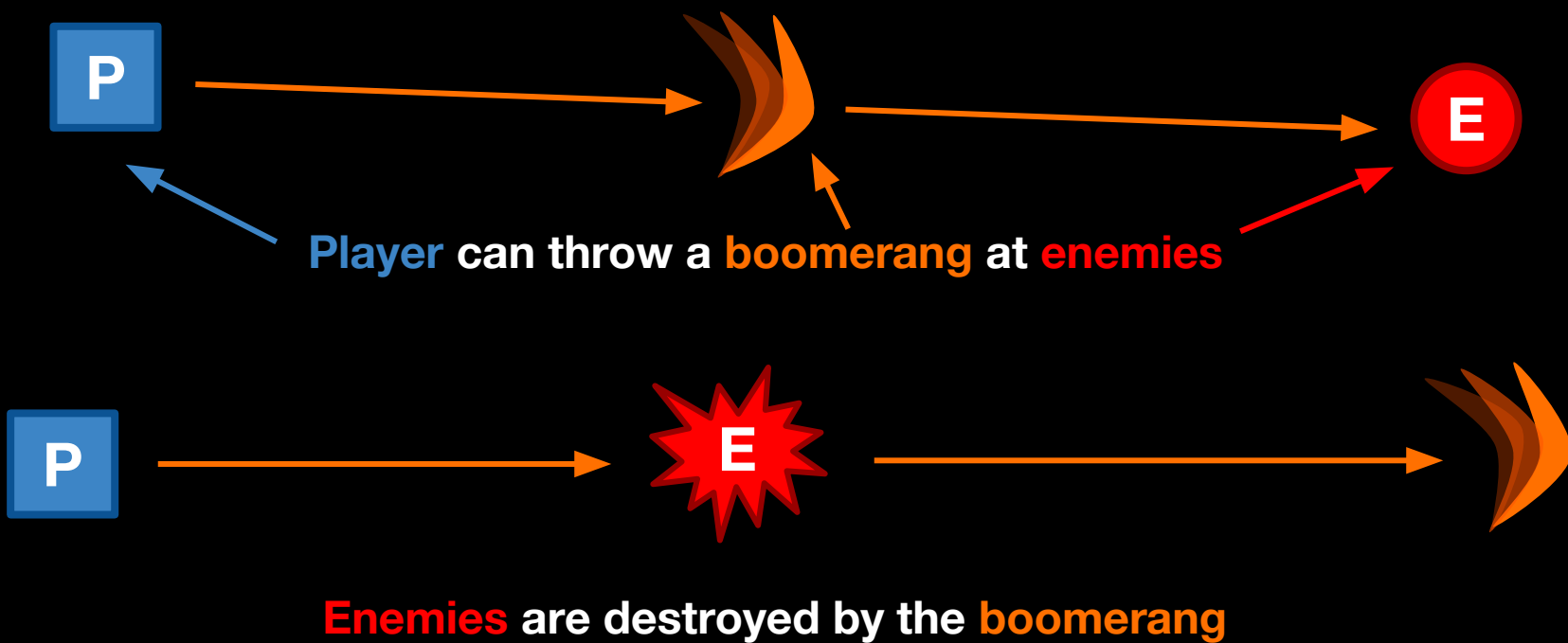# BOOMERANG

ACTION ADVENTURE GAME FOLLOWING A MAN AND HIS BOOMERANG

PLAYER GOAL

PLAYER MUST DEFEAT ALL OF THE ENEMIES IN THE ROOM WITHOUT DYING TO PROGRESS TO THE NEXT STAGE

BOOMERANG

Player can throw a **boomerang** at **enemies**

Enemies are destroyed by the **boomerang**

PLAYER

Player can melee attack **enemies** with **boomerang**

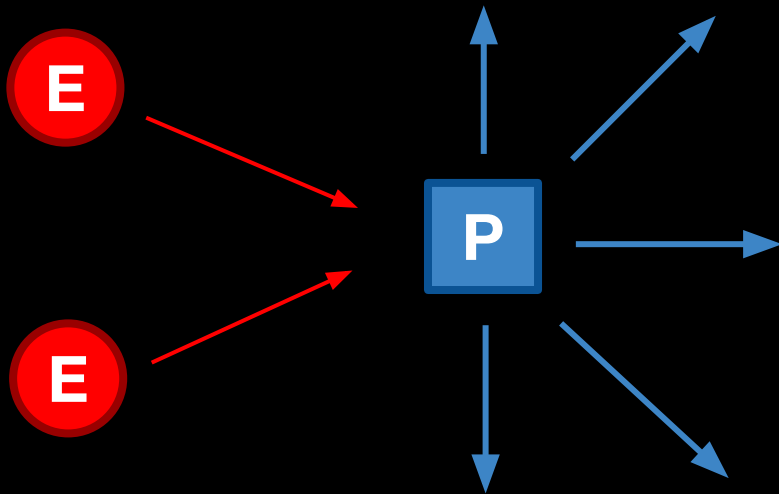**Player** cannot attack **enemies** when **boomerang** is thrown

Player takes damage when they collide with **enemies**

Player dies and level restarts when **health** runs out

Player can move around in any direction to avoid **enemies**

BOOMERANG BOUNCE AND RETURN

BOOMERANG BOUNCES A FIXED AMOUNT OF TIMES BEFORE IT BECOMES STUCK IN A WALL

AT ANY TIME DURING BOOMERANG PATH OF TRAVEL AND WHEN BOOMERANG IS STUCK, PLAYER CAN PRESS A KEY TO RETRIEVE THE BOOMERANG

DURING BOOMERANG RETURN STATE, ENEMIES CAN BE KILLED THROUGH ITS PATH OF TRAVEL