**Game Name:**

* The Loan Legacy

**Description & Narrative:**

* The game is set in a bank where people come in every direction that are trying to get a loan. While you, the banker, are only holding official documents and you’re trying to give as much loan to people as possible.
* You’re the only banker left to approve the loans of people and these people are angry and tired of

**Game Mechanics:**

* WASD to move the banker and space or mouse click to give out loans.

**Pain points:**

* None so far

**Feature Yet to incorporate:**

* Randomized spawning of customers.
* How the game will end by health bar of business revenue or by timer.
* SFX
* Better controls