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Intro

The Turn-based game is played with the mouse. The player character will go through a series of maps to get to an end goal.

Product Requirements

The game will be playable on PC without the use of a controller, therefore:

* There are no strict requirements.

Non Goals

* Music
* Other options
* Detailed animation
* Better visuals

Screens

* Start Screen
* Map
* Combat
* Game Over

Game Flow



Technical Requirements

* Mouse (Left-Click)
* Enemy Combat Manager
* Player Combat Manager
* Turn Manager
* Map Manager
* In-Game UI
* Start screen
* Map screen
* Combat Screen
* Game Over screen

Tools Used

Unity is one of the most common programs used to create games and it has several systems in place to make certain systems easier to create and use.

* UI System in Unity
* Unity

System Design

