MDD – **Highflare**

# Overview

* Type: 3D Parkour
* Genre: Action, Hack-N-Slash
* "Highflare" – In the world of this game, *Highflare* represents the ultimate test of speed and skill, where players race through treacherous obstacles in a blazing pursuit of the Crown.

# Gameplay

Player is in a medium-sized map running and jumping around towards a single goal – grabbing the Crown. Unfortunately, the victory isn’t that easy – on multiple levels there’re many kinds of obstacles to pass.

# Core Systems/Mechanics

* Movement
  + walk/run
  + jumping (double jumping)
  + dashing
  + wallrunning (wall jumping)
  + sliding
* Prop grabbing
* Weapons
  + shooting
  + equip/drop
  + reloading
* Enemies
  + can kill player
  + drop a weapon when killed
  + their ragdoll can be used as any other prop
* Score system: time

# Art Style

* 3D low-poly environment
* Stylized textures/materials, particles and post-proccessing effects that suit the game

# Audio

* Music: electronic / D&B – fast beats, energetic rhythms, and a sense of momentum
* SFX: basic sound effects for actions such as movement, weapons, explosions, and enemies

# Referencing Games:

* Karlson: <https://store.steampowered.com/app/1228610/KARLSON/>
* Leaperrr (my own game)

A video game of a video game

AI-generated content may be incorrect.

A screenshot of a video game

AI-generated content may be incorrect.