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**Design Document for NetRunner**

**Gameplay Description**

You are a hacker, hired to obtain a specific file. You are tasked with entering the cyberspace world, running through obstacle courses, and picking up digital keys that will allow you to obtain the file and win the game.

*Gameplay loop:*

The player starts in a hub area, containing doors to 3 open areas, and one locked area.

Each of the three open areas contain keys that allow the player to unlock the final area.

The player will run through each of the areas utilizing running and parkour mechanics (sliding and wall jumping) to reach the keys.

Once the player unlocks the final area, the player will run through one final course. At the end of the course is the final file, which is the win condition item pickup.

During each course, the player is chased by antivirus enemies. If the player is touched by an enemy, they are sent back to the start of the course, and the enemies reset.

**Inputs**

WASD for movement, Spacebar for Jump, Mouse for looking around, Shift to Sprint, CTRL to Slide.

**Images**

