DAY2 - Moving murderer

* Concept
  + You are a highly skilled assassin sent to “take care” of high ranking officials, the only catch is that you can only move with your bullets.
* Story
  + A feared assassin is making his way through the elite and while nobody has actually seen who is behind all the murders, one thing ties them all together. There are never any bullets left behind. This leaves everyone investigating the murders empty handed and there are a lot of conspiracy theories about the murderer, craziest among them that the murder IS a bullet, but that can't be true, right?
* Flow
  + Gameplay is level based, big emphasis on trying and failing
* Gameplay
  + Core
    - Complete levels containing simple enemies and high value targets
    - Only way to move is to shoot at something
    - Your bullets are limited so you have to choose wisely
    - Enemies go check if you shoot too close
  + More complexity
    - More types of enemies
    - More events
    - More complex levels