**Game Design**

**0) Entertaining**

My game is a top down shooter (like Hotline Miami)

The game will be challenging, thus winning will be rewarding.

New gameplay mechanic will appear when you reach certain level

**1) Controllable**

The player will control the character movement with the keyboard, move a cursor with the mouse. When you click the mouse, the character will shoot bullets in the direction of the cursor. When the character touch an enemy, he steals his color, making him black.

**2) Has a goal (defined by system or defined by the player)**

The goal is to clear the map objective.   
The objective can be different on each level. Kill all the enemy, defend a point, go to a certain position  
The main goal is to finish all levels.

**3 - 4) the elements**

Player's character

Color ( weapon )

Player's bullet

Wall

Door

NPC

IA

Color

NPC's bullet

