Scoring System

In order to introduce a point and scoring system into the game along with a leaderboard, the TopShooter team has decided that the game will be built in a deathmatch style.

The game will be in a Free For All (FFA) format, with matches lasting 10 minutes. Each player will awarded 10 points per kill and 2 points will be subtracted from their score per death. The 3 highest scores will be displayed on the main game screen, along with the player’s score. After the 10 minutes have passed, the player with the most points will win the match.

After a player dies, he will respawn 5 seconds later, with a period of 5 seconds where he will be invulnerable but also unable to shoot. This is done in order to avoid players from instantly killing others as they spawn. The players will also have an infinite amount of respawns for the duration of the game, but the time loss and the small loss of points are ways to discourage people from dying as much as possible.

*Gameplay:*

*Call of Duty/Doom/Chivalry/Other deathmatch games:*

The main inspirations for the gameplay are from games like Call of Duty, Doom or Chivalry, who manage to implement the deathmatch style into a variety of game genres. While this style of game is most often associated with 3D shooters in which 2 teams face each other, we believe that its simplicity will allow it to be implemented in a top-down 2D shooter with an FFA format.



