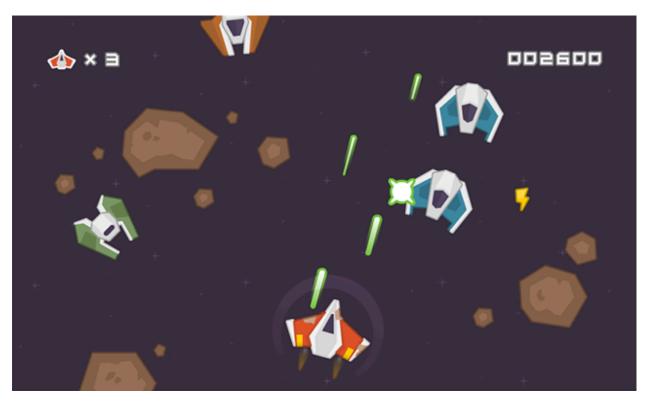# Game #1: Base Defense Game (2D Shooter)

I propose to develop a straightforward yet engaging 2D shooter game. The main gameplay will involve shooting and evading enemies to accumulate points. The game will include various types of enemies and basic game start and end functionality. My goal is to create an enjoyable gaming experience without making the design overly complex. I am excited about bringing this game to life.

Essential Game Elements:

- Establish a player character
- Enable shooting of projectiles
- Develop enemy characters
- Multiple types of enemies such as static, spinning, moving straight
- Implement detection for collisions between enemy and projectile
- Implement detection for collisions between enemy and player
- Remove projectiles that go off-screen
- Reduce enemy size upon hit
- Randomized enemy generation
- Generate particle explosion upon hit
- Machine gun power-up
- Incorporate a scoring system

- Display a 'game over' screen
- Include a button to restart the game
- Level creation (minimum 3 levels)
- Mobile responsive (reacts to touch events)
- Obstacles in the scene (elements apart from the enemy characters)
- Speed + life increase during power-ups
- Different types of sprites for different types of enemies (different types of enemies will have different behaviors as mentioned above)
- Continuous increment in difficulty (as opposed to discrete levels)

Extra features:

- Choose character skin
- Custom map
- Companion AI
- Upgradeable character