# Game Design and Programming

## Team Details

* Denys Musatov

## Team Leader

* Denys Musatov

## Team Name

* Cheesecake

## Game Name

* Escape Platformer Run

## Game Idea

### Genre

* Platformer
* Action

### Story (Setting, Characters, General Story Arc)

#### Story

* Player is trying to escape from the main enemy
* Player is trying to reach a safe area

#### Characters

* Alien prison warden
  + Bullet sponge at the end of each level

### Gameplay

# Levels

* Level Name and Team Member Assigned

# Reference Games