# Game design document

**Player:** The game will be single player against AI enemies controlled with keyboard/mouse. Player can walk and jump/dash.

**Goal:** You are going through multiple chambers in a dungeon and have to kill all the enemies to get to the next chamber. The player will find weapons to get themselves through a dungeon to get rid of the enemies.

**Procedures:** The player can kill enemies in a real time environment, the player can use a dash to move around quickly but after using the dash there will be a cooldown. Enemies will have guns they can shoot to kill the player with.

**Boundaries:** You can't get out of the level until you have killed all the enemies. There are walls around the chamber so the only way out of the chamber is the finish which will open after all the enemies are dead.

**Rules:** The player can only use one weapon which the player gets to choose at the start of their run. The player will get health at the end of every room. If the player dies he will have to restart from the beginning of the room.

There is only one type of enemy. Enemies have guns with infinite ammo but can't shoot every frame because of the shoot cooldown of about 1-2 seconds. Enemies also have health so the player needs to hit the enemy multiple times before killing it.

**Conflict:** The player will face enemies that can walk around and shoot. The player will have to dodge spike traps.

**Resources:** The player will have a health bar that displays its current health. A dash for the player with a cooldown so you have to wait before using the dash again.

**Result:** The game ends when the player escapes the dungeon or if the player dies.