# Game Core Document – Group 2 EWI3620TU

## Team Members

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## Theme & interpretation

Multiple game themes are combined in the game idea. Below is an overview of each theme and its interpretation (on a very high level) is outlined:

* ‘You only get one **skill**’: Each player will only get one specific chosen or assigned skill with which he or she can solve puzzles (for example swimming, shooting, flying, etc.)
* ‘Unconventional weapon’: Basically each item in the game scene can be picked up by the player and can be used to eliminate possible enemies or obstacles.
* ’10 seconds’: The ‘puzzles’ presented to the player will have to be solved in a limited amount of time.

## Game concept

## Game components

Dadsadasuih

## Schedule

Sda

## Github link

<https://github.com/danielbrouwer08/EWI3620TU_Group_2>