

# Specification (eng)

## Concept:

It is a single-player, pixel, platform game. The main goal of the game is to defeat all enemies and collect items that will help you escape the level. There will be a few different types of enemies within the whole map, also there will be game objects for interaction.

## Game theme:

Medieval Europe.

## Actions:

The player will be able to pick items, collect them and fight.

## Additional information:

The project is in the github repository now, but later I will try to import it to gitlab, if needed. The Unity engine is used for this project. The project will expand.

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