

# Carthasis

Gruppe 2 - Michael og Jonas

## Audience Experience Goal

Catharsis through destructive behavior with a humorous twist.

## Design Goals

Destruction of bite-sized environments with escalation of setup, chaos and destruction.  
Challenges evolve as the game progresses, with player expectation being subverted.

## Design Macro and Schedule

ASSET OR FEATURE NAME	TYPE	TIME ESTIMATE
Scenes	challenges/subversions	70
Visuals	textures	5
Sound effects	sounds	5
Juicing	post-processing	10
Functionality/Flow	coding	10