**DESIGN DOCUMENT**

**Name: Drunk Person Shooter**

***Platform***: PC

***Target Audience:*** Casual gaming audience – male, ages 10-20

***The story***

The game follows *\*the name of the character\**, who clearly had a bit too much to drink and dozes off in a bar. Upon waking up, he finds himself holding a banana and a lot of angry-looking faces staring at him.

***Core Mechanics***

The game will be a First Person Shooter, but the core mechanic of Aiming will be altered into a “drunken vision” in which the aim reticule will be moving all over the screen, thus removing the twitch based mechanic of aiming and replacing it with an anticipation-based aiming system.

***Aesthetics***

The look of the game will be low-poly 3D combined with 2D Sprites. This is further expanded in the Style guide.

***Win condition:*** All of the enemies are defeated