William E. Fields JR.

Game Prototyping

C Hatch

Tuesday 6.00pm -9.45pm

Game Document

**Game Title** = Wall lol

**What the Game is**= 2D Platformer

**Story**=The player is an ant that lives in Mexico and is trying to dig with a shovel under the Trump wall to the U.S.A. In order to get food to bring it back to his family. Now if the guard detects you with his medal detector the wall will fall and you will lose.

**Characters**= There are two characters, an ant and a guard. The ant is orange with a shovel and a sombrero hat. The guard is a stick man with a metal detector in his hand

**Environment/ Level**= Only one, the environment is a ground with a side view of the hole the ant digs in. There is also grass above the dirt and nice white clouds with a blue sky.

**Game Play**= Easy. The Ant digs his way under the wall with the shovel to get food. If he is not detected, he will take the food back to the start and get a point. There is a timer so he has to get as much food as he can before the timer runs out or he will lose.

**Art Description**= The art is fun comedic cartoon style.

**Sound**= There is none for now.

**User interface and Controls**= The controls are D and S on the keyboard.

**Game System**= Computer

**Game Engine**= Unity

**Game Demographic**= Ages 6+