

# GAME DESIGN DOCUMENT: OKAMI BUSHI

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## Plot

A lone warrior has to defend the legendary crystal against a horde of monsters that want to destroy it! Bring down as many as you can before the end!

## Game Concept

**Okami Bushi** will be a 3D Action game in 3rd person. The player has to defend the crystal against a horde of monsters that want to destroy it by killing them before they break it. The enemies will have the crystal as primary target but will be attracted by the player if he is in range.

## Game Features

- User controlled camera.
- Different Attacks.
- Simple UI design.
- Push score to cloud to a leaderboard.
- Full Animation and 3D Models.

## Implementation - High level architecture

The game will be built using the Unity engine. A database can be implemented storing Scores (MongoDB/MSQL Lite). Modeling and animation can be achieved to a certain level of quality using free assets, blender and mixamo. Create an API (Flask/Node) to upload scores and store them on the cloud.