Neon Juan

There can only be Juan

This is the official unofficial sort of design of neon Juan. Note it is suggested to change before the final product

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**Concept of juan**

To describe Neon Juan we are looking for this concept

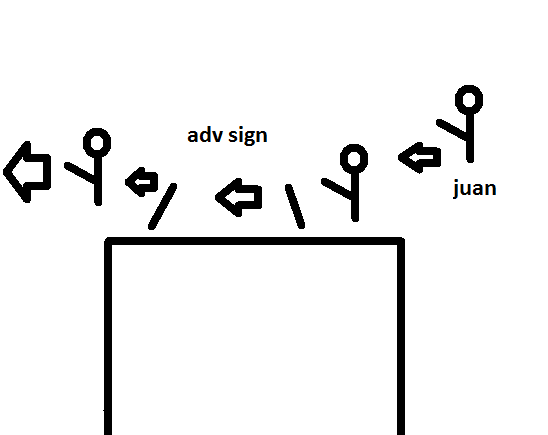
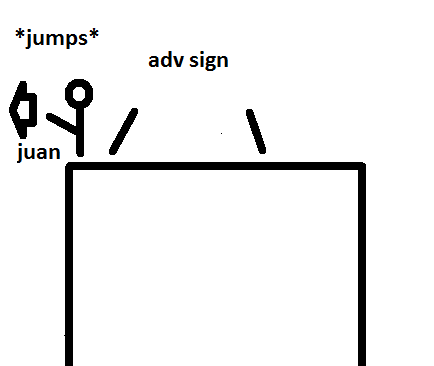
“*a guy in a bar tell this outrageous story*”

With this we can move forward with this as our basis. Neon Juan is a beat-em up game when you start off on a roof and fight enemies. With each platform is cleared you are moved to the next scene in which the floor collapse and you continue to the next level. There will be power ups and other things to help you on the way to defeat these enemies and bosses and also the final boss.

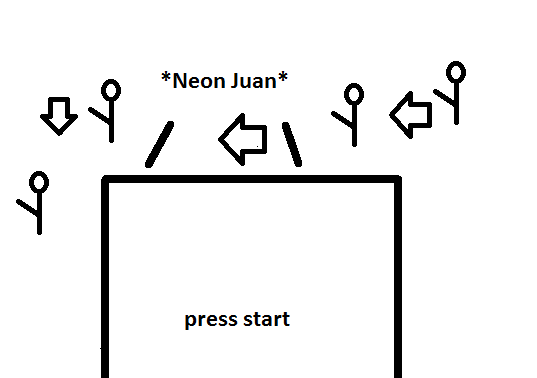
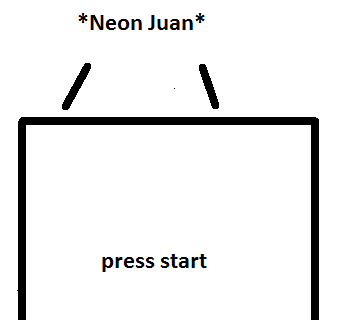
**Flow of game**

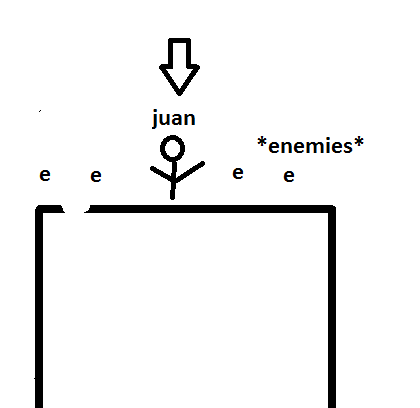
Here I will try to explain as much as possible what I think what we should go for

*Beginning*

1. 2. 

3. 4.

