

**GAME DESIGN**

**DOCUMENT**

FEEL GAMEPLAY

-ACTION -SHOOTER TOP DOWN

-ADRENALINE -WEAPONS

- MINDLESS FUN -COLECTABLES+

UPGRADES

WEAPONS

- ONE HANDED

- TWO HANDED

- MELEE \*

- SPECIALS \*

\* -SPECIAL SLOT

WEAPONS

1.AMMO

2.RELOAD

3.TYPES

1.AMMO