Trick Shot

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# Overview

## Theme / Setting / Genre

- 2D arena shooter

## Core Gameplay Mechanics Brief

- Turn to swivel the player to aim

- Shoot bullets that bounce off walls

## Targeted platforms

- PC

## Monetization model (Brief/Document)

- This game will not be monitized

## Project Scope

- <Game Time Scale>

- Cost: Time and hairloss

- Time Scale: About 6 days in total

- <Team Size>

- I am a one-man team (Jose Carlos Gomez)

- <Total Costs with breakdown>

-This game cost nothing to make. All it took was some curiosity and a deadline assigned by a professor.

## Influences (Brief)

### - Curiosity

- Learning the basics of game design

- I have wanted to learn the unity engine for a while and having the chance to learn by creating this game was aweswome.

### - Grade

- I want a good grade

- Not only does this assignment help my understanding of basic game development, but finishing the semester with a high grade is cool too

### - Popular Games

- Shooters are popular

- I chose a shooter because they seem to be very popular

## The elevator Pitch

“Wanna shoot some wickedly cool trick shots to hit targets like no other has done before?”

## Project Description (Brief):

This game is a 2D arena shooter made to help me better understand the unity engine. The game has the user playing as a sniper that has a goal to shoot gold blocks by shooting off walls in order for the bullets to get to their desired target.

The game currently has only 3 levels, but has been made to easily create more. The game also has room for expansion and the ability to create new mechanics. Since I do have a short deadline, only the basics have been implemented.