Maki Beast 2 GDD

**Overview**

Why the heck am I making this game?

* Push my gameplay and level design skills, art skills, and storytelling further.
* Improve on the already rad gameplay of the original game.
* Allow more people to play the awesomeness of Maki Beast.

Game Dev Objective:

* Create an interesting world to explore with different zones and lots of charming characters
* Craft an engaging story and a world with lots of personality
* Use Social Media to create a following pre-release
* Don’t make it a Zelda clone!

What’s going to be in it?

* A semi-open explorable world with at five zones
* A main story with side objectives found in towns

**Zones**

Grasslands

* ShaSha Village. The ShaSha people are

Red Rocks

Mountain

