***Título completo del proyecto***

**Documento de concepto de videojuego**

*Nombre de los autores o la empresa*

*Sitio web o correo electrónico de contacto*

Versión 1.0 - 3 de octubre de 2016

|  |  |
| --- | --- |
| **Resumen** | |
| **Géneros:** RogueLike | **Modos:** ... |
| **Público:** ... | **Plataformas:** PC |

**Descripción**

*A short game in which you controll (character) that goes through a "dungeon" with monsters. the goal of the game is to clear all the levels on the dungeon. Inside the dungeon you'll be able to find pick ups that'll make youj stronger. The dungeon has X levels and at the end of each one there's a boss. Each time you die the dungeon layout will change and so will the enemies and loot you find inside.*

|  |
| --- |
| **Vista general** |
|  |

**Dinámicas de juego**

*You shoot bullets and user items to try and defeat the enimeies and get through the levels. Enemies can drop items that'll help you improve your character*

**Mecanismos e interfaz de juego**

*-Combat*

-Item pick-ups

**Referencias**

* *Binding of Isaac*
* *Nuclear Throne*
* *Datos completos del videojuego (u otra obra) tomado como referencia*
* *...*