



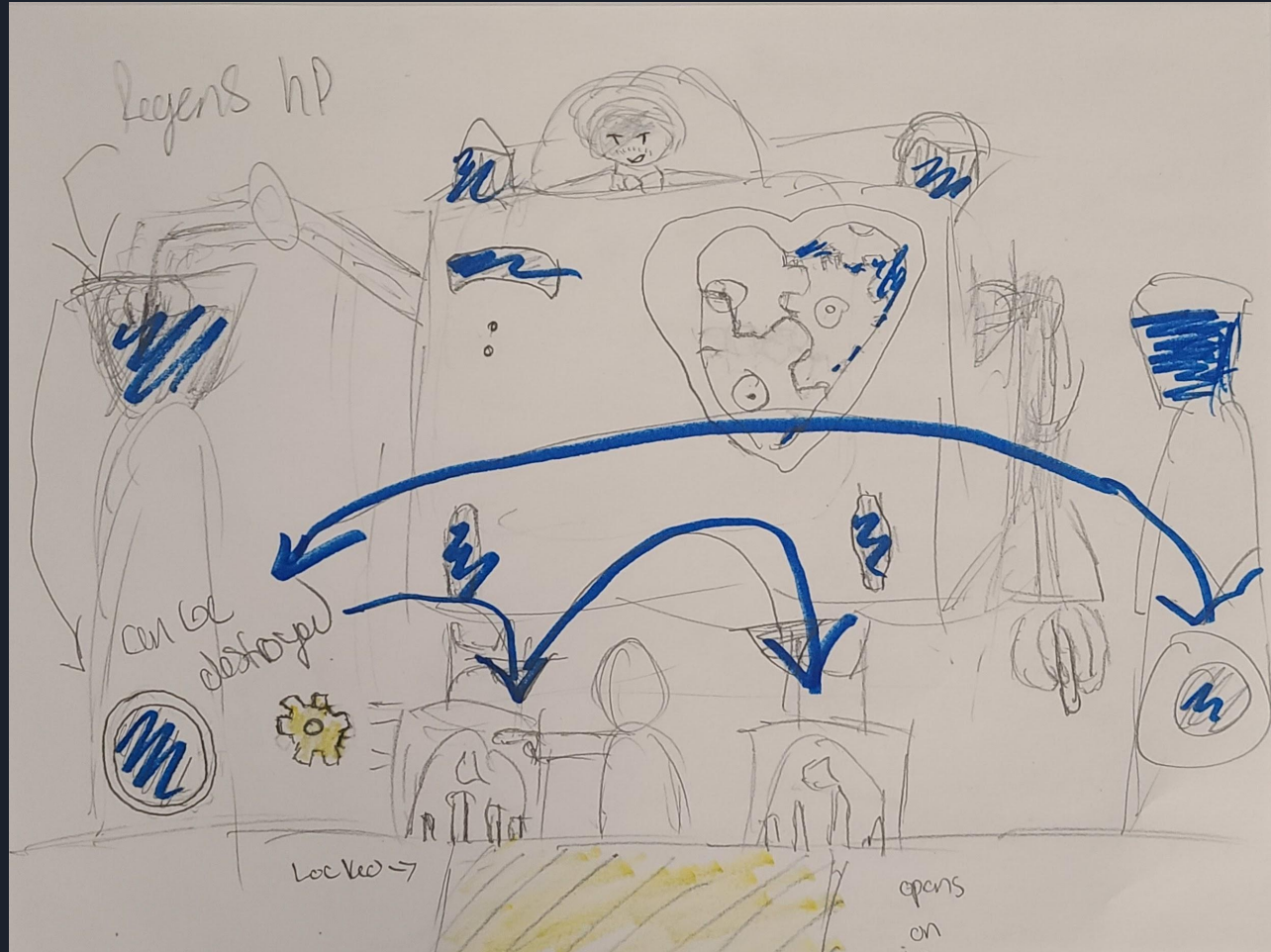
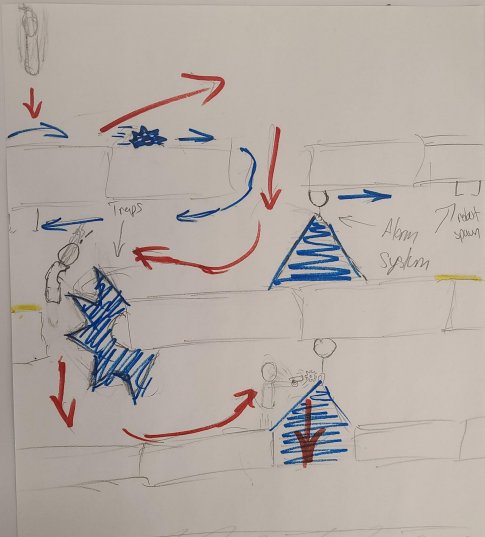
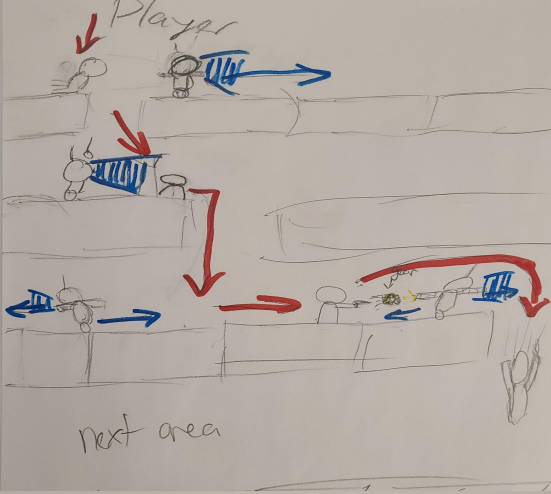
Level 2 Plan



