

Our game will be a 2D metroidvania style game. A game genre that would be completely different would be a first person shooter. For us to change our game to a first person shooter we would need to make the engine 3D or make the engine work in the style of doom where it is pseudo 3D and the player stands still and the background will come towards the player as they move. Our Sprites would need to be completely removed for 3D models as well, including all of our assets, different weapons, enemy types, terrain and the controls would probably all need to change as well from 2D side scrolling to working in a 3D environment. We would also have to change our games combat type from melee fighting style to a shooter style of game and change our games power ups to equipable items like grenades, flash bangs etc. The background/ environment of the game would also need to be completely redone from a dungeon or castle style environment to a more appropriate for a first person shooter game like an open outdoor area or inside of a building/ warehouse. This would be enough for our game to change to a first person shooter.