Crispy Crawl Design Document

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1.0 **Overview**

* 1. Purpose of this Document

The purpose of this document is to record the design and development of our game. The game is being developed for an ECA 240 class at Stark State College.

* 1. Planned design and development time line.

(Input time line here)

2.0 **Game Design**

2.1 Game Concept and Genre

Our game is an RPG, dungeon crawler that resembles Ledged of Zelda with its own unique features.

2.2 Feature Set

* **Weapon classes**

Weapon classes will allow the player to choose from three different play styles each retaining a strength and weakness to the other. This helps keep a dominate stratigy from forming and allows for various challeneges and play styles.

* Darkened dungeons using 2D lighting to illuminate.
* Over world map that allows you to access shop and dungeons. Also allows replay of your favourite dungeons.
* 3 unique boss battles.

2.3 Target Audience and Public Relations

2.4 Visual Style and Levels

* **Size**
* **Environment**:

3.0 **Gameplay Mechanics**

3.1 Gamemodes

3.2 Story and Factions