Game Document

-main character:

-who, what, where, when:

-Who: HolderName McItDoesntMatter

-What: A Ranger/Bowman

-When: magical medieval times

-big mechanics

-Who are the enemies? Minions of the bosses, so they change level to level

-How do we move? Walking mostly, but there may be some activate able items that change movement patterns, like a trampoline you can pull out in mid-air to jump twice

-How do the enemies attack? There can be multiple enemies with individual attack patterns, but that’s also probably dependent on which level you are on.

-How do we score? You get money throughout levels. You can spend this money, but the total is still kept track of and used as a score

-Do we have boss fights, how are bosses different, does beating bosses give some type of advantage later? There is a boss at the end of every level. They drop a weapon that has an advantage against a boss in the future.

-What art style are we going to use? Either 16-bit or raster. Regardless, it should all be kind of cartooney

-Why type of music/sounds are we going to implement

-are we going to have Easter eggs?

-Level design is a big deal

-will our movement change or become advance throughout the game?

-double jumps?

-grappling

-jet pack

-etc.