Assessment 1

1. **Game Theme**

The name of our game is “Escape”, our game will focus on describing a scene which is that a prisoner is trying to get out of the heavily armed defending prison, the main purpose of the game is that players try to control the character to avoid different kinds of enemies or obstacles so that to hold as long as they can, the character also has a grass suit in order to camouflage.

1. **Game story**

The main story of the game is a prisoner who is planning on escaping the prison.

1. **Genre**

The endless runner stealth game.

1. **Game Character**

Main character: The prisoner(Players controlled)

Enemies: Different kinds of soldiers

Obstacles: Landmines, electricity walls.