**Concept Document**

**High concept**

Play as a knight on an adventure to fight monsters with a spear that can be thrown.

**Features**

* A knight with the ability to attack from a distance with his spear.
* Zombies that will walk towards the player.
* Plants that will fire projectiles at the player.
* Spirits that fly above the player and attack when the player goes near.
* Ladders that can be climbed.

**Player motivation**

Players play as a knight navigating through two different levels. Slay monsters along the way using spears as a projectile. Make it to the end of the level while protecting themselves from the monsters.

**Genre**

A 2D side scrolling shoot em’ up and 2D platformer.

**Target customer**

Fans of 2D shoot em’ ups like Ghosts and Goblins.

**Competition**

* Ghost and Goblins
* Contra
* Mega Man

**Design Goals**

**Fun:** Navigating throughout the levels by jumping should be engaging to the player. Fighting the different enemies scattered throughout the levels should be fun to engage.

**Challenging:** The level should be challenging to navigate, due to the different obstacles in the level, such as pits the player can fall down, and moving platforms. There will also be different enemies that will attack the player in different ways, such as trying to touch the player or firing projectiles.

**Characters**

**Knight:** A knight who is adventuring through the two levels. If he gets hit once, he will lose his armor. Luckily he can get new armor through an armor pickup throughout the level. He attacks using a spear that he throws at enemies in the stage.

**Zombie:** These zombies rise from the ground when the player is near and proceed to walk towards the knight.

**Plant:** These plants are planted on the ground and are unable to move. When they see the player, they will shoot projectiles at the player.