GAME PROJECT DESCRIPTION

Company Name: Afterlife Arts

Game Name: Fallen Angel

Students: Arsh Zahra and Christina Wu

In our game 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. It's aplatform and a side scrolled game. The player will interact with the game bykeyboard.

Some of the challenges and obstacles of the game are as the angel tries to get back home; the angel needs to save as many souls that it encounters. The more demons he kills, the stronger he gets. He needs to reach the key to unlock the gates to heaven Challenges: Demons, dragons, and fireballs

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

You lose by dying.