



## Game Overview

The game revolves around a **male rapper** trying to **obtain positive modifiers** that **advance his status** while avoiding negative modifiers that reduce it. Encountering **obstacles reduce status** but the **interaction** between the rapper and enemy obstacle( dancer, rapper ) should **provide an entertaining visual**. Obtaining **positive modifiers** provide a **satisfying** feel and negative modifiers should provide an **irritating** feeling. The same goes for the **status change animation**. After the level ends the final **catwalk** should emulate the feeling of the rapper **walking through the crowd** and making them **hype** about the rap until its status is depleted.

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