**Jet Pack Guy** (game map)

[2-D, city defense, jet packing game]

things marked with \* are not primary objectives for the game

**Objectives –** Defend the city by destroying incoming asteroids

**Weapons/Abilities** – Jet pack

* Bombs (used to split asteroids in two and destroy asteroids)
* \*Missile Launcher\*

**Character –** Jet Pack Guy

* Very customizable appearance
* \*Has humorous dialogue\*

**Gameplay** – Managing fuel and returning to the city for it

* Landing on asteroid and pushing it using jet pack
* Attach bombs
* Getting asteroid pieces to land in water

**Environment** – 2-D environment that does not move, but is animated

* Customizable pieces
  + - * City
      * Sky
      * Water
      * \*Land\*
      * Asteroid (3)

**Upgrade tree/Progression -** Agility – increases jet pack fuel, speed

-Counter Mass – increases power of bombs, weight, pushing power

- This will be a menu

-Upgradable city (shield with 2 hits on it, health)

**Levels Progression –** Levels will increase the amount of asteroids incoming (especially small ones), their speed, the size of the water, and the amount of cities to defend.

**UI –** Fuel gauge, Bombs, \*Altitude\*, \*Speed\* in upper left

* Level, Asteroids left count, Score/Money in upper right

**Music –** To be decided. Our music will probably just end up being whatever we make.

**Technology –** AS3 and Flash, Github, Trello, Google Hangouts (resolution is 800x1000px)