**CSC4263-ART4240**

Champi-Capi Game Design Document

**Challenges**

During each time limit, the number of microbes increases.

The score increases only when the capsule suck/shoot the microbes and other harmful characters. If it shoots lymphocyte, phagocytes, red blood cells, which are not harmful, the score (life) decreases, so capsule needs to avoid them.

The harmful microbes’ shoot back and it decreases the life as well.

**Special Facilities**

If the capsule collects/get swallowed by lymphocytes and phagocytes they will work as a shield to it and each will support two hits of bullets from the enemies.