**Assassin Scheme**

# 1. Game overview

Platform：PC

Controler：Keyboard mouse

Game type：2D ACT

Camera：Orthogonal main perspective follows

# 2. Game rules

**Game goal：Kill all the monster and defeat the wizard.**

* Each map has a door that opens after killing all the monsters in the current scene.
* If Oliver die, he will start over in the first map.
* The use of executions to kill enemies will crush their bodies, which can be used.

# 3. Oliver skills

## a. Stun

When the enemy doesn't find the player, Oliver can knock the enemy unconscious behind his back.

## b. Execute

Oliver can use executions against vertigo-stated enemies, who will be crushed if they are killed.

## C. Throw

Oliver can stun enemies or destroy traps by throwing objects.

## D. React aggrandizement

Oliver can instantly increase his reaction speed, during the reaction time, the entire environment will slow down by 50%.

# 4. Monster explanation

## 1、walker

Ordinary zombie, the kind that Oliver feared most, would hurt Oliver through pointed nails.

## 2、walker-green

A zombie infected with nuclear waste becomes a giant species after injury, spitting venom out of the mouth.

## 3、walker-red

The strong in the zombie, after the injury will appear really appearance, a collection of agility and strength in one.

## 4、Wizard

The source of the pollution of dreams, cast the dream into a dark and evil wizard, can control the fire water and electricity poison four elements, powerful and evil.

# 5. Trap explanation

## a. Light trap

Explore the intruder's lights, and Oliver will be briefly dizzy by the lights, and enemy reinforcements will arrive.

## b. Swinging hammer trap

Huge swing hammer, if hit must be very painful.

## c. Thorns trap

Ordinary thorns are long and thick when they are born by wizards, and the spikes are also toxin-like.

## d. Fire trap

The wizard's magic trap, after Oliver stepped on it, will spew out a column flame.

## e. Moon tent

The tent called by the wizard, there will always be zombies coming out of the tent.