**Game Design Document (GDD)**

**Game Title:**

1. Shooting Range

**High Concept:**

A simple 2D shooting, defeat zombie, enemy

**Genre:**

Advdenture/survival

**Platform:**

PC

**Target Audience:**

Anyone who enjoys fun,

**Core Gameplay:**

* **Goal:** defeat bosses, and enemy
* **Actions:**
  + run, and dash.
  + Fight enemies with a gun

**Rules:**

1. Touching enemies reduces health..
2. Defeat the boss or enemy to win
3. Defeat all zombies to get new Level
4. Kill Zombie to get Scores

**Story:**

A survivor trying to survival

**Level Design:**

* **Level 1:** ez enemy
* **Level 2:** medium enemy
* **Level 3:** hard enemy
* **Final Level:** expert enemy

**Art Style:**

Survivor skin,

**Sound Design:**

**Controls:**

* **Keyboard:** wasd to move, left click for shoot and q for dash

**Rewards**

* Score
* Unlocked New Leveladdada