Queen Anne Design Doc

**What to Expect**

* Overview
* World
* Mechanics

**Overview**

Queen Anne is a Third-Person Hack and Slash game that aims to showcase skills that I’ve picked up over the course of my schooling as well as during National Service

**World**

The world of Queen Anne is set in a technologically advanced medieval town of Anne, named after Queen Anne the First who built the town through the blood of her fallen soldiers. Over time, the town has flourished in terms of trade and advancements leading to it being the town of dreams where many traders and adventurers alike flock to its location to learn, or earn some cash.

However, not all is smooth as the struggle for power continues.

**Mechanics**

This game features a combo combat system where players can learn and chain different combos depending on their load out. Sword combos are useful against certain types of enemies and players need to change their load out depending on the type of quest they embark on.