Summary Sheet:

**Game Name:** The Octopus King

**Team Name:** Ritual Tacos

**Team Member Names and Contact Info** *(Email + photo + phone number)*: [chris.dileo@gmail.com](mailto:chris.dileo@gmail.com) 6 tables up, half way to the left.

**Game Summary, Vibe:** Dungeon/ Damp

**Genre:**  Adeventure

**Player/Camera perspective/2D/3D** **:** *(FPS, 3PS, SideScroller, Top-down, Isometric etc)*:

Top Down/ angle

**Game Engine:**  Unity

**Can we implement variations:**

**Can the game engine handle variation modulation** (Pitch, volume, multi sample events, grains):

**Player Characters:** Main : Mouse/Turttle

**Enemies** *(or other items the can harm)* Boss: Octopus, crab, snail, Patypus

**Ambiances/Setting/Environment** (office interior, cave, rainy day, etc): Dark, Dungeon, damp with dripping sounds. Mossy

**Weapons** *(means of attack like punch, shove, hammer, etc)***:** Metal Sword, Metal Knife, Shield, Bomb

**Music:** 4 states: Fast paced ominous music, fight won sequence (5sec), Credits (happy), Intro (ominous)

**Voice Over:** Animal sounds: octopus, mouse, turtle, crab, snail, platypus

**Middleware options:** FMOD, Fabric, Wwise, Audio Tool Kit etc: