MAKE THE FAKE (PART I)

Name: Saima Mukadam

Fictional Game Title: Goblin City

Fictional Game Source: Yu Yu Hakusho - Let The Games Begin (episode 81) (1994/2004)

Design Specification:

- I plan to create a game where the player is walking through a map and there are goblins that approach it and the player must slay the goblins to survive. The main weapon the player can use is a sword that they brandish and can swing at the goblins. If their sword hits a goblin then the goblin disappears and the player gains points. There may be other terrain obstacles and the terrain will likely be a swamp, dirt, or something along those lines. I plan on putting Halloween-esque music in the background as the player is playing. I will be using a camera that follows the player through the terrain. The game ends once the player kills all the goblins. I might create two levels in the game, where in the second level, the goblins move faster and the terrain is different. The player will control the character using arrow keys, and the character can swing its sword to attack when the player presses 'F'. The main menu will look similar to that in the fourth picture, and the player can press 'space' to start playing.

- If the player dies they will be greeted with a "Game Over" screen with ominous music. If the player is successful in killing all the goblins, they will be greeted with a screen that congratulates them, or something similar.

Assets:
- Sprites:
  - Main character/Player
  - Goblins (enemy)
  - Weapons (sword)
  - Terrain graphic (swamp or dirt)
  - Obstacles (shrubs, etc..)
- Audio:
  - Halloween esque music in the title screen
  - Spooky game music in the play scene
- Fonts:
  - A spooky font or pixelated font