

Game proposal

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Our game proposal is to make a platform game with 4 levels in which our character shoots fireballs and mana balls enemies certain enemies can only be damaged by mana balls or fireballs the objective of each level is to get through the enemies and capture a key which is used to unlock the door which leads to the next level. The last level consists of a boss fight which needs to be defeated to acquire the key to complete the level. We are yet to decide on the difficulty on the game and can't promise it won't be a rage game.

