**GAME IDEA PROPOSAL**

**Name:**

**Game title:**

**Defender of Astral**

**GAME DESIGN**

**Description:**

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| You are a mage in a tower for 200 years, over the course the days you learn all kinds of magic. After 200 years, the demon invasion came and the king gave you the task of defending 1 of the astral crystal which is important in helping the human to defeat the demons. Failing to do so will result in the extinction of humanity. If succeed, it will result in the humans winning demons. |
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**CONTROLS AND CAMERA**

**List of inputs:**

|  |  |
| --- | --- |
| **Input** | **Functionality** |
|  |  |
|  |  |
|  |  |
|  |  |

**Camera features:**

|  |  |
| --- | --- |
| **Feature** | **Description** |
|  |  |
|  |  |
|  |  |

**3D MODELS AND ANIMATIONS**

**List of models and animations:**

|  |  |
| --- | --- |
| **Model** | **Animation** |
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|  |  |
|  |  |
|  |  |
|  |  |
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**USER INTERFACE DISPLAY**

**List of user interfaces:**

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| --- | --- | --- |
| **Information** | **Type of UI** | **Description** |
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|  |  |  |
|  |  |  |

**BACKGROUND MUSIC AND SOUND EFFECTS**

**List of background music:**

|  |  |
| --- | --- |
| **Audio name** | **Description** |
|  |  |
|  |  |

**List of sound effects:**

|  |  |
| --- | --- |
| **Audio name** | **Description** |
|  |  |
|  |  |
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|  |  |

**POST PROCESSING**

**List of effects:**

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