**Milestone01 construct project**

Core Project tenet: art

Combat RPG that has the player explore a dungeon. The player will have to kill monsters dodge traps/ambushes with attacks and movement. The player will be able to dash to dodge and will have a projectile and melee attack. The game will be fast paced to keep the player constantly on the move as they traverse the level. Overall, the players objective will be to survive as long as possible collecting key McGuffins that revel the greater mystery of the level.

Resouces material: [enter the Gudgeon](https://www.youtube.com/watch?v=OMh0tw0bADs)(mechanics/art), [celeste](https://www.youtube.com/watch?v=iofYDsA2yqg)(art), [Black Ops 2](https://www.youtube.com/watch?v=XGLYpYoXkWw)(sound), [infamous second son](https://www.youtube.com/watch?v=LgB4iD20YQA)(art) [delicious in dungeon](https://www.youtube.com/watch?v=EzaQKeZY-VQ) (theme)

Technical’s: the multitude of art assets will be hard to make so i need to condese the amount of player obstacles. Frist ill start on important deliverables like the players animations for dodging and attacking.

Tech Dev: Enemies, player controller, level design, event triggers, score, UI

Tech: movemnt;WASD, dogde;space, range-melee-range;shift, attack;mouse click

Events: ambush/trap will be triggered suddenly on the player when they step on a pressure plate. Rooms will unlock after collecting a certain key or defeating enemies within an area

