**Shooting Game ( 2 Player )**

Characters –

* Pcs - guns
* Npcs - bullets, obstacles, power-ups, opposite players

Story –

Shoot opponents with different guns. First one to lose health loses the game. Get power-ups such as speed and health along the game.

Goals –

* Kill opponents
* Get power-ups and bullets

Rules –

* Try not to get hit by bullets
* After being hit, life reduces.
* Power - ups give u benefits such as more bullets, health and speed.
* If u hit obstacles, u will lose health
* Use mouse to aim shots
* Arrows help move

Balance –

* The power-ups
* Bullets

Adaptivity –

* Power-ups have been added to give advantages.

Chance –

* Appearance of power-ups and bullets
* Appearance of obstacles
* Movement of opponent

Skill –

* Aiming at opponents
* Avoiding opponent bullets and obstacles

Feedback –

* Score ( number of shots on the opponent )
* Sounds
* health