

# Neurosis

a) **Game target device:**

The game will be optimized to be played on PC.

- **Screen resolution:**

The game will use a resolution of 1280x720, as it is a relative mid-point resolution that looks decent on both older and modern displays.

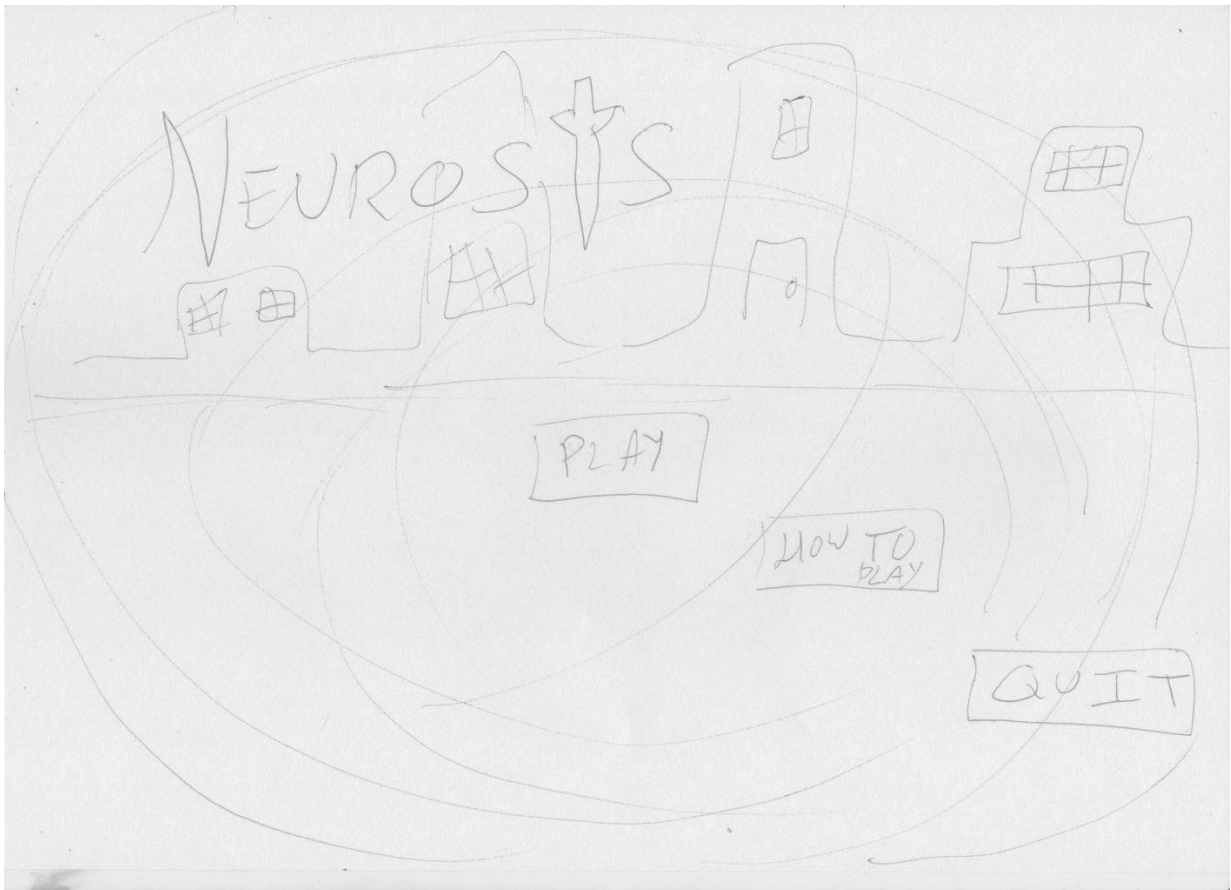
- **Input method:**

The game will utilize the keyboard.

