Your designing documents should have a general answer for each of the following questions.

**1. What is the nature of the gameplay? That is, what challenges will the player face? What actions will the player take to overcome those challenges?**

The player will have several hazards to avoid such as spikes, falling objects, and holes, as well as a variation of different enemies, some regular, some flying, some tanky, and some in vehicles. In order to avoid these actions the player can dodge and maneuver around the hazards as well as attack the enemies that pose a threat.

**2. What is the victory condition for the game? What is the player trying to achieve?**

The player is trying to escape the island that they are on (reach the end of the game). To do so they must overcome and survive all hazards without losing all 3 of their lives.

**3. What is the player's interaction model (mouse/keyboard)?**

The player will be playing using mouse and keyboard. WASD will be used to move the character (W and S may not be used due to the game being 2D). Q will be used for a roll / dodge mechanic, and the space bar will be used to jump. Both M1 and M2 will be used to perform different attacks depending on what life the user is on.

**4. What is the general structure of the game? What is going on in each mode, and what function does each mode fulfill?**

The general structure of the game is a platformer rpg where the player has to survive the hazards and make it to the end.

There will be 3 modes:  
Peaceful:

No enemies will spawn, only hazards such as spikes, falling objects, and holes.

Normal:

Enemies and hazards will spawn and you have a normal amount of health.

Hardcore:

Enemies and hazards will spawn at 2x the rate while having half the amount of health

**5. Does the game have a narrative or story as it goes along? If so, summarize the plot.**

Yes, back in my freshman year of highschool I created a short animation while experimenting with adobe animate. The animation revolved around 2 characters that resembled my friend and I, in which we poked fun at one another. After a minute or so, the characters then flew a demilitarized ww2 b17g bomber which inevitably crashed due to engine failure stranding them on a desolated(or so they thought) island. The animation was very poorly drawn (in my humble opinion), but that’s what I liked about it. Every year on that exact date (Feb 17th) I would create a new animation about what happens next (there are now a total of 4 parts).

My final project will revolve around this basic story, of crashing on an island and trying to escape. After waking up, flak(one of the main characters) notices that his friend flake(the other main character, I know the names are confusing.) is missing and goes searching for him. To his surprise the island is actually inhabited by a whole civilization. While some civilians are friendly, there are also enemies who inhabit the island, the Russians. By talking to some of the civilians you find out that flake has been captured by the king. With this realization, you must now seek to rescue flake and escape the island together.

**6. Why would anyone want to play this game? What sort of people would be attracted to this game?**

Mainly my friends and I would play this game as it will contain many inside jokes and references. I will of course try and make the game as fun as possible. However, if I ever do amass a bigger audience on YouTube for my series, I assume viewers would enjoy playing this game as well.

I could also see people who typically enjoy the genre of platform rpgs being interested in my game.