

# Yucatán - Game Design Document

*Add the details to this template. Focus on the really important features. The point is to communicate a game idea with your team or think through it yourself so you can dive into prototyping with a plan.*

## Game Outline/Reference:

<b>Game Title:</b>	<i>Yucatán - Tale of the Elder</i>
<b>Game Summary:</b> Give an explanation of what the game is about. Shorter is generally better.	<i>You hear a tale about a legendary evil that lives at the heart of Yucatán. It causes all the trouble all over the land so you decide to beat it once and for all.</i>
<b>Core Mechanics:</b> List the core features of your game as bullet points. For example, "time only moves when the player moves."	<ul style="list-style-type: none"><li>- <i>Multiple stages</i></li><li>- <i>Enemies spawn in waves</i></li><li>- <i>A stage is complete after specific number of waves</i></li><li>- <i>Between waves there is a minimal store or something</i></li><li>- <i>Every stage has a unique drop</i></li><li>- <i>The invincibility loot is the Barbados cherry (Acerola)</i></li></ul>
<b>Gameplay:</b> Give an example of a gameplay scenario and how it would play out. You should imagine the gameplay and get inspired.	<i>You go through multiple stages before reaching the true evil of the land. You chose to fight for your people.</i>
<b>Music:</b> Write how music and sound will be used in the game, and what feeling you want to get from the player. If it's helpful, name a couple of songs in a similar style.	<i>Minimal but constant drumbeat with some catchy melody.</i>
<b>Art Style:</b> Describe the art style you'll be using, put reference images below and write the game names in case someone wants to research them.	<i>Pixel art</i>
<b>Winning Condition:</b> Write how players would win the game.	<i>Noone can win. You can try to beat evil.</i>