**Underground Escape – Report**

**Introduction**

At the beginning of this project, we had a team of 5 and thoroughly discussed which of the 5 design documents should be chosen to be implemented into a game prototype. We then chose at the time that Ruya’s game would be the best option to carry out.

Other options we had considered was Akash’s game called “What Little Remains” which was a turn-based strategy game similar and inspired by Fire Emblem and Marks game called “The Charlatan” which was a 2D Adventure game. We decided not to go for those design documents due to the complication of the games and given the time frame when the project was first being created we needed a simpler and more easy game to implement but still had the fun and challenge that is sought for.

Which is why the game chosen was “Underground Escape” by Ruya, it is a 2D Platform game with vertical parallax scrolling, with varying difficulty each time the game is played with random placed platforms, enemies, and hazards throughout the screen. This game also had multiple worlds so we could showcase at least 2 of them for the prototype.