**Onesheet**

**Game Working Title:**

Temporary title

**Genre**:

**Style:**

2.5D – 3D env, 2D char

**Mechanics + gameplay:**

Wizard whos functions are completely randomised – rng

Attacks shoot random objects

Potions do random effects

**Controls:**

DPAD, Attack button + Potions button

**Game Summary:**What is the game about? Give a summary of the whole thing, any narrative elements?

**Similar games:**

Games that have similar features **Moodboard and sketch/mock-up of game play screen:**