**Map**

**Combat**

**Shooting**

The player should be able to shoot.

**Boss Battle**

**Bounty Hunting**

**Items**

Money bag

Health

Dynamite

**Guns**

* Revolver
* Rifle
* Machinegun
* Sniper
* Bazooka
* Flame thrower
* Ice gun
* Water gun

**Buildings**

**Sheriff Office**

A place to bring bandits for a bounty.

**Shop**

Shop Items

* Guns
* Dynamite

**Hospital**

A place where you can get healed. You respawn at the latest hospital you healed yourself.

**User Interface**

**HUD**

* Health of player
* Money collected
* Current gun

**Main Menu**

**Pause Menu**

**Game Over Menu**

**Enemy Health?**

**Tutorial**

**VFX**

* Bullet impact
* Broken pieces
* Damage graphics
* Heal graphics
* Money graphics

**SFX**

* Shoot sounds

**Music**

One piece of adventure music in a wild west style.