**Team Name:** Git-It-Done  
**Video Game Name**: Dungeons and Dogs  
**Genre:** Roguelike  
**Target Audience:** Teens to adults. Especially if they like dogs. Cat lovers are not allowed.  
**Game Play:** Player will start with choosing a type of breed they will play from 3 options (TBD). Each will have a different basic attack with distinct mechanics to each. Players goal is to traverse the environment and overcome challenges to get back to their owner. Challenges can include puzzles, physical obstacles, enemies, traps, bosses. Currency (bones) can be obtained through the maps in order to purchase consumables and items that can impact player state or damage mechanics.   
**List of Inspirational Game(s) similar to your Video Game:** Nintendogs, Kinectimals, Dead Souls, Binding of Issac, Enter the Gungeon.  
**Brief description of required art:** Cute pictures of dogs doing puppy eyes in order to attract the attention of the hardcore gamers within our target audience. 2D character sprites of player dog, 3 dog types with breeds TBD. Enemies that include cats, other dogs, other animals, and humans.   
**Brief description of required music:** ~~An upbeat compilation of nursery rhymes sung by children within the demographic of our target audience, with barking dogs as the chorus.~~   
Atmospheric music – soft background music for when there are no enemies  
Action music – Upbeat action music that will allow for a heightened sense distinguishing when combat is occurring  
Sound effects – walking effects, doors opening, closing, weapon sounds. Characters speaking (think gibberish like sims) animal sounds (range of dog and cat sounds).