

# Super Fantasy 7

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# **1 Overview**

## **Theme, Setting, Genre**

We will be designing a 2d metroidvania platformer that takes place in a (mostly) renaissance medieval, high fantasy, setting.

## **Core Gameplay Mechanics (Brief)**

The core gameplay will consist of going through dungeons to get a special item and killing the boss at the end of the dungeon. The dungeons will have at least two rooms with enemies and one puzzle room. The enemies you kill will drop health so as to keep the player playing aggressively rather than defensively. As you kill enemies you will get xp and you can use this to upgrade your skill with your items.

## **Target Platform**

PC

## **Project Scope**

## **Game Time Scale**

## **Team Structure**

## **Licenses/Hardware/Other Info**

## **Elevator Pitch**

Dark lords stole the (placeholder name) causing the world to merge with another world. You have to defeat them and return the (placeholder name) to their rightful place in order to separate the worlds once again and return everything to normal.

# **2 Unique Project Aspects**

# **3 Story & Gameplay**

# **4 Schedule**