Jam of Game

Doc of Documenting

Gearhead(Kareem) Concepts



Monkey Warehouse(Aidan) Concepts



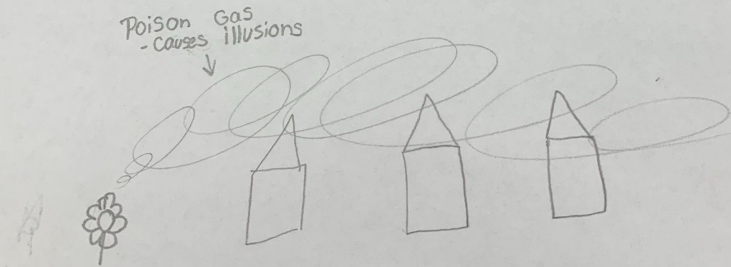
RAX(Rafa, Chris, Xavier) Concepts



protagonist
Mercenary
weapons
- Crossbow
- Dagger
has disease
- either finds
Temp cure or buys
Temp cure
Shop
can buy
- Temp cure
- Sickle
Sanity meter

Antagonist
God-being
- unknown
Narrator
Chris
Endings
Nuke - logical ending
Stelus -
Sacrifice
God-being
Noble
Illusion

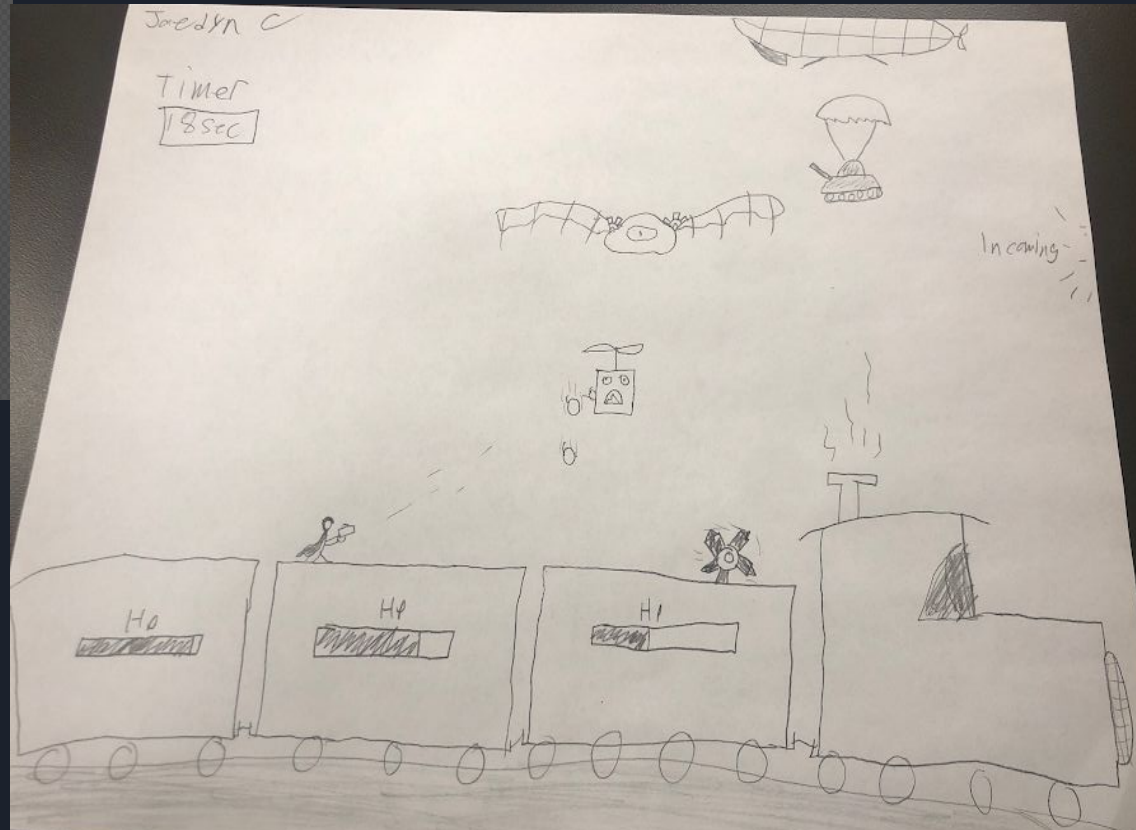
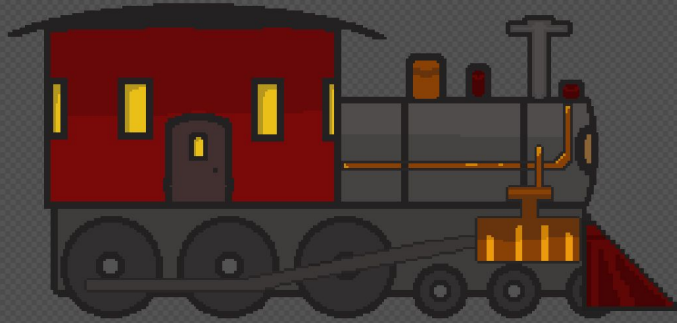
enemies
Crazy Person - jumps onto the protagonist
Illusions - fills madness meter
Spiders - fills disease meter
location
a region
Debuffs



RAX(Rafa, Chris, Xavier) Concepts Pt:2



Rusted Rails(Jaedyn) Concepts





THAT'S ALL!

THANK YOU FOR LISTENING!