**6Project Proposal**

Semester: \_\_\_6\_\_\_\_\_\_\_\_\_\_ Section:\_\_6F\_\_\_\_\_

**Team Lead** (name and roll no.) \_Rafay Junaid 21L-7607\_\_\_\_\_\_\_\_\_\_

**Project Title \_\_\_\_\_\_**Generation Run**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Project Domain** (academia, finance, healthcare, etc.)\_\_Game\_\_\_\_\_\_\_

**Implementation Language** \_Unity Engine / C#\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Abstract** (less than 250 words & mention if you are developing a web app or mobile app)

Single player game for Windows that involves a player traveling through time and fighting enemies using different tools and weapons. 2D pixel art style and retro aesthetic.

**List of 5 to 10 Main Features**

1. Side scrolling view (horizontal)

2. Progress save and load system

3. Precise movement/jumping.

4. Engaging combat.

5. Variety of enemies.

6. Different powerups/weapons/tools.

7. User friendly interface and menu.

8.

9.

10.