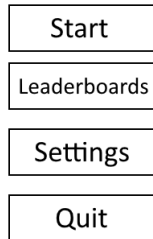


# SHAPES OF COMBAT

## Shapes of Combat



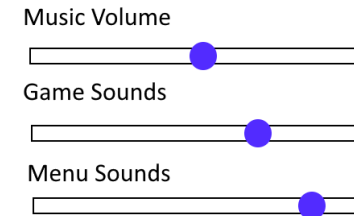
The menu for the game is very simple. It will show the title and 4 buttons.

## Leaderboards

Name	Time
Temp	0.00
Temp	0.00
Temp	0.00
Temp	0.00
Temp	0.00
Temp	0.00
Temp	0.00

For the leaderboard, it will show the local player's best times.

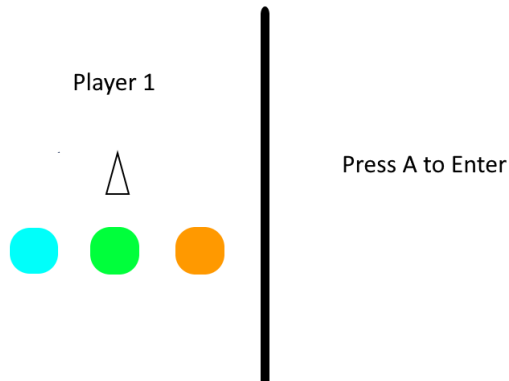
## Settings



Back

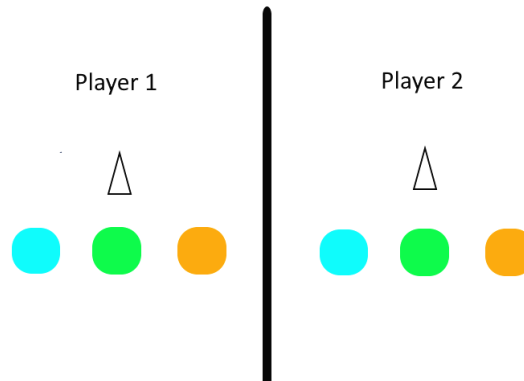
Since the game is very simple, we will only have audio settings and maybe a resolution setting.

## Character Selection

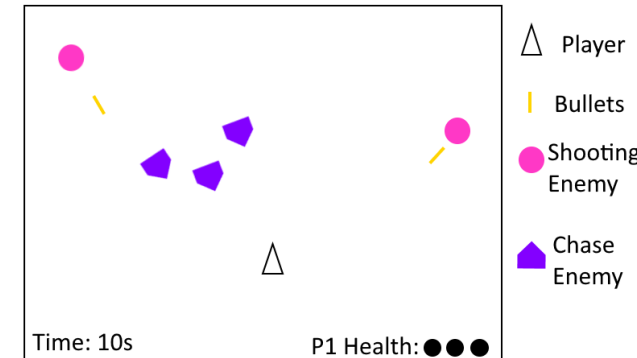


When the player clicks the start button they go to the player select screen.

## Character Selection

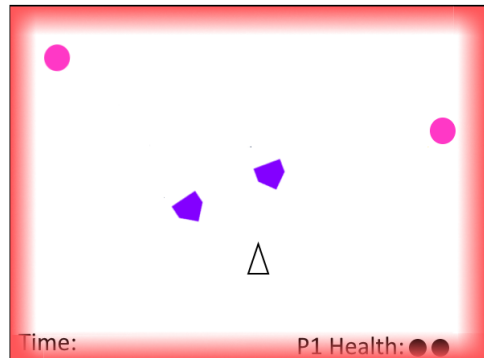


If the player wishes, they can hook up a second controller for two players.

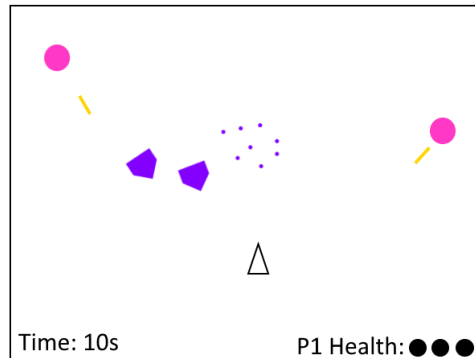


This is a representation of the planned enemies for the time.

# SHAPES OF COMBAT



△ Player  
| Bullets  
● Shooting Enemy  
■ Chase Enemy



△ Player  
| Bullets  
● Shooting Enemy  
■ Chase Enemy

## Game Over

You survived  
\_\_\_\_\_s

Back

When the player is injured, the screen will flash a red gradient for feedback.

When the player kills an enemy, there will be an "explosion" to show feedback.

When the player is hit enough times they die and the game loop has ended. The game shows the player's time and allows for them to go to the main menu