**Written Plan**

**Inspiration/References**

The project is highly inspired by an old game called *Alien Shooter.* Reference pictures included in **Ref** folder.

**Main Idea**

The game will be a short 2Dshooter revolved around killing some alien nests. Current planning includes: **Leveling system, Four guns minimum, Three enemy types and some destructible with a basic loot system.**

**Textures**

Currently the idea is to do basic drawings myself. They will be available in **Textures** folder.

**OBS!** Please take into consideration that I have absolutely no clue of how to write a plan.