Context

Level Design

The theme of the game is adventure and historical.

The environment is in an old museum.

The viewpoint is in 3rd person.

Character Design

There is only 1 character in the game, but you can choose to be a boy or a girl.

UI Design

The start screen will have 3 options, play, settings and tutorial, play is to start playing the game, settings is for adjusting the volume and colour themes etc. Tutorial shoes you how to play the game. The start screen will have a dark theme. When you pause there will be an option, resume, start again and settings.

Asset Design

The game will have a map, but it will need to be found the character first. Then they can use the map to help them around. Objects will be collecting coins and dinosaur bones. Also, in the museum there will be cabinets and sculptures.