Chroma Cosmos

Tri-Dye

High Concept Statement

You play as Roy, a pilot in the Chroma Defence Force. Roy must defend Chroma Headquarters from the invading enemy. The Chroma Defence Force developed the RBY Cannon, which fires different coloured bullets to defeat the enemy.

Features

* Roy must destroy as many of the incoming invading aliens as he can. Each Alien is a different colour, and <Hero> must use the matching colour to destroy them (Red, Blue, Yellow)
* Roy will also encounter more powerful enemies that will require him to combine colours to defeat them (Green, Purple, Orange).
* Roy can also fire at incoming Bombs, igniting them and wiping out aliens of the same colour.
* Enemy Types include: Basic Aliens (Red, Blue, Yellow) with small health, Mutated Aliens (Green, Purple, Orange) with medium health, Enemy Bombs (All Colours)
* Main Control will be Mouse and Keyboard, clicking the Mouse to Fire, and using the A, S, and D keys on the keyboard to select the colours of the bullets
* Score will be kept by number of enemies defeated. After a certain number of enemies are killed / points are earned, a Colour Bomb will spawn to use against the aliens.