b) **Control methods and game mechanics:**

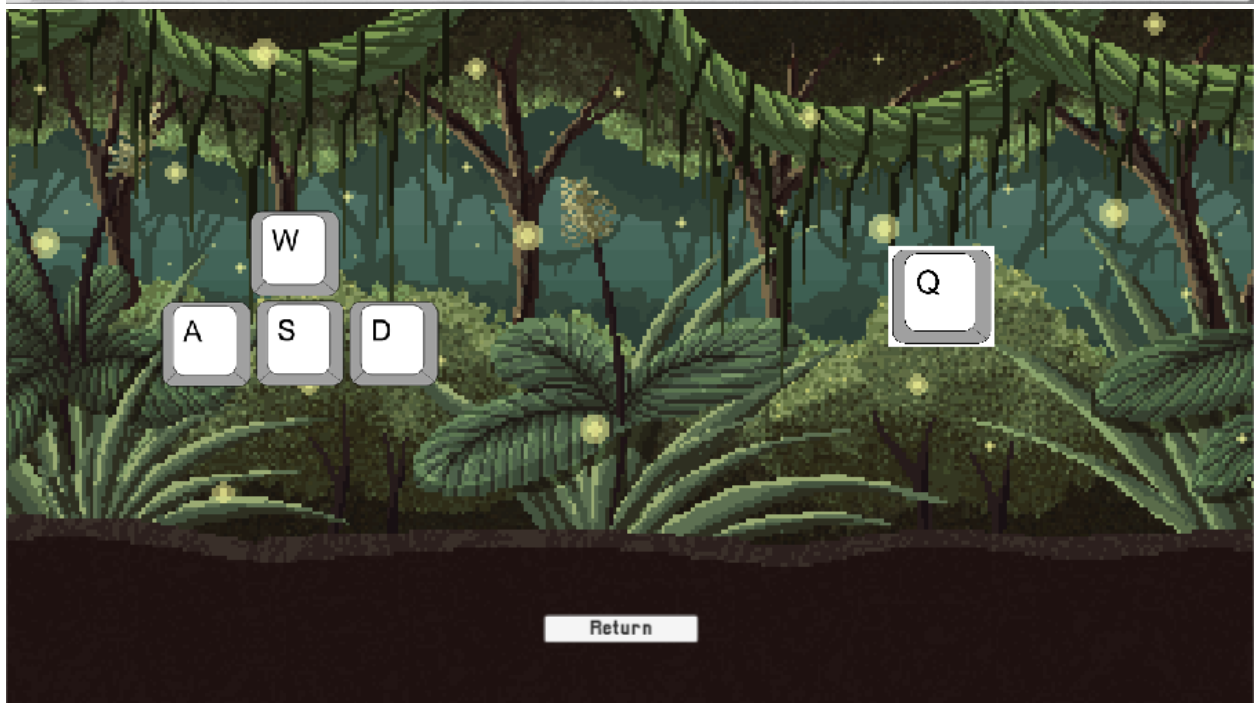
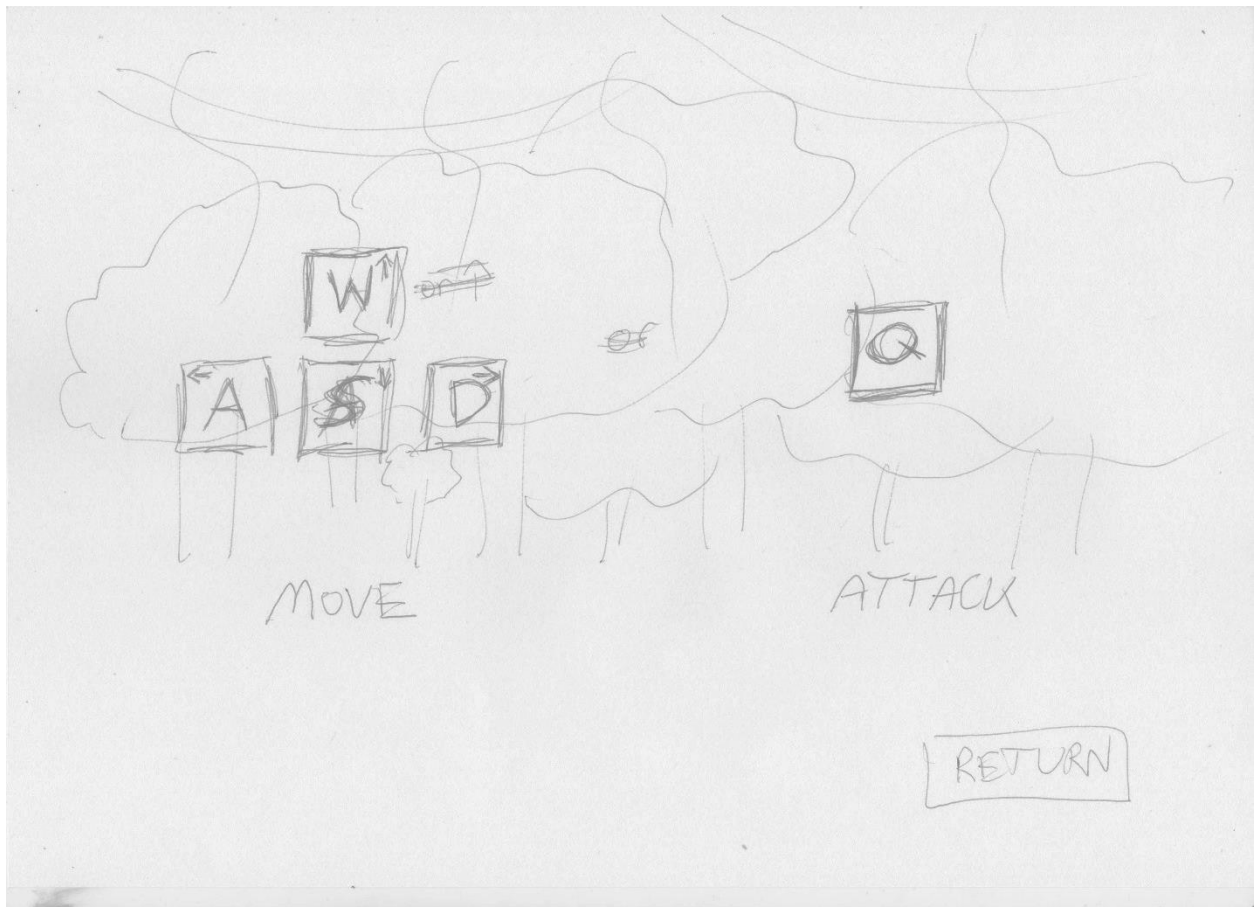
The user may use the keyboard buttons WASD (or arrow keys) to move the protagonist, and Q to melee-attack. There may be a restriction/wait forced in between melee-attacks in order to avoid spam-clicking and ruining the gist of a melee attack mechanic.

