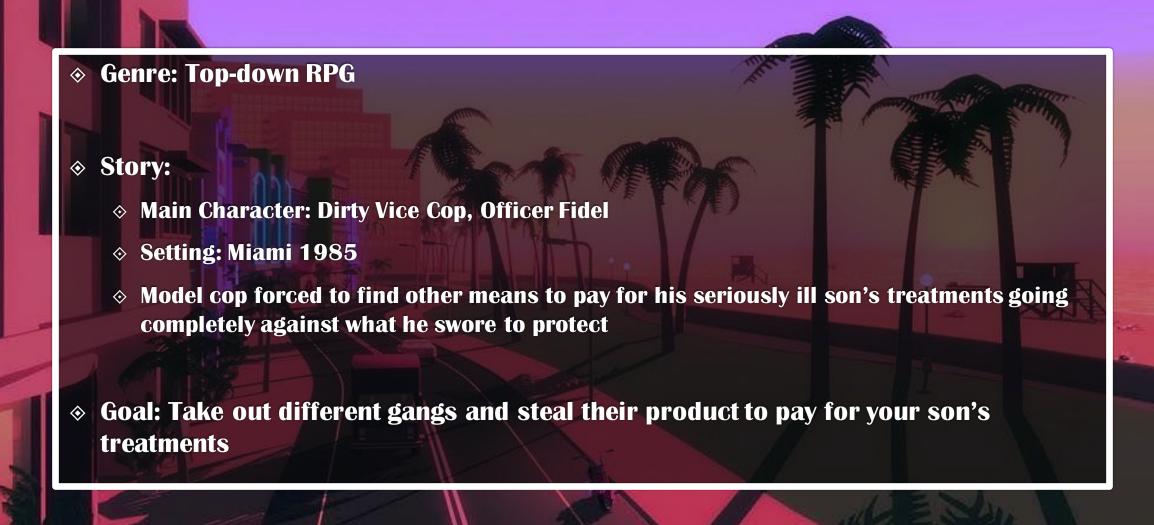
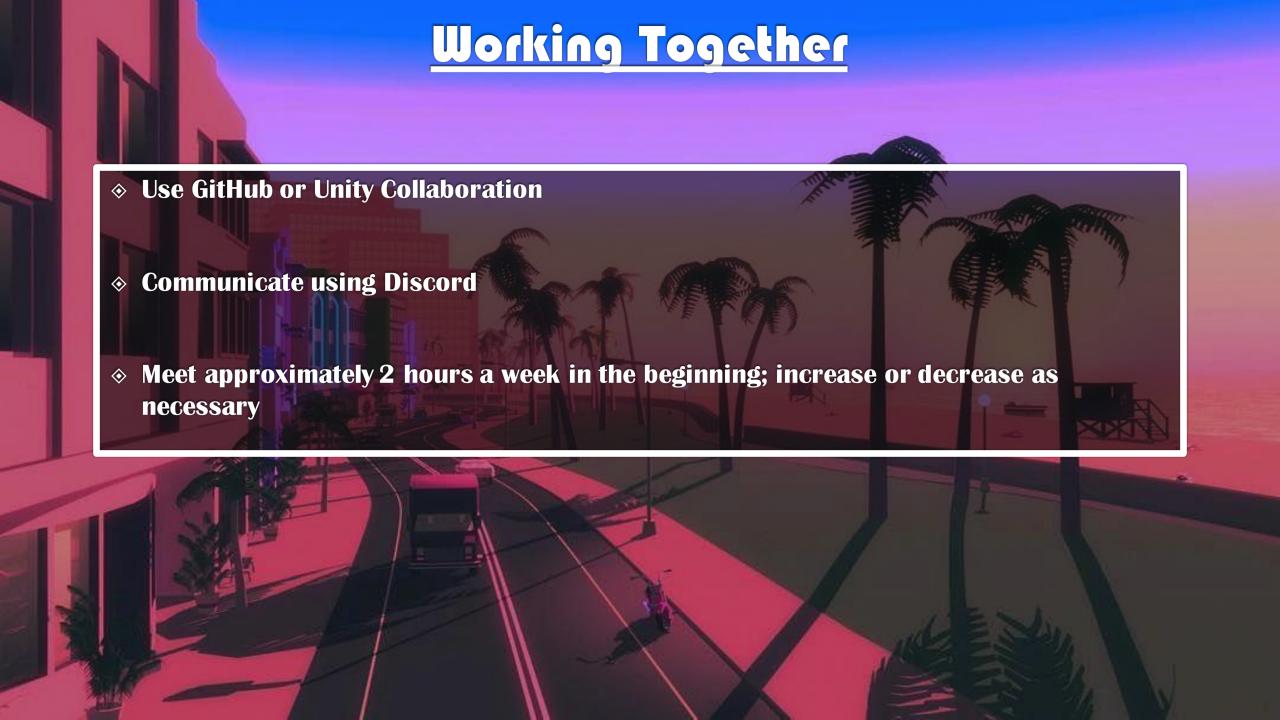


