Final Project design document

Name: Dungeon Delver

Genre: 2d Platformer

Setting: Medieval dungeon

Similar Games: Castlevania, Castle Crashers

Features:

A player character that can jump and attack

Multiple enemy types

Non-enemy obstacles

Player character has an alternate resource that they can use for special abilities

Multiple levels

A menu

Maybe list

A boss with attack patterns and everything

A functional knockback system whenever an enemy hits you

The player can backdash

Group:

I am alone