Number warriors

## **Game Identity / Mantra:**

A digit game that lets players use their calculation skills to beat monsters or solve puzzles.

## **Design Pillars:**

Mathematics, combat, logical

Play length: 15-20 mins

## **Genre/Story/Mechanics Summary:**

In the game, the player needs to defeat the number monster. Usually the monster's number is bigger than the player, but the player can increase his number to defeat the monster by going through the path with the calculation process. The game will introduce the game mechanics and calculation mechanism at the beginning. Calculation difficulty will increase as the level progresses.

## **Features:**

The variety of monsters in our game will certainly attract our audience.

## **Interface:**

Mechanic: The player moves through the map by using WASD keys.

W- move up

A- move left

S- move down

D- move right

Z- undo

R- Restart the level

X- Restart the game

Tool: bitsy

## **Art Style:**

Very simple, retro, pixelated. It’s like any other pixel game.

## **Music/Sound:**

No music will be added.

## **Development Roadmap / Launch Criteria:**

**Platform:** Web **Audience:** 7-15