#### Concept



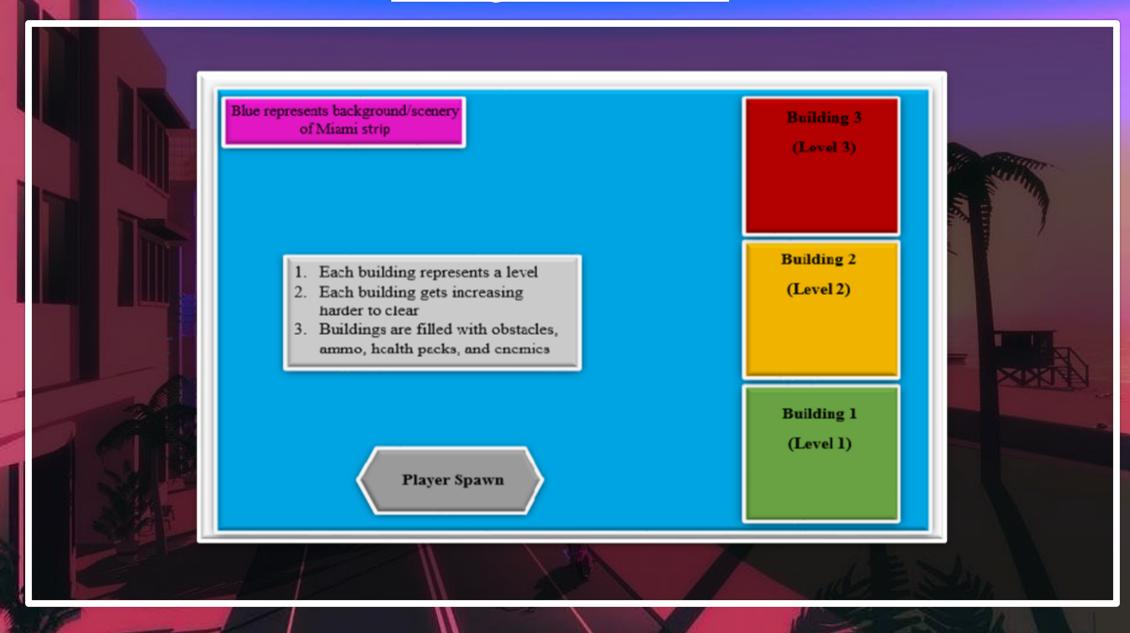
### Gameplay

- ♦ The player will spawn on the strip of Miami's hottest night clubs
- ♦ The player will be controlled with the keyboard and will shoot with the left click of the mouse
- ♦ Nightclubs, or levels, will consist of different mafias with each one being progressively harder
  - **Each club will be designed differently so the levels do not feel repetitive**
- ♦ Player is given a set health and ammo amount when entering each building
  - ♦ Health packs and ammo will be in each building to be used by the player
  - ♦ If the player loses all their health (dies), the game is over and the levels will need to be cleared again
  - ♦ Health is returned to maximum amount when clearing a level

