Shoot ’em up a la Commando 2. Tank boss.

Platformer like Mario. Dodge attacks, hit switches. Continue *In the Canvas?*

Top-down shooter. Bullet hell? Robots/mechs?

Any of the above, but the “Boss” is a “Suit and Tie” boss.

Fight through your coworkers to get to the boss’s office.

# Critical Concepts:

* Telegraphed attacks
* Health/status indications
* Hit indications
* Boss remaining health

# Leading Idea:

Top-down bullet hell in an office. “Shoot” staplers, keyboards, mugs, envelopes, etc. Fight through co-workers and office rooms to reach the “Boss”.