# *Notes for first scrum*

Game visual style is 2d side rendered in a retro The Legend of Zelda style games.

Level based system surrounding a building/POI.

How it works:

Stages have rooms that are dedicated to the levels.

There would be stages where I.E stage 1 level 1.

Once the player enters a room the room and its surroundings are revealed to the player

the scope of the game should be started by having a blank plain and a cube that moves across the screen.

PEGI 12 rating has been looked at and acknowledged.

PEGI 12 meaning:

*Video games that show violence of a slightly more graphic nature towards fantasy characters or non-realistic violence towards human-like characters would fall in this age category. Sexual innuendo or sexual posturing can be present, while any bad language in this category must be mild.*

NEEDS TO DECIDE OF A THEME/SCENARIO TO WORK ON