c) **Game screens:**





Main menu



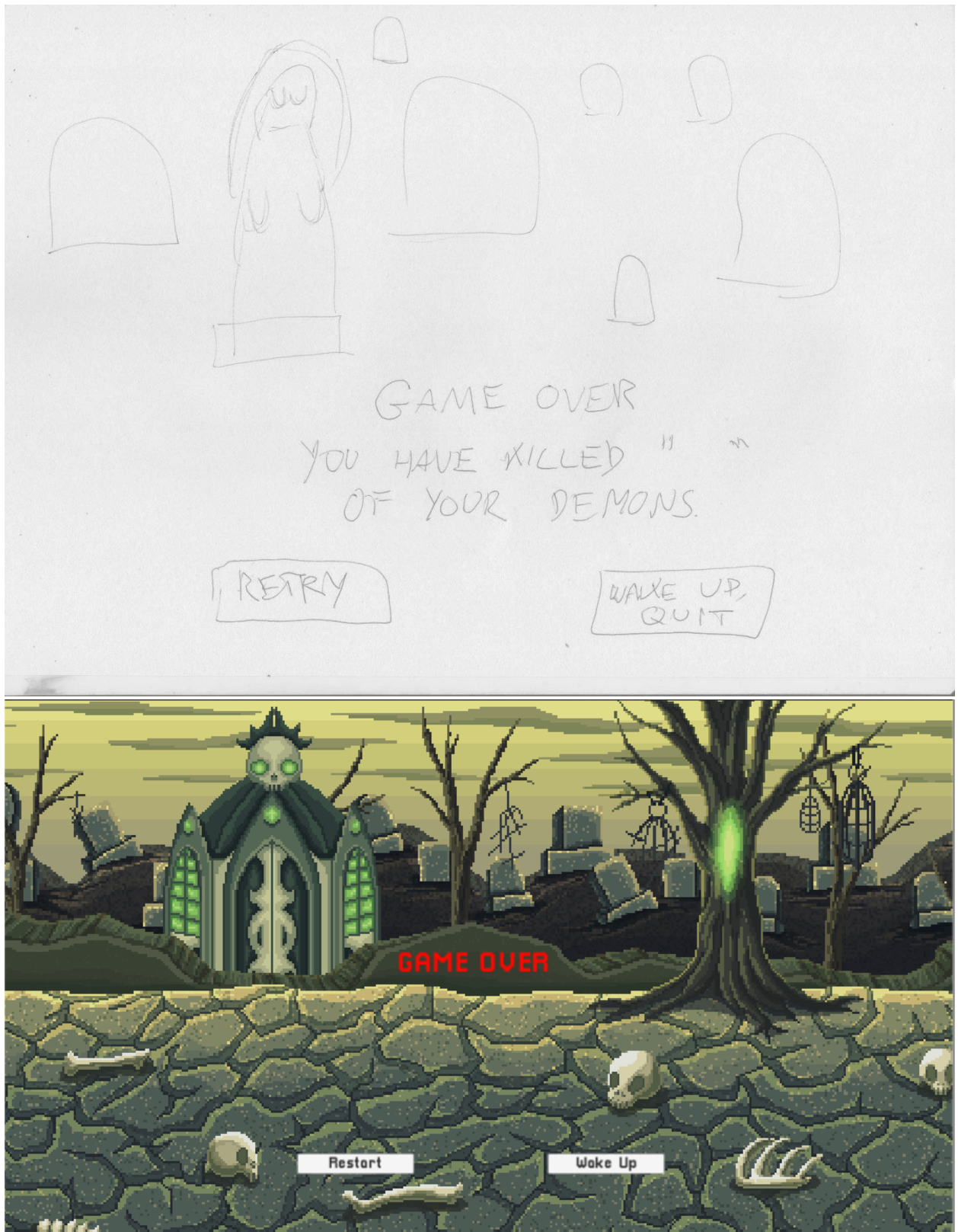
Instructions





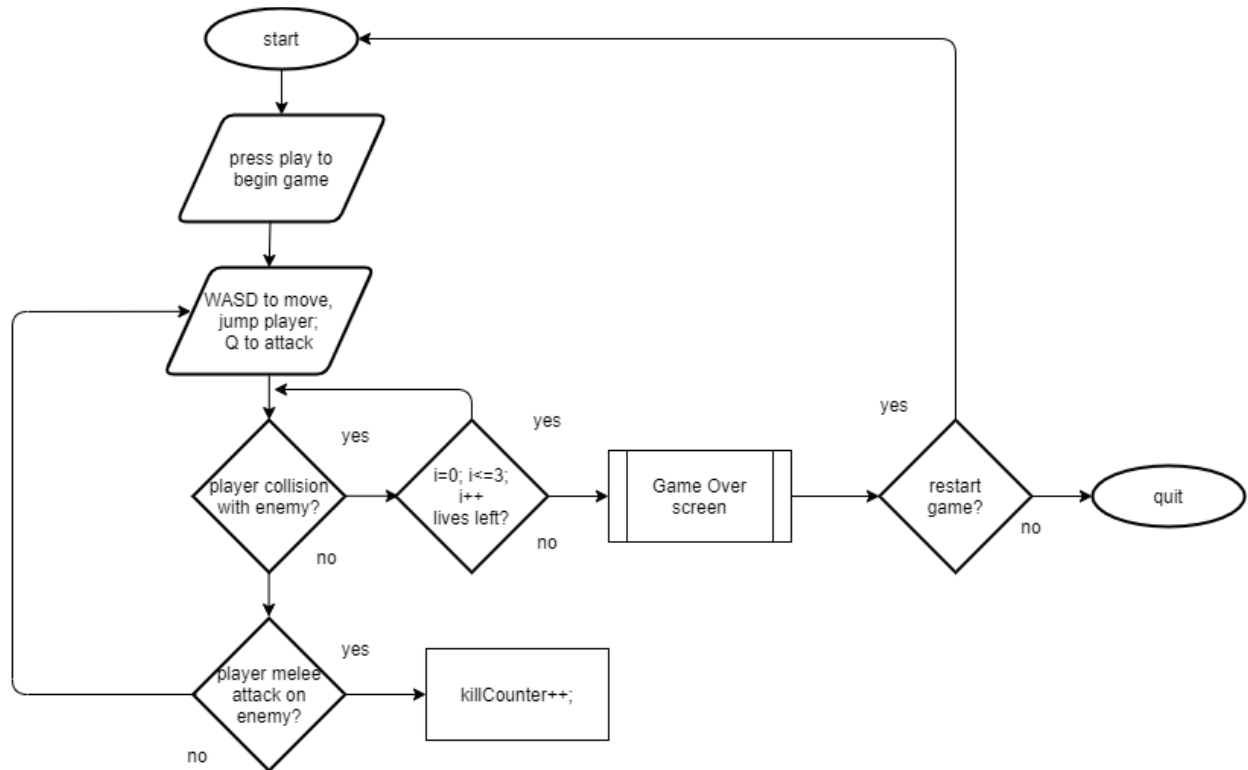
Main gameplay screen





## Game over screen

### d) Gameplay flowcharts:



### e) Game objectives:

The game's main objective is to kill as many enemies as possible whilst surviving on just three lives.

