**Working title:** Wrahh

**Official Title:** Wrahh’s escape from the nazi-dolphins’ blue whale-submarine

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**Story:**

Wrahh has been captured by evil nazi-dolphins and has been put in the jail in the dolphin’s submarine. The submarine is a modified blue whale which has it’s entrance at the blow hole. Wrahh escapes the jail and he now needs to figure out how to get out and get pass all the guards and at least conquer the great nazi-hitle.dolphine.

This game will be an epic puzzle-hack-and-slash-side scroller-platform game.

**Wrahh:**

Wrahh is not that clever a Yeti, but normally very kind natured. He is a strong fellow so when he rarely gets angry, you do not want to get in his way. Wrahh have never learnt to speak, while his parents could not afford school for him. The only word he has learnt is the word “Wrahh”, which essentially became his name.

***Wrahh’s abilities:***

Too heavy to jump, but a decent climber

Can use weapons, but only as blunt weapon due to his intelligence keeps him from firing them

Can use weapons of the same kind to upgrade/improve the weapon’s abillity (at tool stations) (e.g. smashing two rifles together to extend the range)

He can throw grenades, but only as stones

The less life Wrahh has the angrier he gets, hint the harder he hit

Wrahh can use his arms for protection, however he cannot move at the same time, due to his intelligence.

**Enemies:**

*Dolphin private (rifle)*

*Dolphin private (pistol)*

*Dolphin private (grenades)*

*Dolphin private (machine gun)*

*Dolphin Sergeant (spawns guard lobster “dog” –some with dynamite)*

*Delefin Oberst (fat dolphin with lase canon)*

*Dolphin Hitler (end boss going fucking nuts)*

***Wepons/tools:***

Decay over time/use. Can be upgraded at tool stands.

*Grenades* (can be upgraded for % chance of splint fall out and the granate explodes)

*Rifles*

*Laser canons*

*Pistols*

*Machine guns*

*Armor/clawes from lobsters*

*Electrical wires*

**Interactive level/map objects:**

*Coming soon*

**Others:**

Weapon and medic drops from enemies

Other tools lays around

Achivements

**Technical stuff:**

Using Unity 2D, using Github, using

**Asset list:**

***Code:***

*Main menu*

*Pause menu*

*Save/load*

*AI/patrol*

*AI/detection*

*Main character controls + animation*

*Main character stats*

*Main character customization*

*Upgrade menu – GUI*

*Upgrade station/ menu - system*

*HUD*

*Inventory control*

*Grenades + upgrade*

*Rifles + upgrade*

*Laser canons + upgrade*

*Pistols + upgrade*

*Machine guns + upgrade*

*Armour/claws from lobsters + upgrade*

*Electrical wires + upgrade*

*Movable boxes*

*Walls to climb*

*Monkey-bars*

*Continuous Level-system*

*Interactive level/map objects*

*Dolphin class*

*Dolphin + animation*

*Dolphin private+ animation*

*Dolphin Sergeant + animation*

*Dolphin major + animation*

*Dolphin Hitler (end boss)*

*Dolphin Hitler AI*

*Guard lobster “dog”*

*Sound and music system*

*Achievements*

*Score system (local)*

*Camera intro*

*Camera-system*

*Alert mode/alarm*

***Graphics:***

*Coming soon*

***Sound and music:***

*Coming soon*