**WAND MAN**

Genres

* Top Down
* Bullet Hell
* Pixel Art

Core Mechanics

1. Movement
2. Shooting
3. HUD
   * Health
   * Ammo
   * Map
   * Minimap
4. Dodging
5. Room by room fighting
   * Doors lock upon entering room.
   * Defeating all enemies unlocks doors permanently.
6. Weapons/Loot
   * Chest
   * Shops
7. Checkpoints only after major bosses.
   * Player can choose where to start from pool of unlocked levels.