Name-bubble shooter

Characters-

Playing-shooter

Non playing-bubbles

Goal-shoot and destroy all the bubbles with limited shots

Rules-1.player gets limited chances to shoot the bubbles

2.player gets scores on basis of destroying more bubbles in less shots.

3.if player shoots the bomb the game ends.

4.if player shoots the rainbow bubble the player gets bonus points.

The rules should be balanced

Adaption-the number of bubbles keep increasing with increasing level and number of shots decrease or remain same.

Elements of chance vs elements of skill

Here the bubbles arranged in a simple manner is chance and shooting bubbles in less shots or shooting rainbow bubble is skill

Feedback-the points make it interesting.

The sounds on shooting bubbles & on shooting bomb makes it unique

The player has to restart the level if he loses

Story-the player wants to shoot all the bubbles in limited shots and proceed to next levels