(K)NIGHT  
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This level will be based in a medieval time. The player will go through three rooms. The first will be the starting area, then the player will go through a hallway and get around an enemy, before finally entering the last room which will hold the Mcguffin. The Mcguffin is the chest which will be on the table in the final room. When the player gets to the chest the game will trigger an end. The lever will be used to open the doors.

This game will be interesting for people who like exploring type games and even maze type games because that is what this game is. We hope for there to be more levels for the player to be able to follow and explore. For now it is just one level for us to test the design and idea with a controlled audience and then continue from there if we get a backing as well as a following base that likes our idea and plan. The levels would get progressively harder as the game continues, however for right now it is one fairly easy level. Nothing too complex or hard to start the game off with.