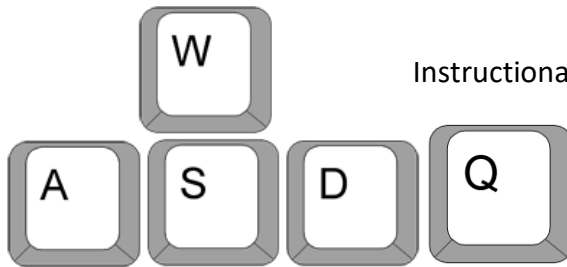
### f) Art assets (2D/3D):

**Neurosis**

Game title sprite



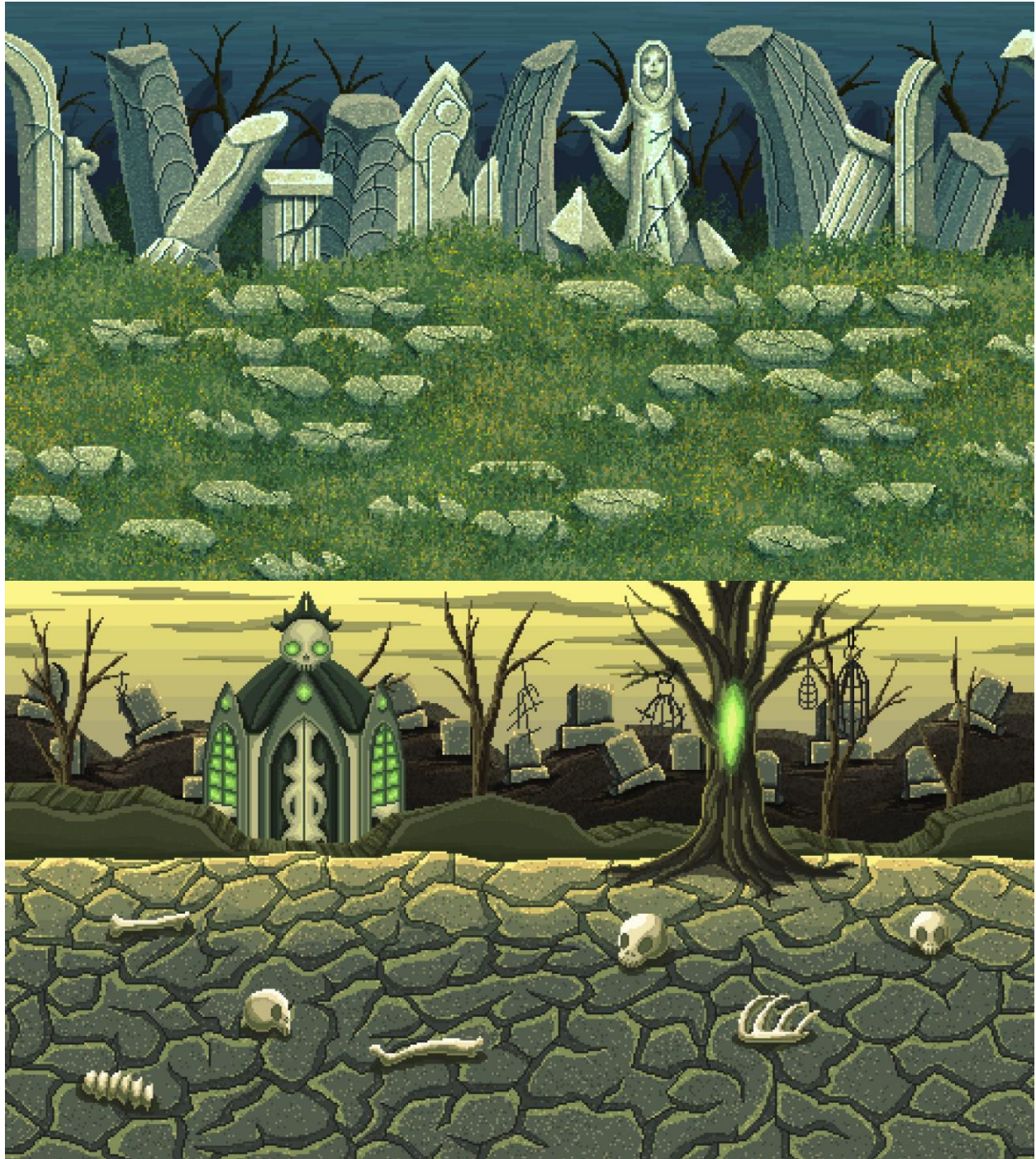
Player animation frame sprites



Instructional/controls sprite









g) User Interface outlines:

