














GAME DESIGN CANVAS

v1.3

Projeto para: GJam GMTK Data: 11/06/2020
Projeto de: Iteração:

 Plataforma WEB	 Conceito Endless runner.	 Jogabilidade Shoot switch players for arena control	 Fluxo do Jogo There are two arenas, two guardians and both arenas are being invaded. Switch players to defend a certain arena	 Controle Keyboard and mouse
 Interfaces - Tutorial - Screen with the highest score	 Mundo do Jogo One side of darkness and one side of light, each side has a guardian, and we need to maintain the balance of forces by eliminating the invaders on these sides	 Chefes & Inimigos Dark Invaders Invaders of Light	 Mecânica & Poderes - Players are switched randomly - One guardian at a time can be controlled - Press a button indicated to switch Shoot endlessly	 Personagens The guardians of darkness and the Light exist to maintain the balance of the universe, when the light wants to purify the darkness, and the darkness wants to corrupt the light, the guardians must act
 Cutscenes, Bonus Material Comps - Pixel art style				

WWW.GAMEDESIGNCANVAS.COM

Por favor, envie-nos o seu feedback valioso gamedesigncanvas@gmail.com

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