Making A Game Planning

Theme: Endless War

* Endless runner (temple run style) dodging enemies and hazards
* Endless runner (sidescroller)
* Controlling army of cubes (top down view), getting to end with at least one alive
* Tower defense
* Top down shooter protecting base
* Space invaders or galaga-like game
  + Ship at bottom of screen moves left or right
  + Enemies and hazards come in from above
  + Player can shoot
  + Level restarts when player dies
  + Enemies come in waves, survive to the end
  + Tracker along side, showing how far the player is though level
  + Score from defeating enemies, must get certain score to beat level
  + Shield pick up can drop, giving player extra hit
  + Pause menu, with buttons to resume, restart, and leave level
  + Main menu, with “Hit any key to start”
  + Level select, where you can click unlocked levels to enter them
  + 4 Enemy types: Enemy that flies straight, enemy that shoots, enemy that turns, enemy that turns and shoots