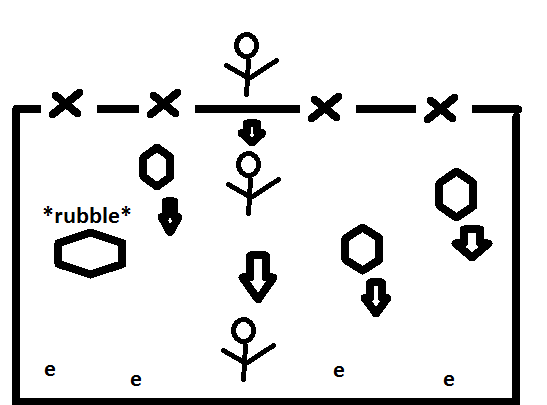
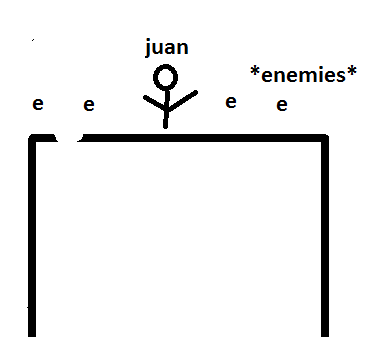


5.

lets take the time to explain how the fights and game progresses.

As shown from 5 that you will start fighting on the roof against the first enemies once you defeat these enemies you go onto the next level by the ground breaking beneath him and you fall. This can be better shown in the next two horribly drawn art pictures.

Figure 1. Figure 2.



From the start of figure1 you can see juan fighting the enemies. Once he have fully killed all enemies the floor caves in and he falls as shown in figure 2. Maybe rubble from the ceiling may not but overall that is how he transfers to different levels.

There should be 5-10 levels of these before you fight the boss. With 7 bosses there should be a maximum of 70 levels.

**Enemies**

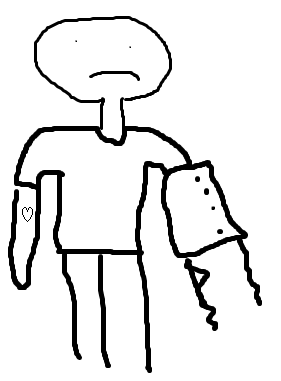
There will be one common enemy throughout the game, there will be a couple “transforming” enemy, and there will be special enemies.

Common enemy:

These enemies will be our constant people we fight against.

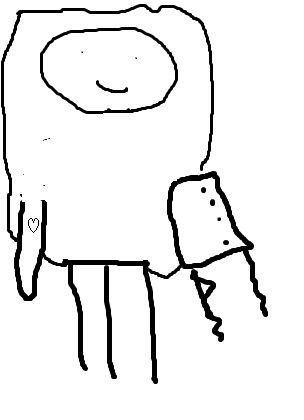
Neotech Nukes Gang

These are guys who basically just look like thugs but one appendage or body part are robotic.



Then we have the “transforming” enemies

These are the enemies that the closer you get to the boss maybe two levels before that the enemies just start looking like the special enemies. For example which I would explain later the neotech nuke gang where bell pepper outfits.



Then we have our special enemies which are the enemies you fight that have a very close reference to the boss you will be fighting such as lucha dores or robot skeletons.

Transforming Enemies

1. Chili outfits
2. Neotech nuke gang with masks
3. Future police
4. Neotech nuke zombies
5. Neotech nuke band
6. Fully robotic Neotech Nuke gang
7. T.A.C.O security

Special Enemies

1. Chilis
2. Luchadores
3. Aztec police
4. Robot candy skeletons
5. Mariachi band
6. Neon juan bots
7. T.A.C.O executives

**Bosses**

What is a game without bosses. These Bosses are going to do a set pattern and give you a chance to hit them when they are stunned or taunting. The bosses are as followed;

1.Chip and Potle

2. Lucha dora the explora

3. Aztec Chief-tan

4. Skeletron

5. Super Suave Santiago

6. NeonJuan2.0

7. T.A.C.O B.O.S.S