Game Design Proposal

Game Name: Castle Dragon

Team:

1. 6110210186 Nakarin Charoenkum

2. 6110210570 Thammarat Angsuviriya

Story: A man wants to get out of a city full of zombies and A man must to find all items for to complete the mission.

Core Gameplay Mechanic: When this game start, a player will be spawned in the map. In the map, zombie will be spawn in map and will try to attack the player whenever they see. The player will die immediately when they are attacked by zombie but zombies must attack five hits to player for die. The player has a gun. It can shoot zombies down in two shots. And player must find some items to complete the mission, if player find all items player will be win in game

Advance Game Features:

List of Game Assets Required: