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Game Analysis Document

**Gauntlet**

Gauntlet is a classic top-down arcade game where four heroes enter a dungeon to collect treasure and fight monsters that get in their way. It was made by Atari in 1985.

The objective of the game is to get as deep as possible without dying and get as many points as you can. The four heroes each have their own classes and play a little differently. Thor the Warrior has the strongest hand-to-hand attacks. Merlin the Wizard has the strongest magic. Thyra the Valkyrie has the best armor. Questor the Elf has the fastest movement.

On every floor you must traverse the halls, slaying enemies while searching for the exit. The exit can take you to the next floor, but there are special exits that can take you more than one floor down. Those exits are typically more dangerous to reach, but lower floors have more opportunities for more points while being more risky. The strategy of the game comes from cooperating with your allies to ration food and magic while luring out enemies to easy-to-hit places. Health drains on its own, creating a time limit, so players must determine who needs what without wasting too much time.

The items in the game are treasure, which gives points, food, which restores health, and magic potions that damage all enemies in a large radius when used. There are also keys to open locked doors and potions to upgrade your characters.