The Argonauts

Presents

ENVIRONMENT

-Trees, sticks, rocks, and grassy areas. Mostly rocky areas since we are taking place in a stone/cavemen age.

PLAYER

-Main player followed by group/tribe with simple follow mechanics. CLUSTERED or LINE

-Promotion System: Game starts with 3 members including the main member. If main member dies, another clan member will take lead.

MECHANICS

-Keyboard directional arrows for player/tribe movement – Action button for interacting with environment

GOAL

-Maneuver through various obstacles to reach the end of the level. The level is broken up into different sections. Each section is comprised of different puzzles and/or enemies. The game is time based and the player’s goal is to reach shelter before Winter while gathering as many tribesmen as possible.