

Game Name

Start

How to Play

Pop up window showing different interactable sprites and the core gameplay mechanicsa and objectives

How to Play

X



Using WASD, navigate through the level moving your character



Collect all tokens to increase score and to be able to exit the game



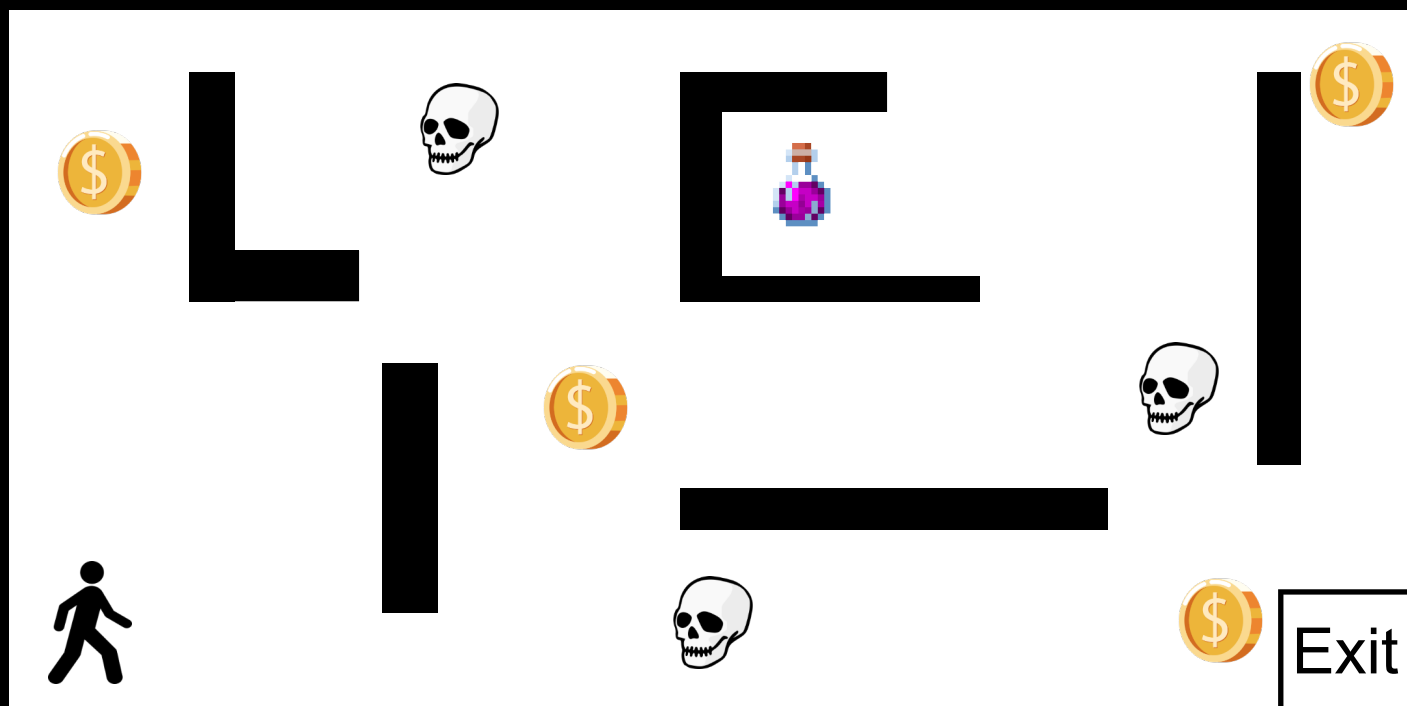
Avoid the enemies! If hit you will lose points!!



Look out for potions, they will give you helpful abilitites

Rough draft of what game layout would be, randomly positioned loot with enemies wandering about

Current Score: ???



End Screen, either displays win or loss with score gained, gives user option to continue if they beat the level, to play again if defeated or exit. Pressing continue on victory will immediately put the user into a new stage, continuing their score and progress from previous game. Play again on defeat will put the user into a new game with score reset to 0. Quit will return user to home screen.

Victory/Defeat

Score Obtained: ???

Continue/Play Again

Quit