**GAME PROJECT DESCRIPTION**

**1) Use the game name as the title of the paper followed by your company's name. Include your names with the company name.**

Game Name: Fallen Angel

Company Name: Afterlife Arts

Students: Arsh Zahra and Christina Wu

**2) What is the objective of the game? Describe with a paragraph**

An angel falls down from heaven and lands on Earth. The angel is imprisoned by demons. . The objective of the game is to survive and get back home to heaven before getting dragged down to hell. .

**3) Describe the type of game. Is it a side scroller game? fighting game? shooter game?**

It's aplatform and a side scroller game.

**4) Describe how the player will interact with your game. Mouse, Keyboard, Both?**

Player will only interact with the game byKeyboard.

**5) What are some of the challenges / obstacles in the game?**

As the angel tries to get back home, the angel needs to save as many souls that it encounters. The more demons he kill, the stronger he gets. He needs to reach the key to unlock the gates to heaven Challenges: Demons, dragons, and fireballs

**6) How do you win? How do you lose?**

You win the game by getting the key to go back home( reaching heaven)

You lose by dying.