Technical Design Document

The Legend of Lunk
Created by Dennis Collins

OVERVIEW & PURPOSE

The Legend of Lunk is a top-down action game with a simple goal of reaching the end of a corridor based dungeon with stagnant enemies. You're given a sword at first and must find a bow that will help you shoot a target that's otherwise inaccessible, allowing you to secure the red key and move on to the end. Simple enough, right?

HOW TO PLAY (Controls)

1. Movement = WASD or Arrow Keys
2. Aiming = Mouse (To swing sword and aim bow)
3. Switch Weapons = Mouse wheel

ART STYLE

The style is quite basic. Pixelation with a couple of high-detailed aspects. Nothing too crazy. This is just something thrown together haphazardly but methodically.

COMPLETION TIME

This game can be completed in its entirety in about 5 minutes or less. The difficulty isn't spiked so there's no fear of needing debug tools.

There's not much that can be said about this game. It's simple, it gets the job done and it doesn't last long. It will be played and forgotten in no time and that was absolutely the intention, being this was meant to be a team project and I have so little time as it is. Hope you enjoy and if you have questions, please reach out.