**Game Idea TBC**

**Main Idea:**

* Raiders type game
* Time Stamp: Future

**Player Design:**

* W,A,S,D or Up, Down, Left and Right for the controls for preference of the user.
* The menu and other selectors can use mouse control.

**Enemy Design:**

* Different types, depending on the location, progress through game or ect

Note: Variable enemies is after prototype

**Area Design:**

**Home Location:**

* Ship
* Upgradable
* Reset point?

**Required Location (Must be visited to complete the game)**

**Game events:**

1. Opening scenes, player unable to use weapon, must learn how to use
   1. Tutorial section
2. Background info from NPC about the area
3. Player gets set a task or quest
   1. Reasons behind why
   2. Has to travel to new location to get the quest details
      1. Teaches how to navigate and use the map
      2. Learns basic controls
4. Goes to market place to purchase items
   1. Interaction with NPC’s
   2. Money
   3. Gains inventory use
5. On exit of the market, gets confronted by muggers, learn to use new purchased weapons (easy win)

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**Other items to add:**

**Extra Location (optional locations to visit)**

**NPC’s**