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**Gameplay Structure:**
   On game start, the player engages waves of enemies (spawned just outside the camera's view) with a pencil fired in intervals until they are given a selection of upgrades to choose from. The camera follows the player but stops when it reaches the bounds of the level. Upgrades occur every 30 seconds but every upgrade interval decreases the spawn interval of enemy waves. This goes on for 5 upgrade rotations until the level boss is spawned. Once the boss is defeated the game concludes with a victory screen and a defeat screen if the player loses. The character is controlled using WASD and the cursor is used for aiming.

**Dropped Elements From One-Pager:**
- Rotation: Initially I wanted to implement a rotating crosshair around the player but was unable to get it functioning and thus resorted to using just the player's cursor.
- UI: I opted to add upgrades on  a timer basis rather than using an XP system
- Audio: I decided against using music as a filler and thus didn't add it. I was unable to implement a suitable method for various paper sounds aside from the tearing for their defeat. Additionally, I wanted to implement different walking sfx depending on the type of material the player was walking across but was unable to implement properly.

**Comments:**
- Given the use of free assets I was unable to create a cohesive aesthetic that fell in line with the setting of the game.