GDD of Trail of Ancients

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## Story background

A young archeology student learns about ancient ruins that hide secret treasure. He decides to find out if its true.

## Brief description of the multimedia application

Its an explorer like game with riddles to solve and enemies on the way.

## Art style and orientation

Realistic 3D, with mystery mood

## Core gameplay loop

Solving riddles, defending enemies, exploring the world.

## Technologies used and why

Unreal engine, C++ and blueprints

## Main functionalities

Combat, exploration

## Other Functionalities

Achievements, life level, picking items

## Graphical interfaces (GUI and menu prototype)

Menu, navigation map

## List of assets

Made by us or downloaded from free sources