**A Fiery Working Title! (Game Design Document)**

Student Card Number

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Game Name:

A Fiery Working Title!

Game Story:

Play as Flare, a small fireball creature from the Infern Circle that burns for adventure!

The main mission: To infiltrate the Aquais Circle, defeat oncoming Aquais opponents, maybe fight a tough boss or two, and ultimately retrieve the all-but-valuable Zap Shard!

*Score enough points and live long enough to progress through the game. Every wave is considered a new level, and there are 4 main levels, with the last one being juggernaut-style boss fights.*

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Character 1: The Protagonist

Name: Flare

Appearance:

Concept Art:

In-game Art:

Character Back-story:

Circle: Infern [fire-based]

Very fast, bright, and energetic. He says before thinking, is a bit of a wildfire and can be hot-headed, so watch out when he’s angry!

Flare grew up in the lower end of the Infern Circle, known for being rebellious and rascal-like, so he’s quite troublesome at times and likes to fight.

Growing up, he’s just trying to make ends meet, but after getting up with the wrong crowd, he’s now on a mission from a mysterious ally.

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Character 2: The Low-Level Enemy

Name: Leaflings/Shanopi Tribeslings

Appearance:

Concept Art:

In-game Art:

Character Back-story:

Circle: Shanopi [nature-based]

These creatures live simple lives, with a simple role: Hide in the shadows, and protect the forest from tresspassers. If anyone goes into the forest with aggressive intent, they will likely attack you and stop you in your tracks. Security, and all that, you know.

Trained under the canopies within the forest,, they have ninja-like abilities. They move fast, can evade attacks, and prefer to attack from afar to avoid being hurt close-range.

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Character 1: The High-Level Enemy

Name: Aqualings/Aquais Guards

Appearance:

Concept Art:

In-game Art:

Character Back-story:

Circle: Aquais [water-based]

The Aquais Circle is quite a reserved and defence-heavy group to be part of. Know for their bulky, yet malleable nature, they are all-rounder fighters that actually prefer not to fight if given the chance. They will, however, stop at nothing to ensure that their Circle is safe from outside threats.

The Aqualings are ruled under King Tempest, a powerful creature that cares for his people.

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Character 1: The Antagonist

Name: King Tempest

Appearance:

Concept Art:

In-game Art:

Character Back-story:

Circle: Aquais [water-based]

The current ruler of the Aquais Circle, King Tempest is knowledgeable and diligent. He is a good leader and main protector of the Zap Shard, a tool capable of chaotic things if in the wrong hands.

Knowing of this power, he aims to guard it from unruly creatures that seek its value, so typically this will be a tough cookie for Flare to deal with.

He has the ability to change from solid-liquid-gas at will thanks to his experience in battles and items he wears. To defeat him, you must either attack him in his solid state, make him inflict self-damage, or knock of his items bit by bit.

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