Game 1 Title:

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Game Description:

Avatar moves left to right across the world, killing enemies and trying to get through all the levels.

Genre: Shooter Platformer

Storytelling:

A group of mercenaries has kidnapped the President’s daughter and is holding her for ransom. You are a secret agent tasked with rescuing her and taking down the mercenaries.

Player Character: Secret Agent

Game Entities:

Weapons: Different weapons are picked up by the player and are placed throughout the level.

Enemy (AI):

1. Grunt: All same clothing, different head
2. Enforcers: Few enforcers amongst grunts, only spawn with grunts
3. Lieutenants: Start spawning after certain level
4. Mercenaries: Start to spawn when coming closer to a boss fight
5. Mob Boss: Used for boss fights

Health Pack:

* Able to pick up from certain enemies after they are killed
* Enforcers and Mercenaries have chance of dropping health pack
* 3 types:
  + Energy Bar: Get very little health
  + Bandages: Some health
  + Med Kit: Full heal (only dropped by Mercs)

Games Levels:

* 3 Worlds
* 5 Levels per world
* Each world has a different city theme

Development Platform: Unity

Target Platform: PC

*This is a test*