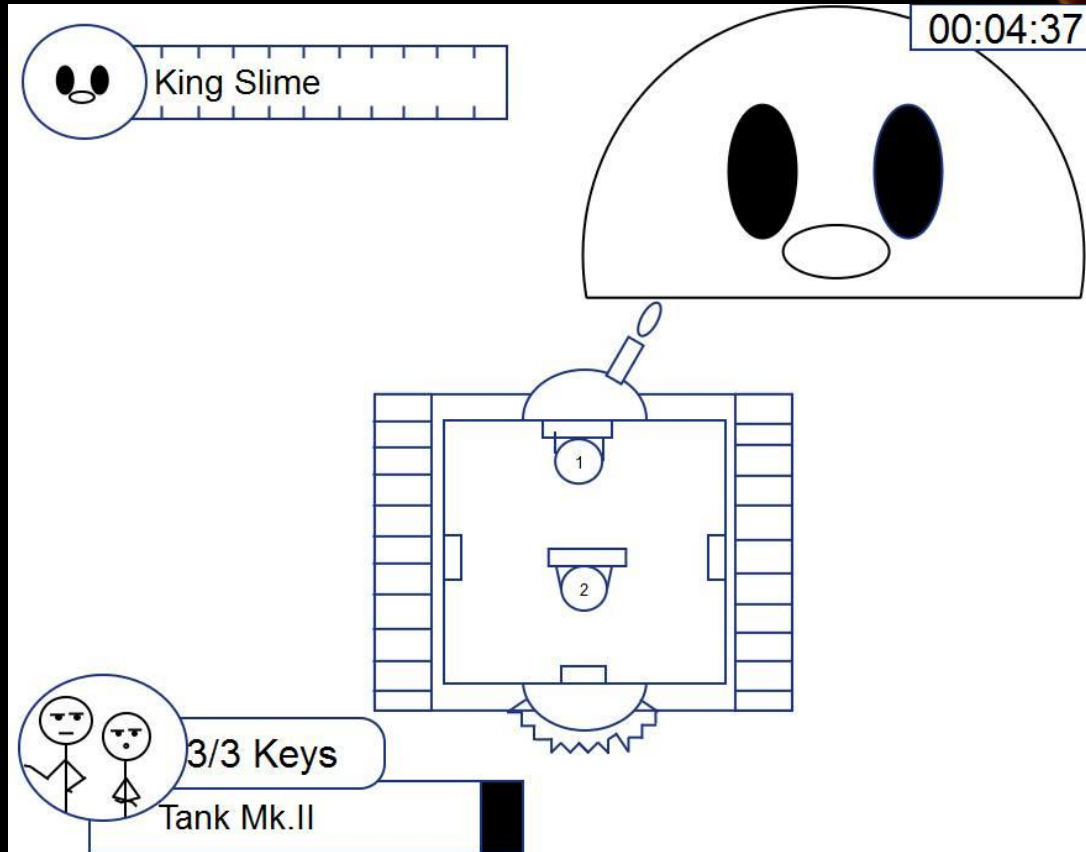


Game Mechanics

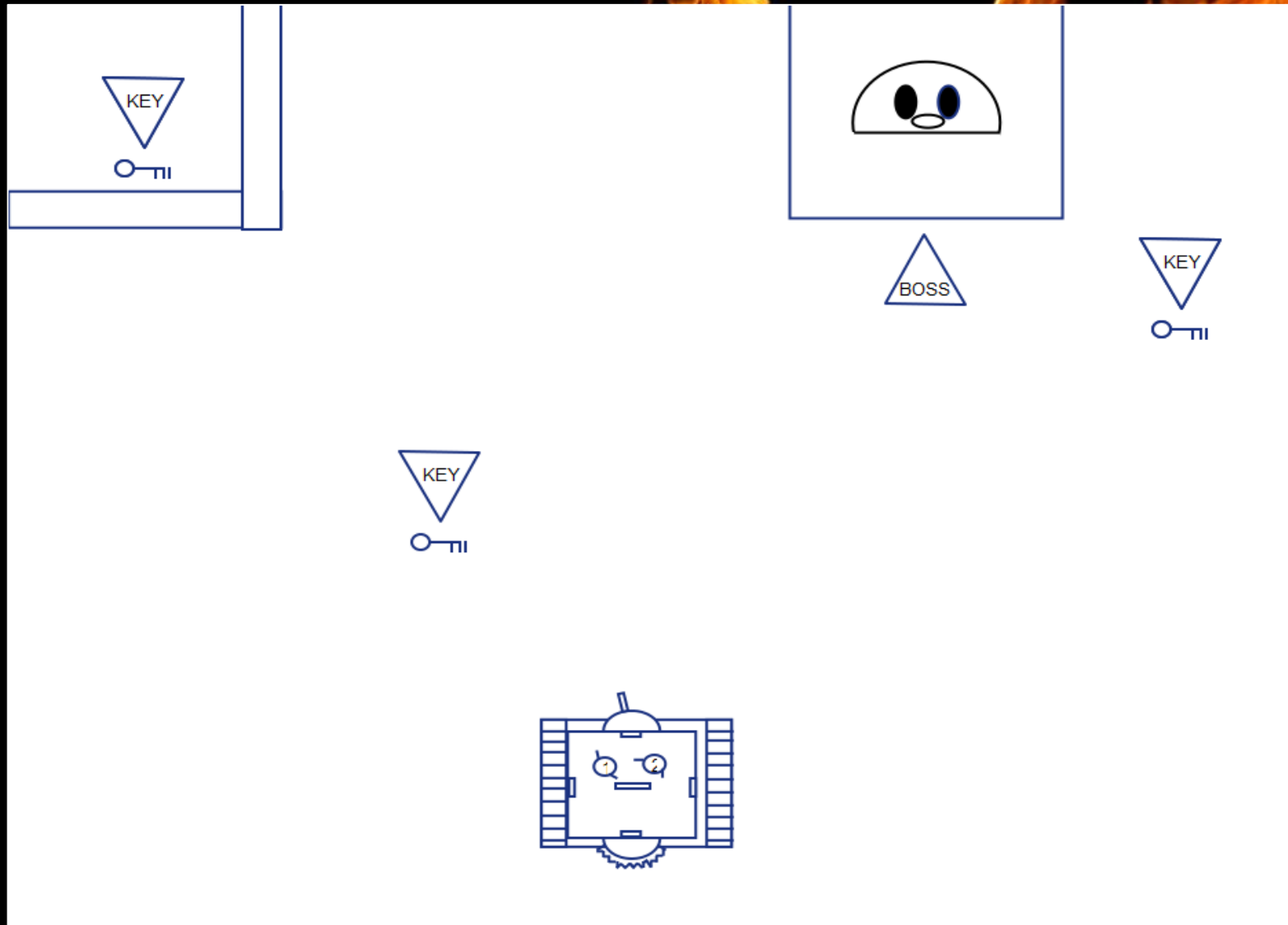
- Players 1 and 2 move freely within a vehicle and controls it
- 5 control points, each with different uses (e.g. middle is vehicle movement, top is attack, etc), and can be customised with upgrades
- Health bar and objectives in bottom-left corner



Level 1 [Tutorial – Slime boss]



Level 1 layout

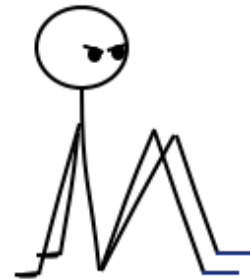


Pause Menu

GAME PAUSED



RESUME
MISSION
SETTINGS
RESTART LEVEL
EXIT



Vehicle Prototype

