**FlameGame**(working title)

A game about protecting your wooden friend.

Elevator Pitch:

Our game is a fast-paced singleplayer dungeon crawler rogue-like set in a standard medieval dungeon. The player goes through a randomly generated dungeon using their gun and sword to kill monsters. The goal is to defeat the boss at the end of the dungeon and get the treasure. The player will be timed so that they are encouraged to play the game optimally and to get better times each time they play.

My game is a fast-paced arcade game set in a burning forest. The player and their tree friend are caught in the middle of the forest fire. The player needs to protect their friend by contacting the fireballs shooting all around the screen. The player gets points the more fire they collect and the longer the time goes on for.

*Design Philosophies:*

1. ***Keep things fast -*** *The player needs to be in the action of the game as much as possible.*
2. ***Reward risky plays –*** *The player should be rewarded for moving away from the friend to get powerups and more points.*

Setting:

Protagonist:

A protective little wisp.

Antagonists:

The fire firing from around the friend.

World:

A fantasy world.

Mechanics:

Wisp (Player):

* Move in all directions from a top-down perspective.
* Collide with fireballs to collect points.

Fireballs:

* There are different variants of the below enemy types.
* The player can see enemies' health bars.

The Gameplay Loop:

Main menu has 3 Options

1. PLAY
2. HOW TO PLAY (page)
3. QUIT
4. PLAY
   1. Block fire to gain points and to protect your buddy.
5. HOW TO PLAY (page)
   1. Shows what each mechanic is.
   2. Shows basic controls
   3. Some basic tips.
6. QUIT
   1. What do you think would happen?