Project Definition

- Project name - Valknut
- Logo
    - E.g. sketch in paper, or AI generated, or use Canva/online tools

(Logo is subject to change)

- Slogan/motto
  - One-liner: quick simple description
  - Why is it appealing/interesting/fun?
    - (e.g. list unique features of the project that make it stand out, or connect with their target audience)
  - What's the target audience? (define it, the more the better)

"Let's become legends by conquering myths"

It's a multi-player collaborative story-based game with turn-based combat mechanics.

Basics of the game:
- Collaborative game
- When player 1 is playing, the character controls fire, when it's player 2's turn, the character controls water.
- Different interactions with the environment and enemies depending on the element
- May add additional elements during game development
- Enemies are based on mythological creatures
- Mainly viking myths, but creatures other cultures could also come up

We think our game could be fun because we can innovate with the different reactions between the elements, mythological creatures are generally viewed as very interesting and playing with friends is always better than playing against them.