William E. Fields JR.

Class Game Prototyping

Teacher C Hatch

Tuesday night 6.00 -9.45

Game document

Game = tile Wall lol

What the game is.= 2d side scroller

Story=The player is a ant that lives in Mexico and trying to get past the Trump wall to the U.S.A. to get food to bring it back to his family. Now if the guard see u with his medal detector the wall will fall and u will lose.

Characters= two ant good guy, guard bad guy

Environment/ level= only one the dirt but there is a timer

Game play= easy Ant get food be for guard spots you

Art description= The art is fun cartoon style to make u laugh

Sound= there is none for now

User interface and controls= The controls are D and A on the keyboard s

Game system= Computer

Game engine= Unity

Game demographic= Thinking kids age