

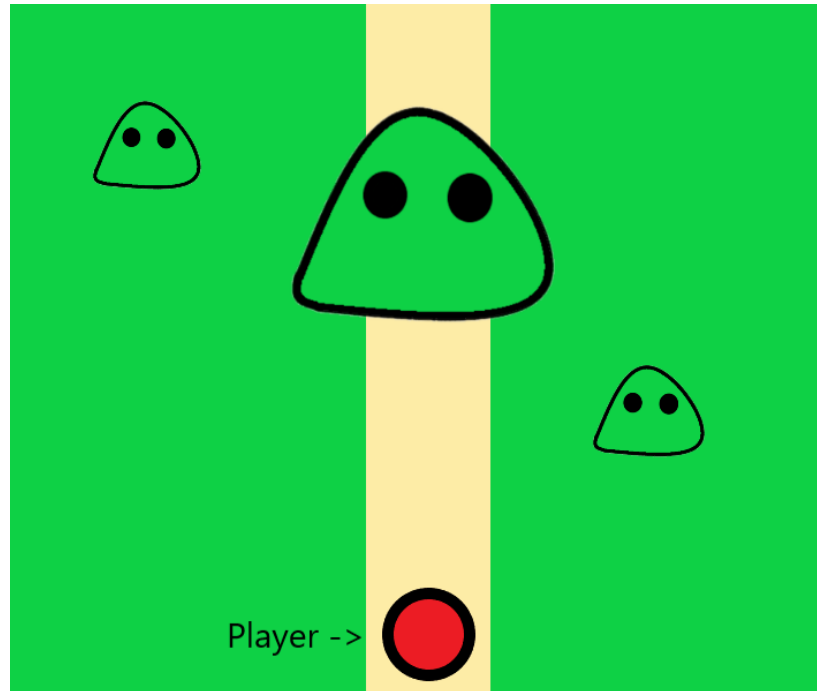
# Design Document

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- Game Title: Slime Arena
- Backstory: In the magical land of Fateslandia, killing slimes in the arena is a popular form of entertainment. The creatures are weak and plentiful, almost to the point of being considered pests.
- Characters:
  - Playable characters:
    - Yorec the Brave, warrior who fights with a sword. 3 move speed and 5 damage.
    - Eirika the Graceful, a beautiful lady who's quick on her feet. 5 move speed and 3 damage.
    - Jorge the Strong, a slow heavy hitter. 1 move speed and 10 damage, bigger hitbox for hitting enemies.
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  - Enemy NPCs (values may differ in final product):
    - Slime: 10 HP, 50 points



- - Blue slime: 25 HP, 100 points
    - Gold slime: 50 HP, 250 points
- Gameplay:
  - Top-down perspective with enemies roaming the arena. Players can defeat enemies to gain points.
  - Items:
    - Double points: Doubles all points gained for 10 seconds
    - Double damage: Doubles damage done to enemies for 10 seconds
    - Swift boots: Doubles player speed for 10 seconds
    - Magic orb: Gives 300 points
  - Controls: Arrow/WASD keys to move around, Space to use sword.
  - Flow: Players will have a set amount of time to kill as many slimes as they can to rack up points. Bonus items may spawn randomly in the map.
  - Rules: Slimes will not deal damage to the player but will move around randomly and can be defeated to earn points. Players will have a set amount of time to earn as many points as they can.
  - Victory conditions: Once the time runs up the game will end. Go for a high score!
- Sample level



- Game world: Medieval fantasy world with magic and monsters.
- Bonus material: Multiple playable characters that have different stats. Random nature of enemy movement and power-up spawns encourage replaying for higher scores.