Design Document for Myco Game

*Team*: Zeph Reese, Megan D, Eric Moskvin

*Game Concept:* Arcadey arena battler with sensor management, various abilities, and dynamic levels. Featuring playable fungi supported–and menaced–by other denizens of the forest floor, Myco is a fun and moderate-paced romp through the understory.



*Genre Connections:*”Vehicular combat”, “Third-person Shooter”, “MOBA”