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**CONCRETE CANVAS**

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**GENRE**

* Arcade and graphic display.

**SYSTEM REQUIREMENTS**

* PC / Mac. Mouse Keyboard, eventually game will be ported to android devices/apple IOS

**GAME MECHANICS**

* Movement throughout the world will be on a fixed plain. There will be allowed four way movements that will take place in a 2.5 dimensional world. The movement of the characters will be based on key stroke on a keyboard.
* The characters are allowed to interact with the environment by colorizing the world around them. The character is allowed to move and interact with items placed in different areas. The sprite characters can pick up a variety of different item power-ups for use with other environments.
* The user has to proceed through the maze of the city avoiding the surrounding enemies and “beautify” the world.
* Players have to complete various objectives set forth on the map.
* There are 2 enemies that traverse the grid searching for the character sprite.
* There is a set time limit to complete the task.
* Points will be delivered upon distracting the 2 enemy characters, and completion of objectives.

**GAME CONTROLS  &  USER  INTERFACE**

* The game is set on a grid like map.
* The user can use keyboard or mouse to move the characters. Movement would be used with the standard WASD.
* Power-ups will be used with the numbers 1, 2, 3 or 4.
* The main game play screen will be composed of a pause, exit or options.

**MONETIZATION**

* Free to play game

**REPLAYABILIT Y**

* Option to beat high scores
* More maps available for play

**SEQUEL**

* Currently there is no sequel in mind, and no further progression on the game.

**INSPIRATIONS & EXAMPLES**

* Game design was inspired by Pac-man and bomber man arcade style games.

**ASSET LIST**

  A  list  or  art  and  music  assets  that  are  needed  for  the  game,  be  as  speciKic  as  possible,  include

animations,  different  sound  effects,  variations  in  art  this  will  help  the  artists  and  music  designers  see

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what  exactly  they  will  need  to  prepare  for.  This  list  is  also  not  set  in  stone  and  can  change  as

development  goes  on,  but  it  is  good  to  have  a  decent  amount  of  de