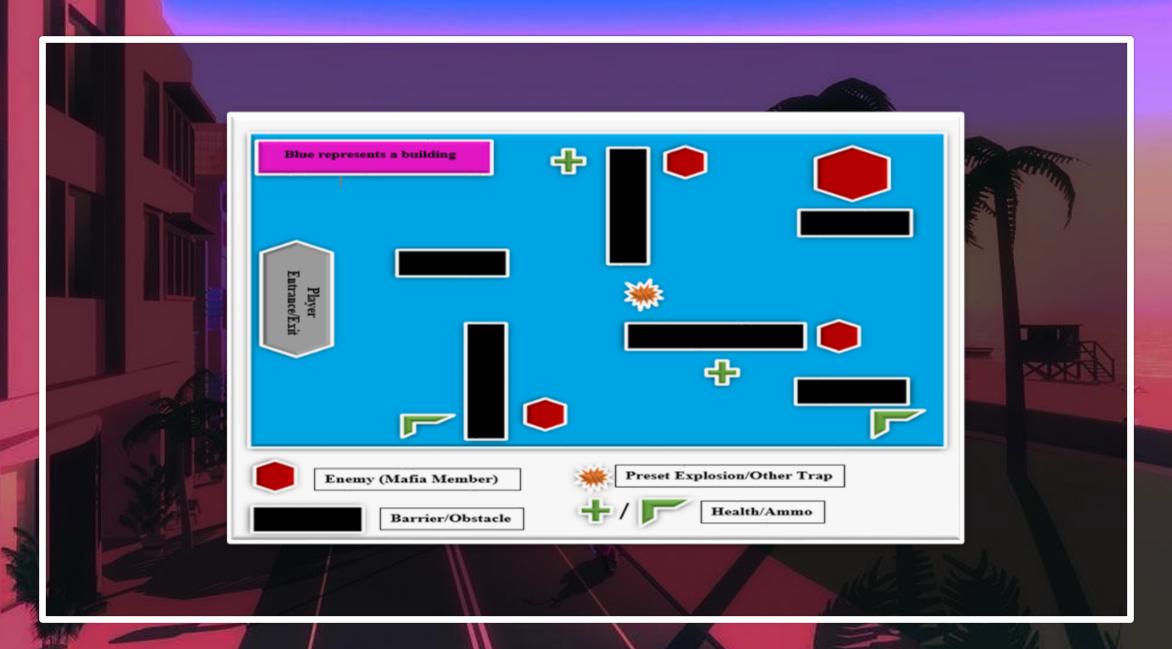




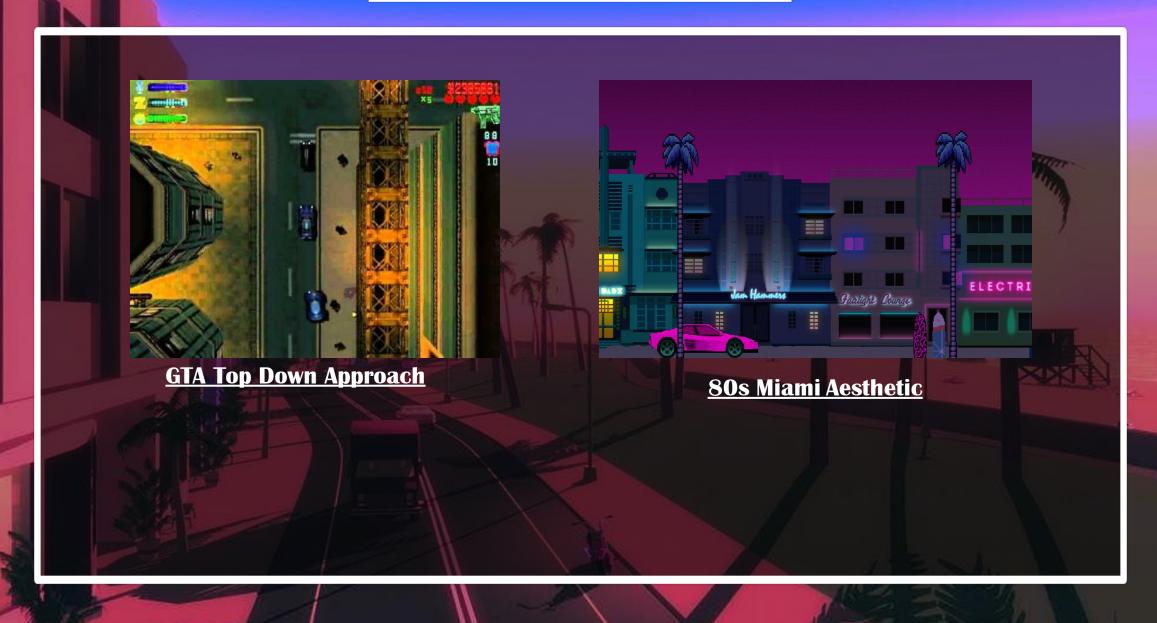
## Rough Outline



## Rough Outline of Buildings (levels)



# Visual Inspirations



### Team Goals

