The way a game would go is pretty simple: You start out on the menu with a play button, pressing play leads you to a character select screen where you can pick from 3 different characters. Selecting the character loads you into the game, where you’ll spawn with only a few enemies and in cover from them. Killing or shooting them however will reveal the multiple enemies outside of the room to you. This is where dodge will first come in handy as you have to dodge back behind cover. Shooting more enemies and dodging and weaving along the map will eventually lead you to have killed most enemies. You pick up a bright green key however and on the right side of the map, you leave out of the door there. Getting into the next room you try the same thing, but quickly get overwhelmed by the increased difficulty of the room and find yourself getting shot from multiple directions as you rushed in. You die and find your name pretty low on the leaderboard. Insert another coin to play again.

If you did survive, you would’ve found that the enemies spawned in better positions for them and there were generally more of them. Surviving that room and managing to go into the next one would’ve given you the same thing, an increased difficulty in both the room layout and the actual enemies but you survive and grab the key, going into the fourth room. There you would find the big strong boss, who has two phases. But you defeat him and beat the game, only to find that you’re still not the highest on the leaderboard. Should’ve farmed more enemies instead of going straight to the boss!

Storyboard:  
Menu  
Start  
Character select  
Loading screen  
Spawn in with no enemies who can see you but you can see them  
Move forward  
Shoot enemy 1  
Enemies come towards  
Dodge out of enemies way  
Shoot through waves of enemies  
Hide  
Shoot through waves of enemies  
Reload  
Enemies coming closer  
Shoot more  
Grab the key  
Go to door  
More enemies there  
Dodge out of the way  
Bullets out, which means forced reload whilst ur surrounded  
Dodge back  
Die  
Leaderboard screen